

drawLoopHeading(QGraphicsSimpleTextItem* loopHeading)

lokale/globale Variablen und Attribute:

loopHeadingHeight: GZ

```
wrapText(loopHeading, width-2*paddingLeft)
```

```
loopHeading.setPos(left+paddingLeft, top+paddingTopBlock)
```

```
loopHeadingHeight ← loopHeading.boundingRect().height() + 2*paddingTopBlock
```

```
top ← top + loopHeadingHeight
```