

RenderArea

- const alpha::vector
- < Shape * > * renderShapes
- int shapeSelectedIndex
- bool allowEditing
- + RenderArea(QWidget

 - *parent=nullptr)
- + void mousePressEvent
 - (QMouseEvent *event)
- + void mouseMoveEvent
 - (QMouseEvent *event)
 - override
- + void mouseDoubleClickEvent
 - (QMouseEvent *event) override
- + void mouseReleaseEvent
 - (QMouseEvent *event) override
- + void resetSelection()
- + void updateShapeDisplayCoords (Shape *item, const QPoint
 - &position) const
- + const alpha::vector
- < Shape * > & getShapes
- () const
- int getShapeSelected
 - () const
- + int getShapeSelectedIndex
 - () const
- + void setRenderShapes
 - (const alpha::vector
 - < Shape * > *renderShapes)
- + void setShapeSelectedIndex
- (int newIndex)
- + void setEditPrivileges (bool edit)
- # void paintEvent(QPaintEvent
- *event) override
- const alpha::vector
- < Shape * > * renderShapes
- int shapeSelectedIndex
- bool allowEditing
- void mousePressEvent
- (QMouseEvent *event) override
- oid mouseMoveEvent (QMouseEvent *event)
- override
- void mouseDoubleClickEvent (QMouseEvent *event) override
- void mouseReleaseEvent
- (QMouseEvent *event) override
- void resetSelection() void updateShapeDisplayCoords
- (Shape *item, const QPoint &position) const const alpha::vector
 - < Shape * > & getShapes
 - () const
 - int getShapeSelected
 - () const
 - int getShapeSelectedIndex
 - () const
 - void setRenderShapes
 - (const alpha::vector < Shape * > *renderShapes) void setShapeSelectedIndex
 - (int newIndex)
 - oid setEditPrivileges (bool edit)