UBFloatingPalette # mBackgroundBrush # mbGrip # mCustomPosition # mlsMoving # sLayoutContentMargin # sLayoutSpacing + UBFloatingPalette() + mouseMoveEvent() + mousePressEvent() + mouseReleaseEvent() + addAssociatedPalette() + removeAssociatedPalette() + adjustSizeAndPosition() + setCustomPosition() + preferredSize() + setBackgroundBrush() + setGrip() + setMinimizePermission() + savePos() + restorePos() # enterEvent() # showEvent() # paintEvent() # radius() # border() # gripSize() # moveInsideParent() # getParentRightOffset() # minimizedLocation() **UBActionPalette** + m customCloseProcessing # mButtons # mButtonGroup # mActions # mMapActionToButton # mlsClosable # mToolButtonStyle **BTNImages** # mAutoClose UBKeyboardLocale # mButtonSize **KEYCODE** + m_strHeight # mMousePos + fullName + m_width + symbol + name + m_height + UBActionPalette() + code + id + m_btnLeftPassive + UBActionPalette() + modifier + icon + m_btnCenterPassive + UBActionPalette() + m_btnRightPassive + UBActionPalette() + KEYCODE() + UBKeyboardLocale() + m btnLeftActive + ~UBActionPalette() + KEYCODE() + UBKeyboardLocale() + m_btnCenterActive + KEYCODE() + setButtonIconSize() + ~UBKeyboardLocale() + m_btnRightActive + setToolButtonStyle() + empty() + operator[]() + actions() + BTNImages() + setActions() + groupActions() and 8 more... + close() # paintEvent() # mouseReleaseEvent() # init() # updateLayout() # createPaletteButton() specialModifier currBtnImages/ locales **UBKeyboardPalette** + m_isVisible + m_pos # capsLock # shift # nCurrentLocale # nLocalesCount # nSpecialModifierIndex # strSize # btnWidth # btnHeight # languagePopupActive # keyboardActive + UBKeyboardPalette() + ~UBKeyboardPalette() + isEnabled() + sizeHint() + adjustSizeAndPosition() + getKeyButtonSize() + setKeyButtonSize() # enterEvent()

leaveEvent()
paintEvent()
moveEvent()
sendKeyEvent()
setLocale()
getLocaleName()

init()