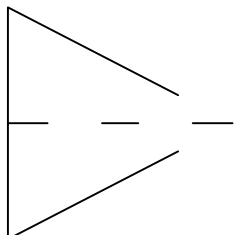
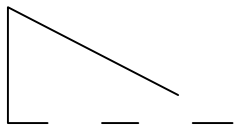
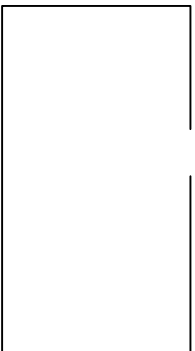
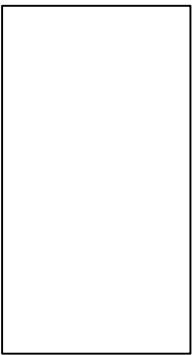


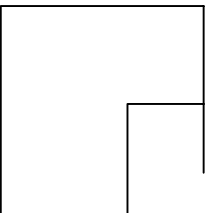
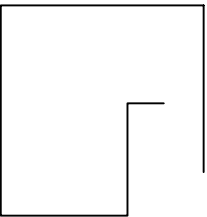
- 1. Line
- 2. Circle
- 3. Polygon
- 4. Offset
- 5. Fillet
- 6. Hatch



Mirror : Allows you to flip objects about a specified axis to create a symmetrical mirror image.



Break : Allows you to break an object into two objects with or without a gap between them.



Extend : Allows you to lengthen objects to meet the edges of other objects.

