

## QtwaylandSurfaceNode

- + QtwaylandSurfaceNode()
- + ~QtwaylandSurfaceNode()
- + surface()
- + setSurface()
- + surfaceTransform()
- + computeLocalSurfaceIntersection()
- + draw()
- + getSurfaceNode()
- + intersectWithSurfaces()
- + composeSurface()
- + paintChildren()
- + computeSurfaceTransform()