



JFrame

VetoableChangeListener
ComponentListener

BlasterEditor

desktop:JDesktopPane
mapFrame:MapFrame
+currentFrame:MapFrame
+windowCount:int

+buildUI:void
-createMenuBar:JMenuBar
-createToolBar:JToolBar
-load:void
-save:void
-export:void
-newFrame:void
+main:void

JInternalFrame

PropertyFloat

-instance:PropertyFloat
-table:JTable
data:KeyValueTableData

+getInstance:PropertyFloat
+setData:void
+refresh:void

JInternalFrame

InternalFrameListener
VetoableChageListener

MapFrame

map:Map
+polygonMode:PolygonMode
+moveMode:MoveMode
-scrollView:JScrollPane
currentMode:AbstractMode
currentSelection:EditorObject
canvas:EditorCanvas

-init:void
+display:void

JInternalFrame

FloatingToolBar

-instance:FloatingToolBar
-polygonModeButton:JToggleButton
-moveModeButton:JToggleButton

+getInstance:FloatingToolBar
+refresh:void

AbstractMode

#map:Map

+activate:void
+deactivate:void
+keyPressed:Rectangle
+mousePressed:Rectangle

JPanel

EditorCanvas

-map:Map
Attributes

+paintComponent:void

MoveMode

selectedObject:EditorObject
-lastPosition:Point
-startPosition:Point

PolygonMode

verts:Vertex[]
vertIndex:int

-reset:void

Exporter

+export:void