QGBA::AbstractGameList

+ selectedEntry()
+ selectEntry()
+ setViewStyle()
+ addEntry()
+ addEntries()
+ removeEntry()
+ removeEntries()
+ widget()

QGBA::LibraryTree

- m_widget
- m_currentStyle
- m_controller
- m_deferredTreeRebuild
- m_items
- m_pathNodes

+ LibraryTree()
+ ~LibraryTree()
+ selectedEntry()
+ selectEntry()
+ setViewStyle()
+ addEntries()
+ addEntry()
+ removeEntry()
+ widget()
- rebuildTree()
- resizeAllCols()