

## **CImageView**

#paintEvent(event: QPaintEvent\*)
#wheelEvent(event: QWheelEvent\*)

#mouseMoveEvent(event: QMouseEvent\*)
#mousePressEvent(event: QMouseEvent\*)
#mouseReleaseEvent(event: QMouseEvent\*)

#showImages(images: vector<tuple<uint32\_t,QImage&>>)

#addConnectedMarkers(positions: vector<tuple<uint32\_t,QVector2D>>)

## **CInputImageView**

+applyData(packet: \*CImageDataPacket)

+activate()

+onImagesSelected(images: vector<uint32\_t>&): slot

+relevantImagesChanged(images: vector<uint32\_t>&): signal