UBGraphicsItem UBItem # mUuid # mRenderingQuality + type() # mSourceUrl + Delegate() + remove() + ~UBItem() + clearSource() + uuid() + assignZValue() + setUuid() + isRotatable() + renderingQuality() + isFlippable() + setRenderingQuality() + isLocked() + deepCopy() + getOwnUuid() + copyItemParameters() + getOwnZValue() + scene() + Delegate() + sourceUrl() # UBGraphicsItem() + setSourceUrl() # ~UBGraphicsItem() # UBItem() # setDelegate() **UBGraphicsSvgItem** # mFileData + UBGraphicsSvgItem() + UBGraphicsSvgItem() + init() + ~UBGraphicsSvgItem() + fileData() + setFileData() + type() + deepCopy() + copyItemParameters() + setRenderingQuality() + scene() + toPixmapItem() + setUuid() # mousePressEvent() # mouseMoveEvent() # mouseReleaseEvent()

paint()

itemChange()