UBAbstractDrawRuler

mShowButtons
mCloseSvgItem
mAntiScaleRatio
startDrawPosition
sPixelsPerMillimeter
sLightBackgroundEdgeFill
Color
sLightBackgroundMiddleFill
Color
sLightBackgroundDrawColor
sDarkBackgroundEdgeFillColor
sDarkBackgroundMiddleFill
Color
sDarkBackgroundDrawColor
sLeftEdgeMargin
sDegreeToQtAngleUnit
sRotationRadius
sFillTransparency
sDrawTransparency
sRoundingRadius

+ UBAbstractDrawRuler()
+ ~UBAbstractDrawRuler()
+ create()
+ StartLine()
+ DrawLine()
+ EndLine()
# paint()
# scene()
# rotateAroundCenter()
# rotationCenter()
# closeButtonRect()
# paintGraduations()
# moveCursor()
# rotateCursor()
# closeCursor()
# drawRulerLineCursor()
# drawColor()
# middleFillColor()
# edgeFillColor()
# font()

UBItem

mUuid
mRenderingQuality
mSourceUrl

+ ~UBItem()
+ uuid()
+ setUuid()
+ renderingQuality()
+ setRenderingQuality()
+ deepCopy()
+ copyItemParameters()
+ scene()
+ sourceUrl()
+ setSourceUrl()
# UBItem()

UBGraphicsTriangle

+ UBGraphicsTriangle()
+ ~UBGraphicsTriangle()
+ type()
+ deepCopy()
+ copyItemParameters()
+ StartLine()
+ DrawLine()
+ EndLine()
+ setRect()
+ setRect()
+ setOrientation()
+ getOrientation()
+ rect()
+ scene()
+ orientationFromStr()
+ orientationToStr()
# updateResizeCursor()
# paint()
# shape()
# rotateAroundCenter()
# rotationCenter()
# closeButtonRect()
# resize1Polygon()
# resize2Polygon()
# hFlipRect()
# vFlipRect()
and 11 more...