```
SoundfieldViewer::IRender
                Object
      + ~IRenderObject()
      + update()
      + draw()
      + getIsVisible()
      + setIsVisible()
      + getIsInitialized()
      + key()
      + specialkey()
      + mouse()
      + timer()
                     SoundfieldViewer::Render
                        ObjectBase < TYPE >
                     # _zeilenabstand
                     # _bIsInitialized
                     - _bIsVisble
                     - _bLightOn
                      _bAlphaBlendOn
                     + RenderObjectBase()
                     + ~RenderObjectBase()
                     + getIsVisible()
                     + setIsVisible()
                     + getIsInitialized()
                     + update()
                     + draw()
                     + key()
                     + specialkey()
                     + mouse()
                     + timer()
                     + rotateTranslate()
                     + checkGLErrors()
                     # draw_impl()
                     # drawBitmapText()
                     # random()
                     # toggleLightning()
                     # toggleAlphaBlending()
                           < FieldViewerBase >
SoundfieldViewer::Render
ObjectBase < FieldViewerBase >
# _zeilenabstand
# _bIsInitialized
- _bIsVisble
- _bLightOn

    _bAlphaBlendOn

+ RenderObjectBase()
+ ~RenderObjectBase()
                                         SoundfieldViewer::InfoProvider
+ getIsVisible()
+ setIsVisible()
+ getIsInitialized()
+ update()
                                         + InfoProvider()
                                         + ~InfoProvider()
+ draw()
+ key()
                                         + getInfo()
+ specialkey()
+ mouse()
+ timer()
+ rotateTranslate()
+ checkGLErrors()
# draw_impl()
# drawBitmapText()
# random()
# toggleLightning()
# toggleAlphaBlending()
                             SoundfieldViewer::FieldViewerBase
                            # _info
# _textures
# z
                             # texname
                             # _fragmentShader
# _vertexShader
                             # currenttexture
                             # alphablendfunction
                             # alphablendmode
                             # alphatest
                            and 10 more...
                             # ntextures
                             - _oldnSlizes
                             + FieldViewerBase()
                             + ~FieldViewerBase()
                             + key()
                             + timer()
                             + getInfo()
                             + setIsVisible()
                             # draw_impl()
                             # newTexture()
                             # initProperties()
                             # addQuadslice()
                             # switchAlpha()
                             # blend()
                             # toggleUseRayTracer()
                             # drawBorder()
                             # initSSBO()
                             # fillSSBO()
                               SoundfieldViewer::Matlab
                                     FieldViewerSimple
                               - abstand

    lighton

                               - _left
                               - _up
                                  shader
                                  _bInitalLoad
                                 bCutMode
                                 _timeMs
                                 _waveLength
                                  _boost
                               and 12 more...
                               + MatlabFieldViewerSimple()
                               + ~MatlabFieldViewerSimple()
                               + update()
                               + key()
```

+ mouse() + specialkey() + timer()

# draw\_impl()
- readMatlabfile()

readMatlabfileBySlice()updateTexture()initTask()