

Picture Shapes

Contents

- About Picture Shapes 6-3
 - Overriding Styles, Inks, and Transforms 6-8
 - Multiple References 6-10
 - Unique Items Shape Attribute 6-15
 - Picture Hierarchies 6-18
 - Transform Concatenation 6-19
 - About Hit-Testing Picture Shapes 6-24
- Using Picture Shapes 6-26
 - Creating and Drawing Picture Shapes 6-27
 - Getting and Setting Picture Geometries 6-31
 - Adding Items to a Picture 6-32
 - Removing and Replacing Items in a Picture 6-35
 - Using Overriding Styles, Inks, and Transforms 6-38
 - Adding Multiple References 6-40
 - Adding Items With the Unique Items Attribute Set 6-43
 - Creating Picture Hierarchies 6-44
 - Hit-Testing Pictures 6-46
- Applying Functions Described Elsewhere to Picture Shapes 6-52
 - Functions That Post Errors or Warnings When Applied to Pictures 6-52
 - Shape-Related Functions Applicable to Pictures 6-54
 - Geometric Operations Applicable to Pictures 6-55
 - Style-Related Functions Applicable to Pictures 6-55
 - Ink-Related Functions Applicable to Pictures 6-56
 - Transform-Related Functions Applicable to Pictures 6-56
- Picture Shapes Reference 6-57
 - Functions 6-57
 - Creating Picture Shapes 6-57
 - GXNewPicture 6-57
 - Getting and Setting Picture Geometries 6-59
 - GXGetPicture 6-59



GXSetPicture	6-61
Editing Picture Parts	6-63
GXGetPictureParts	6-63
GXSetPictureParts	6-65
Drawing Pictures	6-67
GXDrawPicture	6-67
Hit-Testing Pictures	6-69
GXHitTestPicture	6-69
Summary of Picture Shapes	6-72
Functions	6-72