```
sfs_visualizer::IRenderObject
   + ~IRenderObject()
   + update()
   + draw()
   + timer()
   + key()
   + specialkey()
   + mouse()
   + IsVisible()
   + IsVisible()
   + IsInitialized()
                    sfs_visualizer::RenderObject
Base< TYPE >
                    # _zeilenabstand
# _bIsInitialized
                       _bIsVisble
                      _bLightOn
                       _bAlphaBlendOn
                     + RenderObjectBase()
                    + ~RenderObjectBase()
                     + IsVisible()
                     + IsVisible()
                     + IsInitialized()
                     + update()
                    + draw()
                    + key()
                     + specialkey()
                     + mouse()
                     + timer()
                     + rotateTranslate()
                     + checkGLErrors()
                    # draw_impl()
                     # drawBitmapText()
                     # random()
                    # toggleLightning()
                     # toggleAlphaBlending()
                           < InfoOverlay >
sfs_visualizer::RenderObject
    Base < InfoOverlay >
# _zeilenabstand
# _bIsInitialized
  _bIsVisble
  _bLightOn
  _bAlphaBlendOn
+ RenderObjectBase()
+ ~RenderObjectBase()
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+ rotateTranslate()
+ checkGLErrors()
# draw_impl()
# drawBitmapText()
# random()
# toggleLightning()
# toggleAlphaBlending()
              Д
 sfs_visualizer::InfoOverlay

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+ InfoOverlay() + ~InfoOverlay()

+ key() # draw_impl()