QWidget

#paintEvent(event: QPaintEvent*)
#wheelEvent(event: QWheelEvent*)
#mouseMoveEvent(event: QMouseEvent*)
#mousePressEvent(event: QMouseEvent*)
#mouseReleaseEvent(event: QMouseEvent*)

IGuiDataView

+*activate()*

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>>)