```
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()
                          < FieldViewerBase >
sfs_visualizer::RenderObject
 Base < Field Viewer Base >
# _zeilenabstand
# _bIsInitialized
  bIsVisble
_bLightOn
  _bAlphaBlendOn
+ RenderObjectBase()
+ ~RenderObjectBase()
                                      sfs_visualizer::InfoProvider
+ IsVisible()
+ IsVisible()
+ IsInitialized()
+ update()
                                      + InfoProvider()
+ draw()
                                      + ~InfoProvider()
                                      + Info()
+ key()
+ specialkey()
+ mouse()
+ timer()
+ rotateTranslate()
+ checkGLErrors()
# draw_impl()
# drawBitmapText()
# random()
# toggleLightning()
# toggleAlphaBlending()
                          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::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()