```
QMainWindow
               Δ
       QGBA::Window
 m_manager
- m_controller- m_audioProcessor
- m_display
- m_display
- m_savedScale
· m_gameActions
- m_nonMpActions
 m_multiWindow
m_frameSizes
 m_log
m_logView
- m_stateWindow
 m_screenWidget
m_logo
m_config
 m_config
m_inputController

    m_frameList

- m_frameCounter
- m_fpsTimer
- m_frameTimer
and 13 more...
- FPS_TIMER_INTERVAL
- FRAME_LIST_INTERVAL
- FRAME_LIST_SIZE
+ Window()
   -Window()
+ controller()
+ setConfig()
+ argumentsPassed()
+ resizeFrame()
+ updateMultiplayerStatus()
+ setController()
+ selectROM()
+ selectSave()
+ selectPatch()
+ enterFullScreen()
+ exitFullScreen()
+ toggleFullScreen()
+ loadConfig()
+ reloadConfig()
+ saveConfig()
+ loadCamImage()
+ replaceROM()
+ multiplayerChanged()
+ importSharkport()
+ exportSharkport()
+ openSettingsWindow()
 startVideoLog()
# keyPressEvent()
# keyReleaseEvent()
# resizeEvent()
# showEvent(
# closeEvent()
# focusInEvent()
# focusOutEvent()
# dragEnterEvent()
# dropEvent()
# mouseDoubleClickEvent()
 setupMenu()
- openStateWindow()
attachWidget()
- detachWidget()
appendMRU()
updateMRU()
- openView()
- openTView()
               lerTView()

    openControl

addControlledAction()
addHiddenAction()
updateTitle()
 getFilters()
getFiltersArchive()
gameStarted()
gameStopped()
gameCrashed()gameFailed()
 unimplementedBiosCall()
- reloadAudioDriver()
reloadDisplayDriver()
tryMakePortable()
mustRestart()
recordFrame()
 delimitFrames()
- showFPS()
focusCheck()
```

updateFrame()