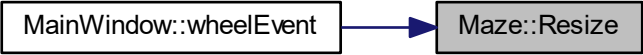


MainWindow::wheelEvent



```
graph LR; A[MainWindow::wheelEvent] --> B[Maze::Resize];
```

A diagram showing a call from `MainWindow::wheelEvent` to `Maze::Resize`. The first box is white with a black border, and the second box is gray with a black border. A blue arrow points from the right side of the first box to the left side of the second box.

Maze::Resize