

RenderAreaManager::
modifyShape



```
graph LR; A[RenderAreaManager::modifyShape] --> B[Polyline::Move];
```

A diagram showing a call from `RenderAreaManager::modifyShape` to `Polyline::Move`. The first box is white with a black border, and the second box is gray with a black border. A blue arrow points from the first box to the second box.

Polyline::Move