AnnotationSurface State LaversContainer <<Fnum>> + id: int + layersPool: type **SELECTING** + el: element + push(newLayer: Layer); void UNSELECT + layers: array + remove(id: int): void **HOVERING** + state: State + getLayer(id: int): Layer **FOCUSING** + selection: Selection + contextElement: element + constructor(): void Layer + importMetalayers(metalayers: array): void + id: int + contextLayers(): array + selection: Selection + getHierarchy(els: array, el: element): array + metaLayer: MetaLayer + toRemove(el: element, I: Layer): array + constructor(): void + removeLayer(I: Layer): void + color(): string + updateLayerCells(parts: array, ls: array): array + name(): string + mergeSame(parts: array): void + label(): string + testCell(el: element, I: Layer): bool + superlayer(): string + removeLayerFromCell(el: element, ls: array): void + element(): element + findLayerParts(I: Layer): type + sameStructure(el1: element, el2: element): bool MetaLayer + splitContent(el; element, wrapper: element): array + classes: array Selection + applyLayer(metaLayer: Metalayer): void + label: string + updateShadows(el: element): void + startingEl: DocumentFragment + name: string + clearDocument(): void + startingEl: DocumentFragment + superlayer: string + startingEl: DocumentFragment + appliableLayers(): array + el: element + selectionParent: element + validateHierarchy(appliedLayers: array, newLayer: Layer): type + color: string + startCoordinate: int + isAnnotationElement(el: element): bool + endCoordinate: int + constructor(): void + readSelection(): void

LayersManagement

- + id: string
- + el: element
- + ul: element
- + icon id: string
- + icon: element
- + activeElements: int
- + pinned: bool
- + constructor(): void
- + applyLayer(I: Layer): void
- + removeLayer(I: Layer): void
- + pin(): void
- + unpin(): void
- + render(mode: RenderMode, state: State, what: Object): void
- renderEmpty(): void
- renderSuggestions(ml: MetaLayer): void
- renderElement(I: Layer): void
- existingLayer(I: Layer): element
- newLayer(ml: MetaLayer): element
- divider(type): element

RenderMode

EMPTY

SUGGESTIONS

ELEMENT