

## Canvas

- + layers
- + selected\_scene
- + scenes
- + save
- + CreateScene()
- + AddOnScene()
- + DeleteFromScene()
- + SceneOnLayer()
- + SceneSettings()
- + Draw()
- + Clear()
- + Save()
- + LoadSave()
- + DisableAll()
- + ForUsedTurnOnlyVisible()
- + ForUsedTurnOn()