sfs_visualizer::InfoProvider

+ InfoProvider()
+ ~InfoProvider()
+ Info()

sfs_visualizer::FieldViewerBase

_info
_textures
z
_fragmentShader
_vertexShader
_currenttexture
_alphablendfunction
_alphablendmode
_alphatest
WIDTH
and 9 more...
- _oldnSlizes

+ FieldViewerBase()
+ ~FieldViewerBase()
+ key()
+ timer()
+ Info()
+ IsVisible()
# draw_impl()
# newTexture()
# initProperties()
# addQuadslice()
# switchAlpha()
# blend()
# toggleRenderMode()
# drawBorder()
# initSSBO()
# fillSSBO()

**sfs_visualizer::MatlabField
Viewer**

- _left
- _up
- _shader
- _bInitalLoad
- _bCutMode
- _radiusScale
- _matlabfilesCount

+ MatlabFieldViewer()
+ ~MatlabFieldViewer()
+ update()
+ key()
+ mouse()
+ specialkey()
+ timer()
# draw_impl()
# initProperties()
- readMatlabfile()
- updateTexture()
- initTask()

**sfs_visualizer::ShaderSoundfield
ViewerGreen**

- _left
- _up
- _back
- _computeShader
- _radiusScale
- _bufferpointer
- _bufferspeed
- _sampleRate
- _speedOfSound
- _nonlinearSlicePower
- _cmdManager

+ ShaderSoundfieldViewerGreen()
+ ~ShaderSoundfieldViewerGreen()
+ update()
+ key()
+ mouse()
+ specialkey()
+ timer()
# draw_impl()
# initProperties()
- loadColorMap()
- loadSourcesFromCSV()