## **UBItem** # mUuid # mRenderingQuality # mSourceUrl **UBResizableGraphicsItem** + ~UBItem() + uuid() + setUuid() + UBResizableGraphicsItem() + renderingQuality() + ~UBResizableGraphicsItem() + setRenderingQuality() + resize() + deepCopy() + resize() + copyItemParameters() + size() + scene() + sourceUrl() + setSourceUrl() # UBItem() UBGraphicsWidgetItem # mFirstReleaseAfterMove # mInitialLoadDone # mlsFreezable # mlsResizable # mLoadIsErronous # mMouseIsPressed # mCanBeContent # mCanBeTool # mNominalSize # mMinimumSize # mMainHtmlFileName # mMainHtmlUrl # mWidgetUrl # mDatastore # mPreferences + UBGraphicsWidgetItem() + ~UBGraphicsWidgetItem() + type() + initialize() + resize() + resize() + size() + mainHtml() + loadMainHtml() + widgetUrl() and 32 more... + widgetType() + widgetName() + iconFilePath() + freeze() + unFreeze() # event() # dropEvent() # mousePressEvent() # mouseReleaseEvent() # hoverEnterEvent() # hoverLeaveEvent() # sendJSEnterEvent() # sendJSLeaveEvent() # injectInlineJavaScript() # wheelEvent() # itemChange() # paint() # geometryChangeRequested()

# javaScriptWindowObjectCleared()

# mainFrameLoadFinished()

## **UBGraphicsItem**

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