

## 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()