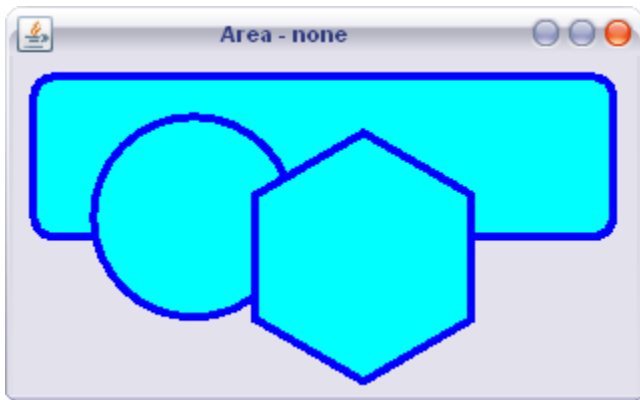


GraphicsBuilder - Area - Shape

Area.shape is a placeholder for any Shape operation, providing reuse of previously defined shapes. The following example is the same as Add but reuses 2 previously defined shapes.

Before

```
group( borderColor: 'blue', borderWidth: 4, fill: 'cyan' ){
  rect( x: 10, y: 10, width: 290, height: 80, arcWidth: 20, arcHeight: 20 )
  circle( cx: 90, cy: 80, radius: 50 )
  polygon(points: [175, 38, 229, 69, 229, 131, 175, 162, 121, 131, 121, 69])
}
```



After

```
// note that the next two shapes have asShape=true and have an id set
rect( x: 10, y: 10, width: 290, height: 80, arcWidth: 20, arcHeight: 20, asShape:
true, id: 's1' )
circle( cx: 90, cy: 80, radius: 50, asShape: true, id: 's2' )
add( borderColor: 'blue', borderWidth: 4, fill: 'cyan' ){
  shape( s1 )
  shape( s2 )
  polygon(points: [175, 38, 229, 69, 229, 131, 175, 162, 121, 131, 121, 69])
}
```

