UBItem

mUuid
mRenderingQuality
mSourceUrl

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

UBGraphicsPolygonItem

+ UBGraphicsPolygonItem()
+ UBGraphicsPolygonItem()
+ UBGraphicsPolygonItem()
+ ~UBGraphicsPolygonItem()
+ initialize()
+ setUuid()
+ setStrokesGroup()
+ strokesGroup()
+ setColor()
+ color()
and 16 more...
paint()
shape()