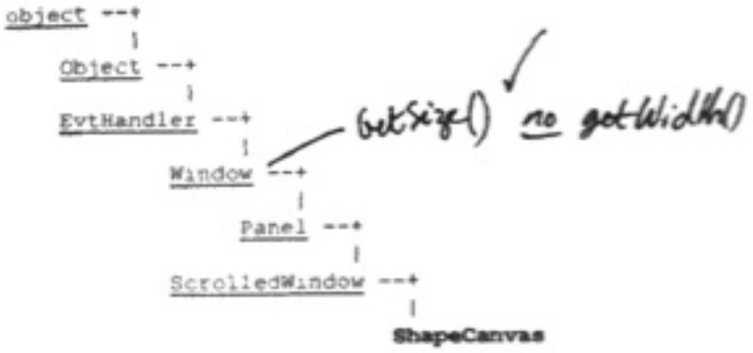
- Adding shape to Diagram adds to diagram's shape list
- + sets shape's canvas to be same as diagrams.
- Diagram Redraw(dc) loops each shape.Draw(dc) canvas not involved.
- Diagram has associated -diagramcanvas ShapeCanvas which doesn't do anything from Diagram's point of view (except setting cursors).

- setting shape to a shape canvas loops through shapes children + sets their shape canvas as well.

