QWidget

MapRenderer

+ data
+ offset
- graphicsManager
- dataModel
- mouseDown
- dragPosition
- dragOrigin
- activeTile
- showHighlight
- rendering
- renderTime
- scale
- showExpertDetails
- movementAnimations
- lastFpsTake
- frameCount
- fps

+ MapRenderer()
+ paintEvent()
+ mousePressEvent()
+ mouseReleaseEvent()
+ mouseMoveEvent()
+ wheelEvent()
+ keyReleaseEvent()
+ tick()
+ demo()
+ mapPosition()
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+ onTileChange()
+ enableHighlight()