UBGeometryUtils centimeterGraduationHeight + halfCentimeterGraduation Height

+ millimeterGraduationHeight + millimetersPerCentimeter

+ inchSize

+ lineToPolygon() + lineToInnerRect() + arcToPolygon() + lineToPolygon()

+ crashPointList()

+ millimetersPerHalfCentimeter

+ pointConstrainedInRect() + pointConstrainedInRect()