UBItem

mUuid
mRenderingQuality
mSourceUrl

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

UBGraphicsCache

+ ~UBGraphicsCache()
+ type()
+ deepCopy()
+ copyItemParameters()
+ maskColor()
+ setMaskColor()
+ maskshape()
+ setMaskShape()
+ holeWidth()
+ holeHeight()
+ setHoleWidth()
+ setHoleHeight()
+ setHolePos()
+ setHoleSize()
+ setMode()
+ instance()
# paint()
# hoverEnterEvent()
# hoverLeaveEvent()
# hoverMoveEvent()
# mouseMoveEvent()
# mousePressEvent()
# mouseReleaseEvent()