

HeadBall::Wall

- _data
- _world
- _leftDef
- _rightDef
- _topDef
- _lPostDef
- _rPostDef
- _leftBody
- _rightBody
- _topBody
- _leftPost
- _rightPost
- _leftShape
- _rightShape
- _topShape
- _lPostShape
- _rPostShape
- _leftFixture
- _rightFixture
- _topFixture
- _lPostFixture
- _rPostFixture

- + Wall()
- + init()