

How to change the size of the canvas?

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I have an image that is basically the canvas that the user draws on.
He may also be making changes to the Graphics object that is used to draw on the canvas.

Then he wants to make the canvas bigger and continue drawing.

I know how to create the bigger Image and draw the old picture on it and create a new Graphics object from the new Image.

However, I don't know how to make the new Image and Graphic object reflect changes in properties he may have made.

Any suggestions

Thank

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