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<<interface>>
EditableFeaturesListener
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<<interface>>
EditableGeometriesListener
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<<interface>>
UndoabilityListener
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EditableFeaturesChangeSupport
listeners : Vector
source : EditableFeatures
<<create>> EditableFeaturesChangeSupport(source : EditableFeatures) (sequential)
addEditableFeaturesListener(eg : EditableFeaturesListener) : void (sequential)
removeEditableFeaturesListener(eg : EditableFeaturesListener) : void (sequential)
getEditableFeaturesListeners() : Vector (sequential)
fireEditableFeaturesEvent(changeType : int) : void (sequential)
fireEditableFeaturesEvent(changeType : int, geometryID : String) : void (sequential)
fireEditableFeaturesEvent(eg : EditableFeaturesEvent) : void (sequential)
```

```
EditableFeaturesEvent
type : int
id : String
source : EditableFeatures
oldStateGeometry : GeomElementDouble
oldStateRecord : Record
<<create>> EditableFeaturesEvent(source : EditableFeatures, changeType : int) (sequential)
<<create>> EditableFeaturesEvent(source : EditableFeatures, changeType : int, featureID : String) (sequential)
<<create>> EditableFeaturesEvent(source : EditableFeatures, changeType : int, featureID : String, oldStateGeometry : GeomElementDouble, oldStateRecord : Record) (sequential)
getSource() : EditableFeatures (sequential)
getChangeType() : int (sequential)
getFeatureID() : String (sequential)
getOldStateGeometry() : GeomElementDouble (sequential)
getOldStateRecord() : Record (sequential)
```

```
EditableGeometriesChangeSupport
listeners : Vector
<<create>> EditableGeometriesChangeSupport() (sequential)
addEditableGeometriesListener(eg : EditableGeometriesListener) : void (sequential)
removeEditableGeometriesListener(eg : EditableGeometriesListener) : void (sequential)
getEditableGeometriesListeners() : Vector (sequential)
fireEditableGeometriesEvent(eg : EditableVectorElement, changeType : int) : void (sequential)
fireEditableGeometriesEvent(eg : EditableGeometriesEvent) : void (sequential)
```

```
EditableGeometriesEvent
type : int
eve : EditableVectorElement
<<create>> EditableGeometriesEvent(eve : EditableVectorElement, changeType : int) (sequential)
getEditableVectorElement() : EditableVectorElement (sequential)
getChangeType() : int (sequential)
```

```
LayerEvent
layer : ILayer
<<create>> LayerEvent(layer : ILayer) (sequential)
getLayer() : ILayer (sequential)
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ListDataAdapter
contentsChanged(ev : ListDataEvent) : void (sequential)
intervalRemoved(ev : ListDataEvent) : void (sequential)
intervalAdded(ev : ListDataEvent) : void (sequential)
```

```
MapEvent
oldPos : int
newPos : int
map : MBMap
layer : ILayer
oldParent : ILayer
newParent : ILayer
ToolAdapter -> IToolListener
<<create>> MapEvent(map : MBMap, newPos : int) (sequential)
<<create>> MapEvent(map : MBMap, layer : ILayer) (sequential)
<<create>> MapEvent(map : MBMap, layer : ILayer, oldParent : ILayer, newPos : int) (sequential)
getMap() : MBMap (sequential)
getLayer() : ILayer (sequential)
getOldParent() : ILayer (sequential)
getOldPosition() : int (sequential)
getNewParent() : ILayer (sequential)
getNewPosition() : int (sequential)
```

```
ProjectEvent
project : MBProject
<<create>> ProjectEvent(project : MBProject) (sequential)
getProjectFile() : File (sequential)
```

ViewAdapter -> ViewListener

```
ToolChangeSupport
listeners : Vector
source : MBTool
<<create>> ToolChangeSupport(tool : MBTool) (sequential)
addToolListener(listener : IToolListener) : void (sequential)
removeToolListener(listener : IToolListener) : void (sequential)
getToolListeners() : IToolListener[] (sequential)
fireActiveChangeEvent() : void (sequential)
fireActiveChangeEvent(ev : ToolEvent) : void (sequential)
fireActionOccurredEvent() : void (sequential)
fireActionOccurredEvent(ev : ToolEvent) : void (sequential)
```

```
ToolEvent
tool : MBTool
<<create>> ToolEvent(tool : MBTool) (sequential)
getTool() : MBTool (sequential)
```

```
UndoableEditChangeSupport
listeners : Vector
addUndoableEditListener(listener : UndoableEditListener) : void (sequential)
removeUndoableEditListener(listener : UndoableEditListener) : void (sequential)
getUndoableEditListeners() : Vector (sequential)
fireUndoableEditEvent() : void (sequential)
```

```
ViewEvent
view : MBView
<<create>> ViewEvent(view : MBView) (sequential)
getView() : MBView (sequential)
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```
<<interface>>
IToolListener
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<<interface>>
ILayerListener
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```
<<interface>>
IMapListener
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```
<<interface>>
IProjectListener
```

```
<<interface>>
IViewListener
```

```
ToolAdapter
activeChanged(ev : ToolEvent) : void (sequential)
actionOccurred(ev : ToolEvent) : void (sequential)
```

```
LayerAdapter
selectionChanged(ev : LayerEvent) : void (sequential)
visibilityChanged(ev : LayerEvent) : void (sequential)
activeChanged(ev : LayerEvent) : void (sequential)
editModeOn(ev : LayerEvent) : void (sequential)
editModeOff(ev : LayerEvent) : void (sequential)
```

```
MapAdapter
layerZOrderChanged(ev : MapEvent) : void (sequential)
layerAdded(ev : MapEvent) : void (sequential)
layerRemoved(ev : MapEvent) : void (sequential)
editModeOn(ev : MapEvent) : void (sequential)
editModeOff(ev : MapEvent) : void (sequential)
editTargetLayerChanged(ev : MapEvent) : void (sequential)
toolChanged(ev : MapEvent) : void (sequential)
```

```
ProjectAdapter
projectAdded(ev : ProjectEvent) : void (sequential)
projectZOrderChanged(ev : ProjectEvent) : void (sequential)
projectChanged(ev : ProjectEvent) : void (sequential)
```

```
ViewAdapter
viewResized(ev : ViewEvent) : void (sequential)
viewNewOffscreen(ev : ViewEvent) : void (sequential)
viewOffscreenStartDrawing(ev : ViewEvent) : void (sequential)
viewOffscreenEndDrawing(ev : ViewEvent) : void (sequential)
```