

- 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 ShapeCanvas which doesn't do anything from Diagram's point of view (except setting cursors).

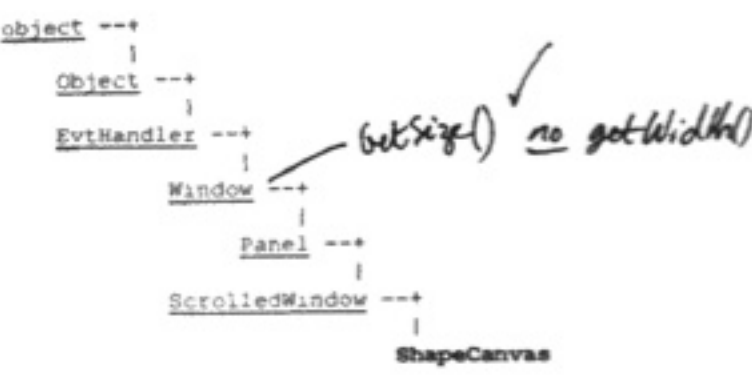
- setting shape to a ShapeCanvas loops through shape's children + sets their shape canvas as well.

**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