Type ShapeCanvas

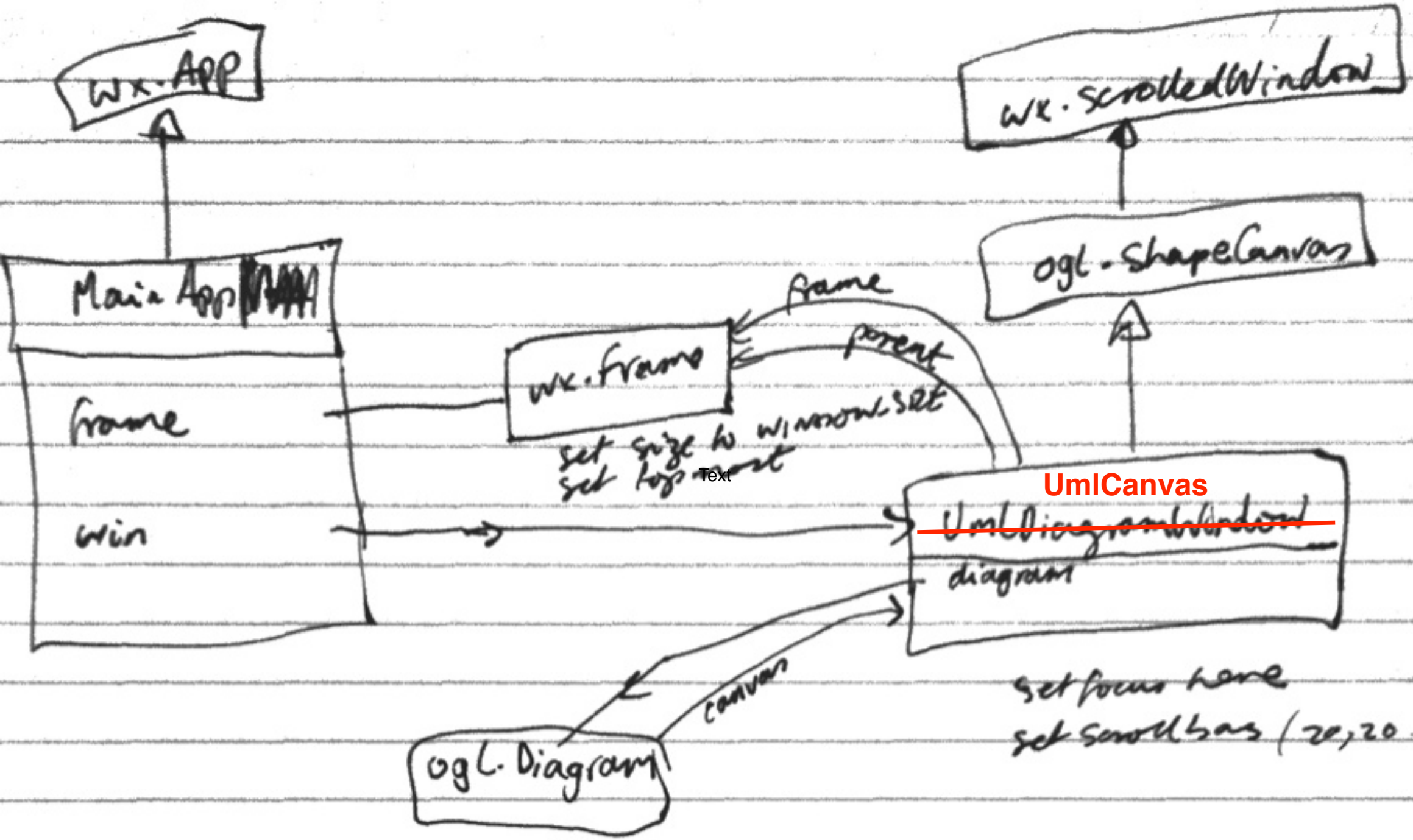


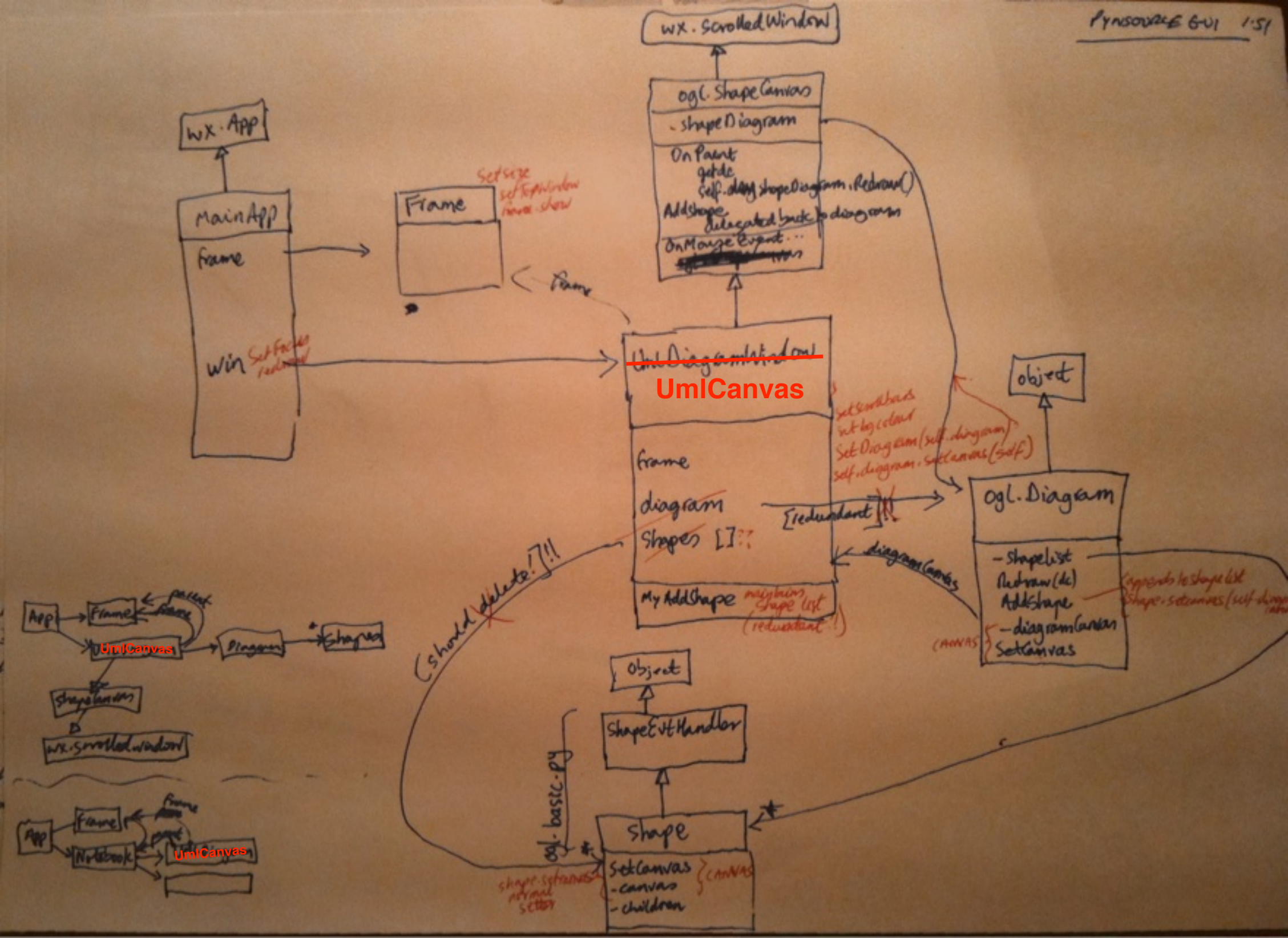
Method Summary

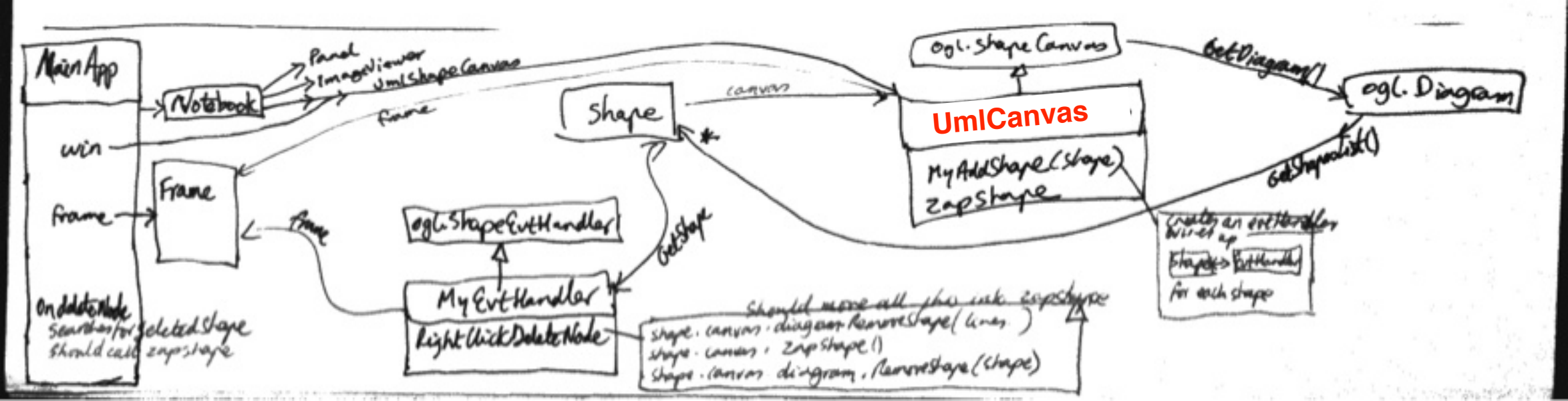
	__init__(self, parent, id, pos, size, style, name)
	AddShape(self, object, addAfter)
	FindShape(self, x, y, info, notObject)
	GetDiagram(self)
	GetQuickEditMode(self)
	InsertShape(self, object)
	OnBeginDragLeft(self, x, y, keys)
	OnBeginDragRight(self, x, y, keys)
