

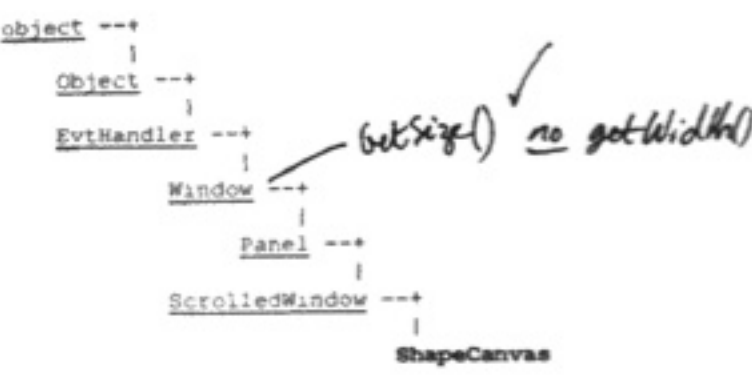
- Adding shape to Diagram adds to diagram's shape list
- + sets shape's canvas to be same as diagram's.
- Diagram `Redraw(dc)` loops each shape. `Draw(dc)` canvas not involved.
- Diagram has associated Shape canvas which doesn't do anything from Diagram's point of view (except setting cursors).

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

shape

`SetCanvas`
`-children`
`AddShape`
`AddToCanvas(canvas, after)`
`self.canvas.AddShape` (children added too)
 pure delegation which ends up at diagram.add

Type ShapeCanvas



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

Property Summary

1.4c no `getSize()`
1.5 or `getWidth()` } in ShapeCanvas

