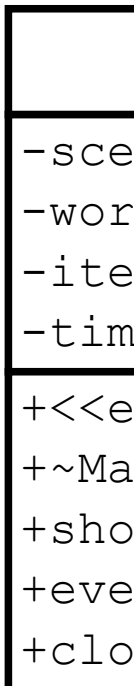
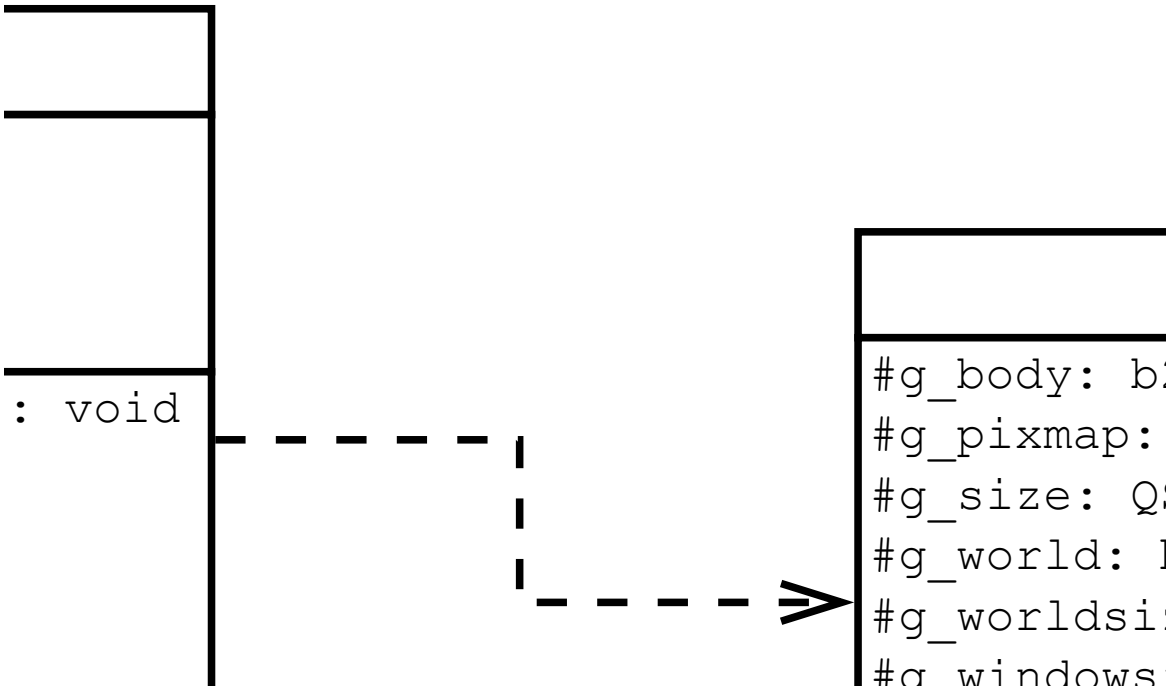

-sce
-wor
-ite
-tim
+<<e
+~Ma
+sho
+eve
+clo

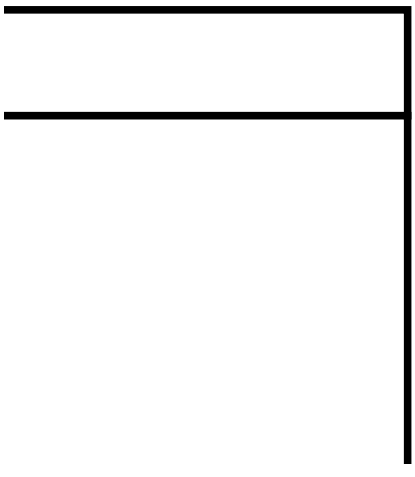
MainWindow

ne: QGraphicsScene *
ld: b2World *
mList : QList<GameItem *>
er: QTimer

---

xplicit>> MainWindow(parent:QWidget *=0)
inWindow()
wEvent(QShowEvent*): void
ntFilter(QObject *,event:QEvent): bool
seEvent(QCloseEvent*): void


: void
#g_body: b
#g_pixmap:
#g_size: Q
#g_world:
#g_worldsi
#g_windows

GameItem

```
2Body *
 QGraphicsPixmapItem
SizeF
b2World *
ze: static QSizeF
ize: static QSizeF
```