	OnDragLeft(self, draw, x, y, keys)
	OnDragRight(self, draw, x, y, keys)
	OnEndDragLeft(self, x, y, keys)
	OnEndDragRight(self, x, y, keys)
	OnLeftClick(self, x, y, keys)
	OnMouseEvent(self, evt)
	OnPaint(self, evt)
	OnRightClick(self, x, y, keys)
	Redraw(self, dc)
	RemoveShape(self, object)
	SetDiagram(self, diag)
	Snap(self, x, y)

Property Summary

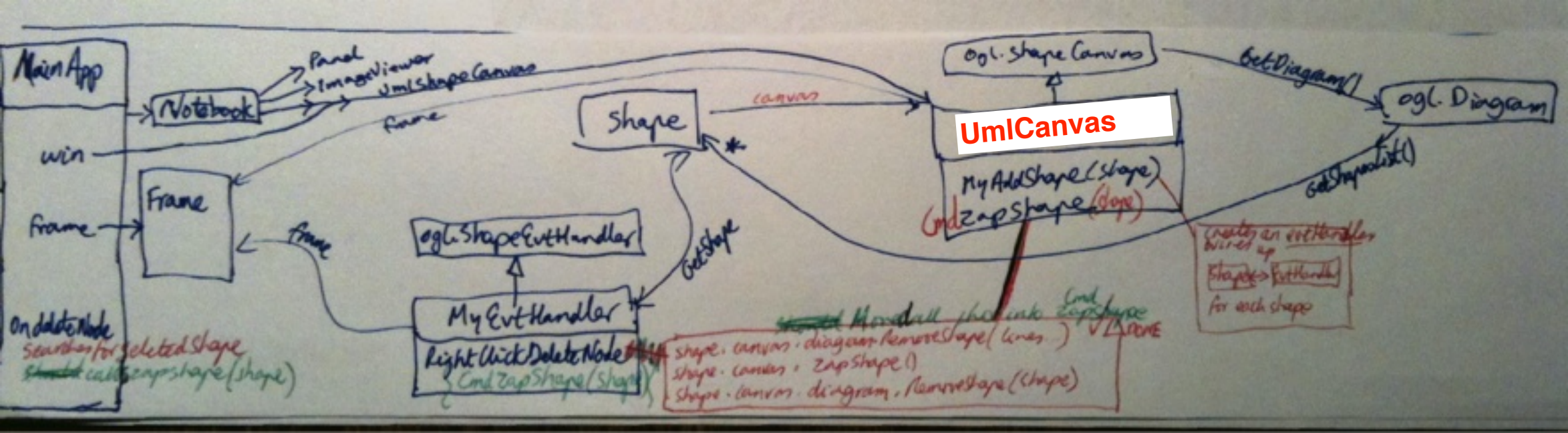
1.4c no GetSize() } in ShapeCanvas
1.5 or getWidth() }


