Layout Manager

<<interface>>
common::layout_manager

get_surface(node)

get_alignment(node)
get_animation_destination(node_or_rgn)
get_animation_notif(node_or_rgn)

<<interface>>
common::alignment

get_image_fixpoint(image_size)
get_surace_fixpoint(surface_size)

animation_destination

animation_notification

gui_events

gui_window

<<interface>>
common::surface

show(gui_events)
renderer_done(gui_events)

need_redraw(rect)
need_redraw()
need_events(bool)
transition_done()

get_rect()
get_global_topleft()
get_fit_rect(...)
region_info *get_info()

get_gui_window()

<<interface>>
common::region_info

get_rect()
get_fit()
get_bgcolor()
...

bgrenderer

<<interface>>
surface_template

new_subsurface(region_info, bgrenderer)
surface activate()

<<interface>>
surface_factory

new_topsurface(name, size, gui_events)