UBGraphics Item Delegate # mDelegated # mDeleteButton # mDuplicateButton # mMenuButton # mZOrderUpButton # mZOrderDownButton # mMenu # mLockAction # mShowOnDisplayAction # mGotoContentSourceAction and 9 more... + UBGraphicsItemDelegate() + ~UBGraphicsItemDelegate() + init() + mousePressEvent() + mouseMoveEvent() + mouseReleaseEvent() + weelEvent() + hoverEnterEvent() + hoverLeaveEvent() + itemChange() and 26 more... + remove() + showMenu() + showHide() + lock() + duplicate() + increaseZLevelUp() + increaseZLevelDown() + increaseZlevelTop() + increaseZlevelBottom() + onZoomChanged() # buildButtons() # decorateMenu() # updateMenuActionState() # gotoContentSource()

UBGraphicsAudioItemDelegate

+ UBGraphicsAudioItemDelegate()
+ ~UBGraphicsAudioItemDelegate()
buildButtons()
madiaStateChanged()

mediaStateChanged()