GraphicalElement

+ ms_selectionStateNames
# m_id
# m_label
# m_labelPos

+ GraphicalElement()
+ GraphicalElement()
+ GraphicalElement()
+ operator=()
+ ~GraphicalElement()
+ GetID()
+ GetLabel()
+ SetLabel()
+ Draw()
+ Select()
+ operator==()
+ operator!=()

GraphicalNode

m_nodeType
m_next
m_previous
m_properties
m_bodyColor
m_bodyShape
m_inputRect
m_outputRect
m_position
m_bodySize
m_ioSize
m_labelColor
m_ioColor
m_inputs
m_outputs

+ SetNodeType()
+ GetNodeType()
+ GraphicalNode()
+ GraphicalNode()
+ GraphicalNode()
+ GraphicalNode()
+ GraphicalNode()
+ ~GraphicalNode()
+ SetNext()
+ SetPrevious()
and 17 more...
GetOutputPoint()
GetInputPoint()

GraphicalSource

+ GraphicalSource()
+ GraphicalSource()
+ MyDraw()
+ GetSimProperties()