

- QPointF m_dragStartPosition
- int m_networkLayer
- QString m_subnetGroup
- + DeviceNode(const HostInfo &host, DeviceType type
 =DEVICE_UNKNOWN)
- + QRectF boundingRect () const override
- + void paint(QPainter *painter, const QStyleOption GraphicsItem *option, QWidget 'widget) override
- + void setDeviceType (DeviceType type)
- + DeviceType deviceType () const
- + QString ipAddress() const
- + HostInfo hostInfo()
- + void setPosition(const QPointF &pos)
- + void setNetworkLayer (int layer)
- + int networkLayer() const
- + void setSubnetGroup (const QString &subnet)
- + QString subnetGroup () const
- # void mousePressEvent (QGraphicsSceneMouseEvent *event) override
- # void mouseMoveEvent (QGraphicsSceneMouseEvent event) override
- # void mouseReleaseEvent (QGraphicsSceneMouseEvent *event) override
- # void hoverEnterEvent (QGraphicsSceneHoverEvent 'event) override
- # void hoverLeaveEvent (QGraphicsSceneHoverEvent 'event) override