```
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()
                       < HelpOverlay >
SoundfieldViewer::Render
ObjectBase < HelpOverlay >
# _zeilenabstand
# _bIsInitialized
 _bIsVisble
 _bLightOn
 _bAlphaBlendOn
+ RenderObjectBase()
+ ~RenderObjectBase()
+ getIsVisible()
+ setIsVisible()
+ getIsInitialized()
+ update()
+ draw()
+ key()
+ specialkey()
+ mouse()
+ timer()
+ rotateTranslate()
+ checkGLErrors()
# draw_impl()
# drawBitmapText()
```

SoundfieldViewer::HelpOverlay

+ HelpOverlay() + ~HelpOverlay() + key() # draw_impl()

random()
toggleLightning()
toggleAlphaBlending()