

```
graph LR; A["ch.innovazion.arionide.ui.overlay.  
View.setBounds"] -- curved arrow --> A; A -- straight arrow --> B["ch.innovazion.arionide.ui.render.  
UIMutableBounds.updateBounds"]
```

ch.innovazion.arionide.ui.overlay.
View.setBounds

ch.innovazion.arionide.ui.render.
UIMutableBounds.updateBounds