

## UBGraphicsDelegateFrame

- + UBGraphicsDelegateFrame()
- + ~UBGraphicsDelegateFrame()
- + paint()
- + shape()
- + mousePressEvent()
- + getFixedPointFromPos()
- + getResizeVector()
- + resizeDelegate()
- + mouseMoveEvent()
- + mouseReleaseEvent()
- and 9 more...