

MainScene

- + MainScene(QObject
- *parent=0)
 - + ~MainScene()
 - + void SetChosedThickness
 - (int NewChosedThickness)
- + void SetChosedTool
- (Tools NewChosedTool)
 + void SetChosedPenColor
- (const QColor &NewChosedPenColor)
- + void SetChosedBrushColor
- (const QColor &NewChosedBrushColor)
- + void SetChosedFigure
- (Figure *NewChosedFigure)
 - + void Rotate(int RotateAngle)
- + void Scale(greal ScaleValue)
- + void Undo()
- + void Redo()
- + int GetChosedThickness
- () const