

## flowchart TD

A[用户操作<br/>(点击/悬停/右键/拖拽端点)]

B[画布或 Edge区域<br/>(EdgePainter/可点击区域)]

C[GestureDetector/CanvasInteractionManager<br/>(处理  
PointerDown/Move/Up)]

D[事件区分<br/>(点击/双击/拖拽端点/右键)]

E[统一交互控制器<br/>(EdgeInteractionController)]

F[业务逻辑<br/>(EdgeBehavior)]

G[更新Edge状态<br/>(EdgeState或EdgeModel)]

H[全局协调<br/>(EdgeInteractionManager)]

I[渲染层<br/>(EdgeRenderer)]

J[自定义内部响应<br/>(EdgePluginManager/自定义逻辑)]

A --> B

B --> C

C --> D

D --> E

E --> F

F --> G

E --> I

F --> H

F --> J