wx.App
wx.ScrolledWindow
MainApp
ogl.ShapeCanvas
frame
parent
wx.Frame
frame
win
Set size to window.Set
Text
UmlCanvas
UmlDiagramWindow
diagram
set focus here
set scrollbars (20,20
canvas
ogl.Diagram

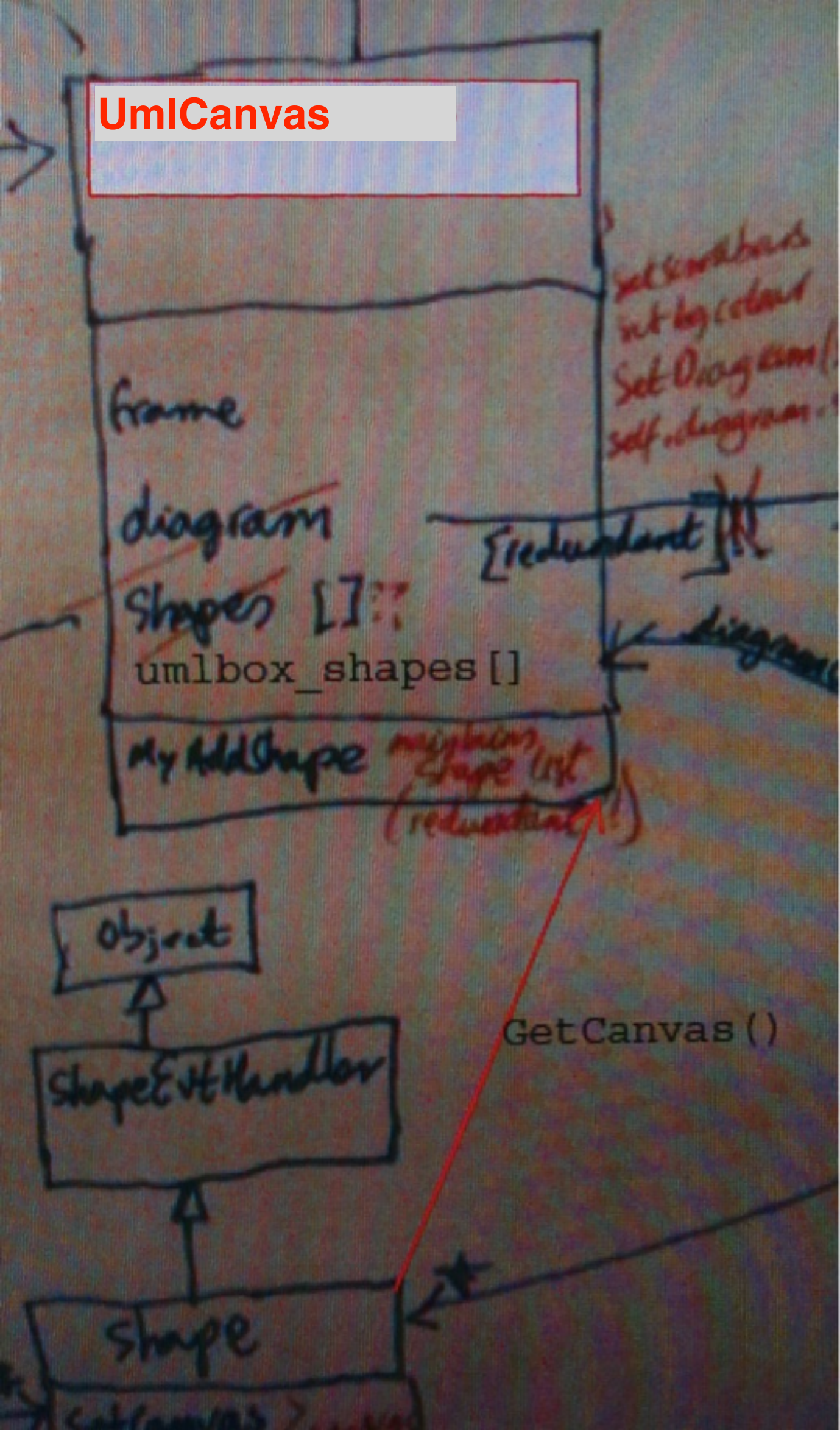

PYNSOURCE GUI 1.51
wx.ScrolledWindow
ogl.ShapeCanvas
-shapeDiagram
OnPaint
getdc
self.diagram.shapeDiagram.Redraw()
AddShape
delegated back to diagram
OnMouseEvent...
wx.App
MainApp
frame
win
Set Focus
redraw
Frame
Set size
setTopWindow
frame.show
frame
UmlDiagramWindow
UmlCanvas
frame
diagram
Shapes []
My AddShape
maintains shape list
(redundant!)
[redundant]!!
setscrollbars
set bg colour
SetDiagram(self.diagram)
self.diagram.setCanvas(self)
object
ogl.Diagram
-ShapeList
Redraw(dc)
AddShape
-diagramCanvas
SetCanvas
CANVAS
(appends to shape list
shape.setcanvas(self.diagram
