## + UBDisplayManager() + ~UBDisplayManager() + ~UBDisplayManager() + numScreens() + numPreviousViews() + setControlWidget()

+ setPreviousDisplaysWidgets()

+ setDisplayWidget()
+ setDesktopWidget()

+ hasControl()
+ hasDisplay()
+ hasPrevious()
+ setUseMultiScreen()
+ controleScreenIndex()
+ controlGeometry()
+ displayGeometry()
+ reinitScreens()
+ adjustScreens()
+ blackout()
+ unBlackout()
+ setRoleToScreen()