```
UBDockPaletteWidget
# mName
# mRegisteredModes
# mVisibleState
```

```
+ UBDockPaletteWidget()
+ ~UBDockPaletteWidget()
+ iconToRight()
```

+ iconToLeft() + name()

+ visibleInMode() + registerMode() + visibleState() + setVisibleState() + slot changeMode()