

RenderAreaManager::
modifyShape



```
graph LR; A[RenderAreaManager::modifyShape] --> B[Ellipse::setA];
```

A diagram showing a call from `RenderAreaManager::modifyShape` to `Ellipse::setA`. 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 right side of the first box to the left side of the second box.

Ellipse::setA