```
sfs visualizer:: IRenderObject
+ ~IRenderObject()
+ update()
+ draw()
+ timer()
+ key()
+ specialkey()
+ mouse()
+ IsVisible()
+ IsVisible()
+ IsInitialized()
sfs visualizer::RenderObject
       Base < TYPE >
#
   zeilenabstand
#
   bīsīnitialized
   bIsVisble
  bLightOn
  bAlphaBlendOn
+ RenderObjectBase()
+ ~RenderObjectBase()
+ IsVisible()
+ IsVisible()
+ IsInitialized()
+ update()
+ draw()
+ key()
+ specialkey()
+ mouse()
+ timer()
+ rotateTranslate()
+ checkGLErrors()
# draw impl()
# drawBitmapText()
# random()
# toggleLightning()
# toggleAlphaBlending()
```