UBCoreGraphicsScene

+ UBCoreGraphicsScene()
+ ~UBCoreGraphicsScene()
+ addItem()
+ removeItem()
+ deleteItem()
+ removeItemFromDeletion()
+ addItemToDeletion()
+ isModified()
+ setModified()

UBGraphicsScene

+ enableUndoRedoStack()
+ setURStackEnable()
+ isURStackIsEnabled()
+ UBGraphicsScene()
+ ~UBGraphicsScene()
+ deepCopy()
+ copyItemParameters()
+ sceneDeepCopy()
+ clearContent()
+ inputDevicePress()
and 64 more...
+ getPersonalUuid()
+ initStroke()
+ hideEraser()
+ setBackground()
+ setBackgroundZoomFactor()
+ setDrawingMode()
+ deselectAllItems()
+ addPixmap()
+ textUndoCommandAdded()
+ setToolCursor()
+ selectionChangedProcessing()
and 8 more...
lineToPolygonItem()
arcToPolygonItem()
initPolygonItem()
drawEraser()
drawPointer()
DisposeMagnifierQWidgets()
keyReleaseEvent()
recolorAllItems()
drawItems()
rootItem()
drawBackground()