WAL::Component

_entity

+ operator=()
+ ~Component()
+ clone()
+ onStart()
+ onStop()
# Component()
# Component()

BBM::ControllableComponent

+ disabled
+ move
+ secondary
+ bomb
+ pause
+ layout
+ fastClick

+ disable()
+ clone()
+ ControllableComponent()
+ ControllableComponent()
+ ControllableComponent()
+ ~ControllableComponent()
+ operator=()