```
UBAbstractDrawRuler
# mShowButtons
# mCloseSvgItem
# mAntiScaleRatio
# startDrawPosition
# sPixelsPerMillimeter
# sLightBackgroundEdgeFill
Color
# sLightBackgroundMiddleFill
Color
# sLightBackgroundDrawColor
# sDarkBackgroundEdgeFillColor
# sDarkBackgroundMiddleFill
Color
# sDarkBackgroundDrawColor
# sLeftEdgeMargin
# sDegreeToQtAngleUnit
# sRotationRadius
# sFillTransparency
# sDrawTransparency
#sRoundingRadius
+ UBAbstractDrawRuler()
+ ~UBAbstractDrawRuler()
+ create()
+ StartLine()
+ DrawLine()
+ EndLine()
# paint()
# scene()
# rotateAroundCenter()
# rotationCenter()
# closeButtonRect()
# paintGraduations()
# moveCursor()
# rotateCursor()
# closeCursor()
# drawRulerLineCursor()
# drawColor()
# middleFillColor()
# edgeFillColor()
# font()
                mActiveRuler
     UBDrawingController
   + stylusTool()
   + latestDrawingTool()
   + isDrawingTool()
   + currentToolWidthIndex()
```

## + stylus rool() + latestDrawingTool() + isDrawingTool() + currentToolWidthIndex() + currentToolWidth() + currentToolColorIndex() + currentToolColor() + toolColor() + setPenColor() + setMarkerColor() + setMarkerAlpha() + setInDestopMode() + isInDesktopMode() + drawingController() + destroy() + setStylusTool() + setLineWidthIndex() + setColorIndex() + setEraserWidthIndex()