UBFloatingPalette # mBackgroundBrush # mbGrip # mCustomPosition # mlsMoving # sLayoutContentMargin # sLayoutSpacing + UBFloatingPalette() + mouseMoveEvent() + mousePressEvent() + mouseReleaseEvent() + addAssociatedPalette() + removeAssociatedPalette() + adjustSizeAndPosition() + setCustomPosition() + preferredSize() + setBackgroundBrush() + setGrip() + setMinimizePermission() + savePos() + restorePos() # enterEvent() # showEvent() # paintEvent() # radius() # border() # gripSize() # moveInsideParent() # getParentRightOffset() # minimizedLocation() **UBStartupHintsPalette**

+ UBStartupHintsPalette() + ~UBStartupHintsPalette() # paintEvent() # mouseReleaseEvent()

showEvent()