## # mGraphicItems # mLabelsItems # mMousePressScenePos # mMousePressPos # mItemsPaths # mLabels # bSelectionInProgress # bCanDrag + UBThumbnailWidget()

+ ~UBThumbnailWidget()

+ sceneSelectionChanged()
# mousePressEvent()
# mouseMoveEvent()
# mouseReleaseEvent()

# mouseDoubleClickEvent()

+ selectedItems()
+ selectItemAt()
+ unselectItemAt()
+ thumbnailWidth()
+ setBackgroundBrush()
+ setThumbnailWidth()

+ setSpacing()
+ setGraphicsItems()
+ refreshScene()

# resizeEvent()

# keyPressEvent()
# focusInEvent()
# spacing()