

+ codeCount
- graphicsManager
- dataModel
- mouseDown

- dragPosition
- dragOrigin
- activeTile
- offsetTargetX
- offsetTargetY
- showHighlight
- rendering
und 23 mehr ...

+ MapRenderer()
+ paintEvent()
+ mousePressEvent()
+ mouseReleaseEvent()
+ mouseMoveEvent()
+ wheelEvent()
+ keyReleaseEvent()
+ tick()

+ lick()
+ logicUpdate()
+ renderFrame()
und 15 mehr ...
+ onTileChange()
+ enableHighlight()
+ setLogicSpeed()
+ handleReachedPoint()
- onVideoStateChange()