UBItem

mUuid
mRenderingQuality
mSourceUrl

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

UBGraphicsItem

+ type()
+ Delegate()
+ remove()
+ clearSource()
+ assignZValue()
+ isRotatable()
+ isFlippable()
+ isLocked()
+ getOwnUuid()
+ getOwnZValue()
+ Delegate()
# UBGraphicsItem()
# ~UBGraphicsItem()
# setDelegate()

UBGraphicsCurtainItem

sDrawColor
sDarkBackgroundDrawColor
sOpaqueControlColor
sDarkBackgroundOpaqueControl
Color

+ UBGraphicsCurtainItem()
+ ~UBGraphicsCurtainItem()
+ type()
+ deepCopy()
+ copyItemParameters()
+ triggerRemovedSignal()
+ clearSource()
+ setUuid()
# mousePressEvent()
# mouseMoveEvent()
# mouseReleaseEvent()
# paint()
# itemChange()
# drawColor()
# opaqueControlColor()