UBAbstractDrawRuler # mShowButtons # mCloseSvgItem # mAntiScaleRatio # startDrawPosition # sPixelsPerMillimeter # sLightBackgroundEdgeFill # 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() **UBGraphicsRuler** + UBGraphicsRuler()

UBGraphicsAristo

- + UBGraphicsAristo()
- + ~UBGraphicsAristo()
- + setOrientation()
- + deepCopy()
- + copyItemParameters()
- + StartLine()
- + DrawLine()
- + EndLine()
- + type()
- + scene()
- # paint()
- # rotateAroundCenter()
- # resize()
- # rotationCenter()
- # closeButtonRect()
- # hFlipRect()
- # markerButtonRect()
- # resizeButtonRect()
- # rotateRect()
- # flipCursor()
- and 8 more...

UBGraphicsProtractor

- + UBGraphicsProtractor()
- + angle()
- + markerAngle()
- + setAngle()
- + setMarkerAngle()
- + deepCopy()
- + copyItemParameters()
- + type()
- # paint()
- # itemChange()
- # mousePressEvent()
- # mouseMoveEvent()
- # mouseReleaseEvent()
- # hoverEnterEvent()
- # hoverLeaveEvent()
- # hoverMoveEvent()
- # shape()
- # boundingRect()
- # paintGraduations()

- + ~UBGraphicsRuler()
- + type()
- + deepCopy()
- + copyItemParameters()
- + StartLine()
- + DrawLine()
- + EndLine()
- # paint()
- # itemChange()
- # mousePressEvent()
- # mouseMoveEvent()
- # mouseReleaseEvent()
- # hoverEnterEvent()
- # hoverLeaveEvent()
- # hoverMoveEvent()
- # paintGraduations()

UBGraphicsTriangle

- + UBGraphicsTriangle()
- + ~UBGraphicsTriangle()
- + type()
- + deepCopy()
- + copyItemParameters()
- + StartLine()
- + DrawLine()
- + EndLine()
- + setRect()
- + setRect()
- + setOrientation()
- + getOrientation()
- + rect()
- + scene()
- + orientationFromStr()
- + orientationToStr()
- # updateResizeCursor()
- # paint()
- # shape()
- # rotateAroundCenter()
- # rotationCenter()
- # closeButtonRect()
- # resize1Polygon()
- # resize2Polygon()
- # hFlipRect()
- # vFlipRect()
- and 11 more...