UBAbstractDrawRuler # mShowButtons # mCloseSvgItem # mAntiScaleRatio # startDrawPosition # sPixelsPerMillimeter # sLightBackgroundEdgeFill Color # sLightBackgroundMiddleFill Color # sLightBackgroundDrawColor # sDarkBackgroundEdgeFillColor # sDarkBackgroundMiddleFill **UBItem** Color # sDarkBackgroundDrawColor # mUuid # sLeftEdgeMargin # mRenderingQuality # sDegreeToQtAngleUnit # mSourceUrl # sRotationRadius + ~UBItem() # sFillTransparency + uuid() # sDrawTransparency + setUuid() # sRoundingRadius + renderingQuality() + UBAbstractDrawRuler() + setRenderingQuality() + ~UBAbstractDrawRuler() + deepCopy() + create() + copyItemParameters() + StartLine() + scene() + DrawLine() + sourceUrl() + EndLine() + setSourceUrl() # paint() # UBItem() # scene() # rotateAroundCenter() # rotationCenter() # closeButtonRect() # paintGraduations() # moveCursor() # rotateCursor() # closeCursor() # drawRulerLineCursor() # drawColor() # middleFillColor() # edgeFillColor() # font() **UBGraphicsProtractor** + UBGraphicsProtractor() + angle() + markerAngle() + setAngle() + setMarkerAngle() + deepCopy() + copyItemParameters() + type() # paint() # itemChange() # mousePressEvent() # mouseMoveEvent() # mouseReleaseEvent() # hoverEnterEvent()

hoverLeaveEvent()
hoverMoveEvent()

boundingRect()
paintGraduations()

shape()