diagramCanvas
(should delete!)!!
Object
ShapeEvtHandler
ogl.basic.py
Shape
SetCanvas
-canvas
-children
CANVAS
shape.setcanvas
normal setter
App
Frame
parent
frame
UmlCanvas
Diagram
Shapes
shapeCanvas
wx.scrolledwindow
App
Frame
frame
Notebook
UmlCanvas



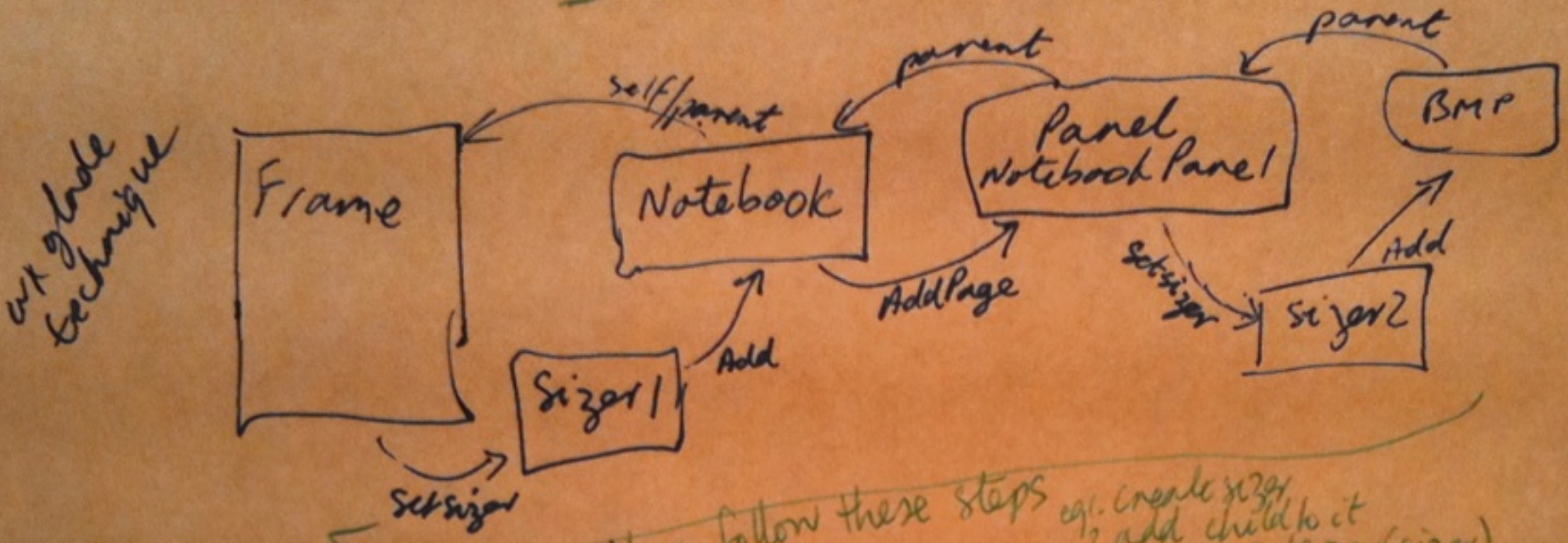
MainApp
Notebook
Panel
ImageViewer
UmlShapeCanvas
win
frame
Frame
frame
On deleteNode
Searches for deleted shape
Should call zapshape
Shape
canvas
*
ogl.ShapeCanvas
UmlCanvas
MyAddShape(shape)
zapshape
GetDiagram()
ogl.Diagram
GetShapeList()
Creates an evtHandler
wires up
Shape
EvtHandler
for each shape
ogl.ShapeEvtHandler
GetShape
MyEvtHandler
RightClickDeleteNode
Should move all this into zapshape
shape.canvas.diagram.RemoveShape(lines)
shape.canvas.zapShape()
shape.canvas.diagram.RemoveShape(shape)



