Input

0: 3d Input file 2: Interactive editor + input: file + output: 3dGraph input: 3dGraph or [graph1,graph2,graph3] + fileTo3dGraph(file):3dGraph output: 3dGraph or [graph1,graph2,graph3] + joinNodes(coordinate1,coordinate2):none 1: 2d Input file + removeNodes(coordinate1,coordinate2):none + input: file + output:[graph1,graph2 ,graph3] 3dInteractiveInput 2dInteractiveInput + fileTo3dGraph(file):[graph1, + frontView:graph graph2,graph3] + 3dgraphModel:graph + topView:graph + sideView:graph + planeSelection(point1,point2,point3):2dgraph + extrusion(graph, value): none + saveGraph(graph):graph + suggestCorrespondences(view1,view2):none + saveGraph(view1,view2,view3):[graph1,graph2,graph3

2D Processing

