bool MainWindow::**loadWave**()

{

if (m\_waves >= 6)

return false;

WayPoint \*startWayPoint = m\_wayPointsList.back();

int enemyStartInterval[]={100,2000,4000,6000,8000,10000};

for (int i = 0; i < 6; ++i)

{

Enemy \*enemy = new Enemy(startWayPoint, this);

m\_enemyList.push\_back(enemy);

QTimer::singleShot(enemyStartInterval[i], enemy, SLOT(doActivate()));

//定时器，msec毫秒之后运行slot中函数

}

return true;

}