

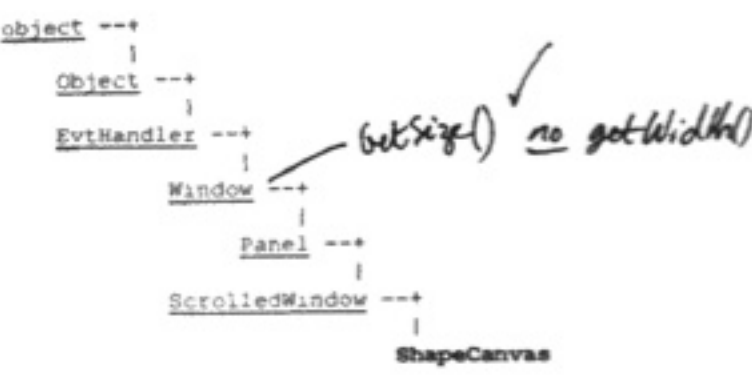
- Adding shape to Diagram adds to diagram's shapelist
- + sets shape's canvas to be same as diagram's.
- Diagram Redraw(dc) loops each shape.Draw(dc) canvas not involved.
- Diagram has associated ShapeCanvas which doesn't do anything from Diagram's point of view (except setting cursors).
- setting shape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

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