Main App
Notebook
Panel
ImageViewer
UmlShapeCanvas
win
frame
Frame
frame
frame
On deleteNode
Searches for deleted Shape
call zapshape(shape)
Shape
canvas
*
ogl.ShapeEvtHandler
GetShape
MyEvtHandler
RightClickDeleteNode
{CmdZapShape(shape)}
ogl.ShapeCanvas
UmlCanvas
MyAddShape(shape)
CmdZapShape(shape)
GetDiagram()
ogl.Diagram
GetShapeList()
Creates an evtHandler
wires up
Shape<->EvtHandler
for each shape
Moved all this into CmdZapShape
DONE
shape.canvas.diagram.RemoveShape(lines)
shape.canvas.ZapShape()
shape.canvas.diagram.RemoveShape(shape)


UmlCanvas
Frame
diagram
Shapes []
umlbox_shapes []
Object
ShapeEvtHandler
Shape
GetCanvas()

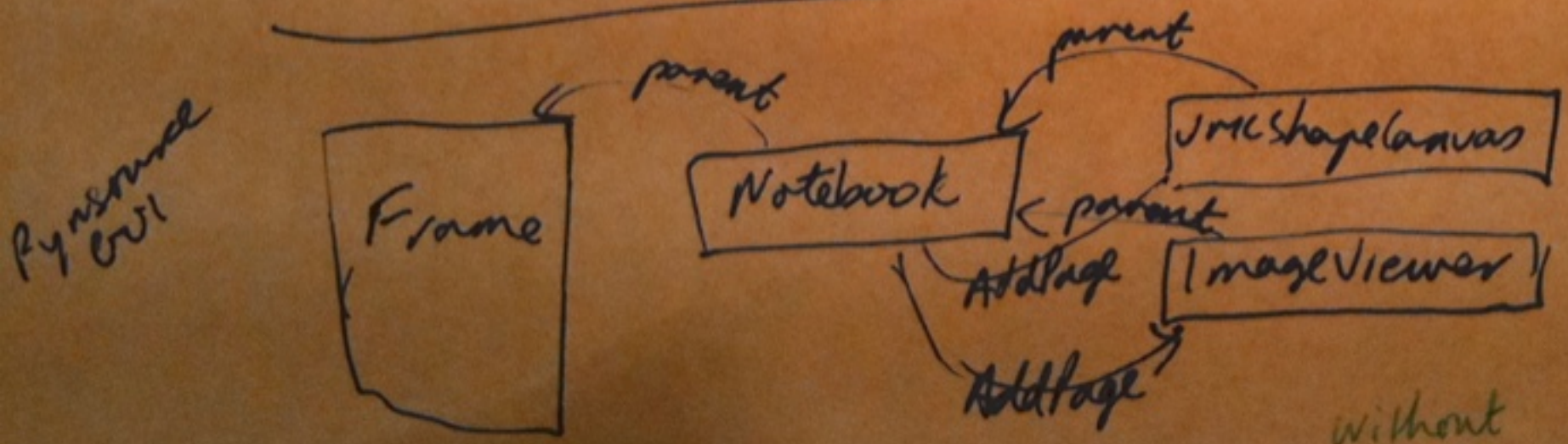
first create chain of objects with parenting →



then follow these steps

eg. create sizer
2 add child to it
3 parent.SetSizer(sizer)

Sizer1.Fit(self/frame)
Frame.Layout().



without sizers.