UBItem

mUuid

mRenderingQuality # mSourceUrl

- + ~UBItem()
- + uuid()
- + setUuid()
- + renderingQuality()
- + setRenderingQuality()
- + deepCopy()
- + copyItemParameters()
- + scene()
- + sourceUrl()
- + setSourceUrl()
- # UBItem()

UBGraphicsItem

- + type()
- + Delegate()
- + remove()
- + clearSource()
- + assignZValue()
- + isRotatable()
- + isFlippable() + isLocked()
- + getOwnUuid()
- + getOwnZValue()
- + Delegate()
- # UBGraphicsItem()
- # ~UBGraphicsItem()
- # setDelegate()



UBGraphicsGroupContainerItem

- + UBGraphicsGroupContainerItem()
- + ~UBGraphicsGroupContainerItem()
- + addToGroup()
- + removeFromGroup()
- + setCurrentItem()
- + getCurrentItem()
- + deselectCurrentItem()
- + boundingRect()
- + paint()
- + corescene() and 6 more...
- # mousePressEvent()
- # mouseMoveEvent()
- # mouseReleaseEvent()
- # itemChange()
- # pRemoveFromGroup()