```
UBMagnifierParams
  + X
  + y
  + zoom
  + sizePercentFromScene
               params
        UBMagnifier
# mMousePressPos
# mMousePressDelta
# mShouldMoveWidget
# mShouldResizeWidget
# m iButtonInterval
# sClosePixmap
# sClosePixmapButtonRect
# sIncreasePixmap
# sIncreasePixmapButtonRect
# sDecreasePixmap
and 8 more...
+ UBMagnifier()
+ ~UBMagnifier()
+ setSize()
+ createMask()
+ setZoom()
+ setGrabView()
+ setMoveView()
+ setDrawingMode()
+ grabPoint()
+ grabPoint()
+ grabNMove()
+ slot refresh()
# paintEvent()
# mousePressEvent()
# mouseMoveEvent()
# mouseReleaseEvent()
```