

drawSurroundingRect(QGraphicsItem* group)

lokale/globale Variablen und Attribute:
surroundingRect: QGraphicsRectItem*

surroundingRect ← new QGraphicsRectItem(group)

surroundingRect.setRect(std::floor(group.childrenBoundingRect().left() + 1), std::floor(group.childrenBoundingRect().top() + 1), std::floor(group.childrenBoundingRect().width() + paddingBody - 1), std::floor(group.childrenBoundingRect().height() + paddingBody - 1))