

RenderAreaManager::
modifyShape



```
graph LR; A[RenderAreaManager::modifyShape] --> B[Shape::setInternalPen];
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is white with a black border and contains the text 'RenderAreaManager::' on the top line and 'modifyShape' on the bottom line. The right box is gray with a black border and contains the text 'Shape::setInternalPen'. A blue arrow points from the right side of the left box to the left side of the right box.

Shape::setInternalPen