

RenderAreaManager::  
modifyShape



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

A diagram showing a call from the `RenderAreaManager::modifyShape` method to the `Ellipse::setB` method. The source method is in a white box on the left, and the target method is in a gray box on the right. A blue arrow points from the source to the target.

Ellipse::setB