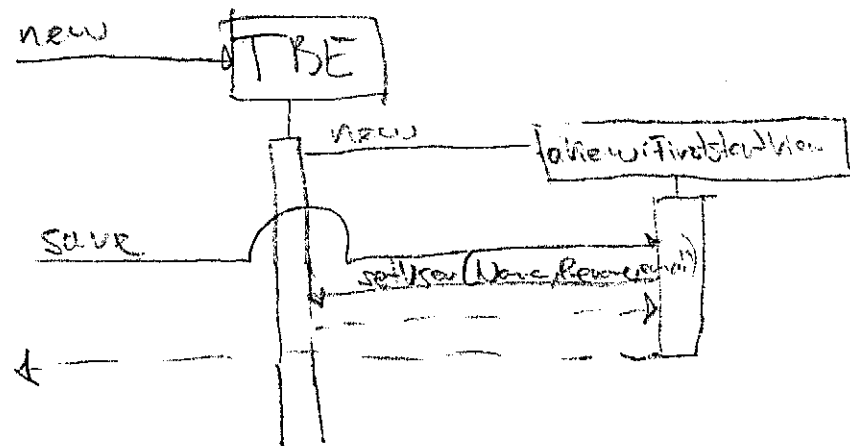
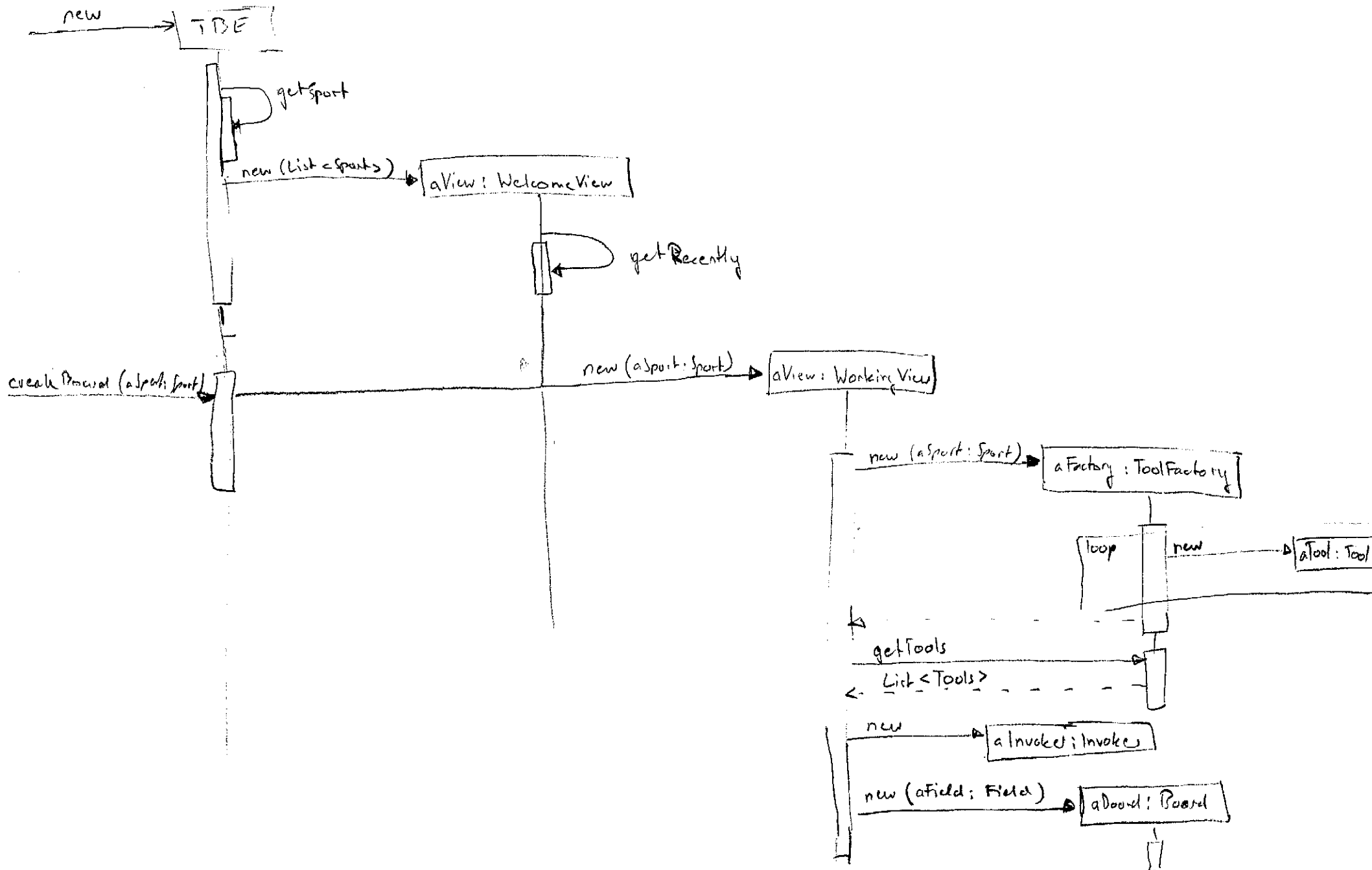


FindStation

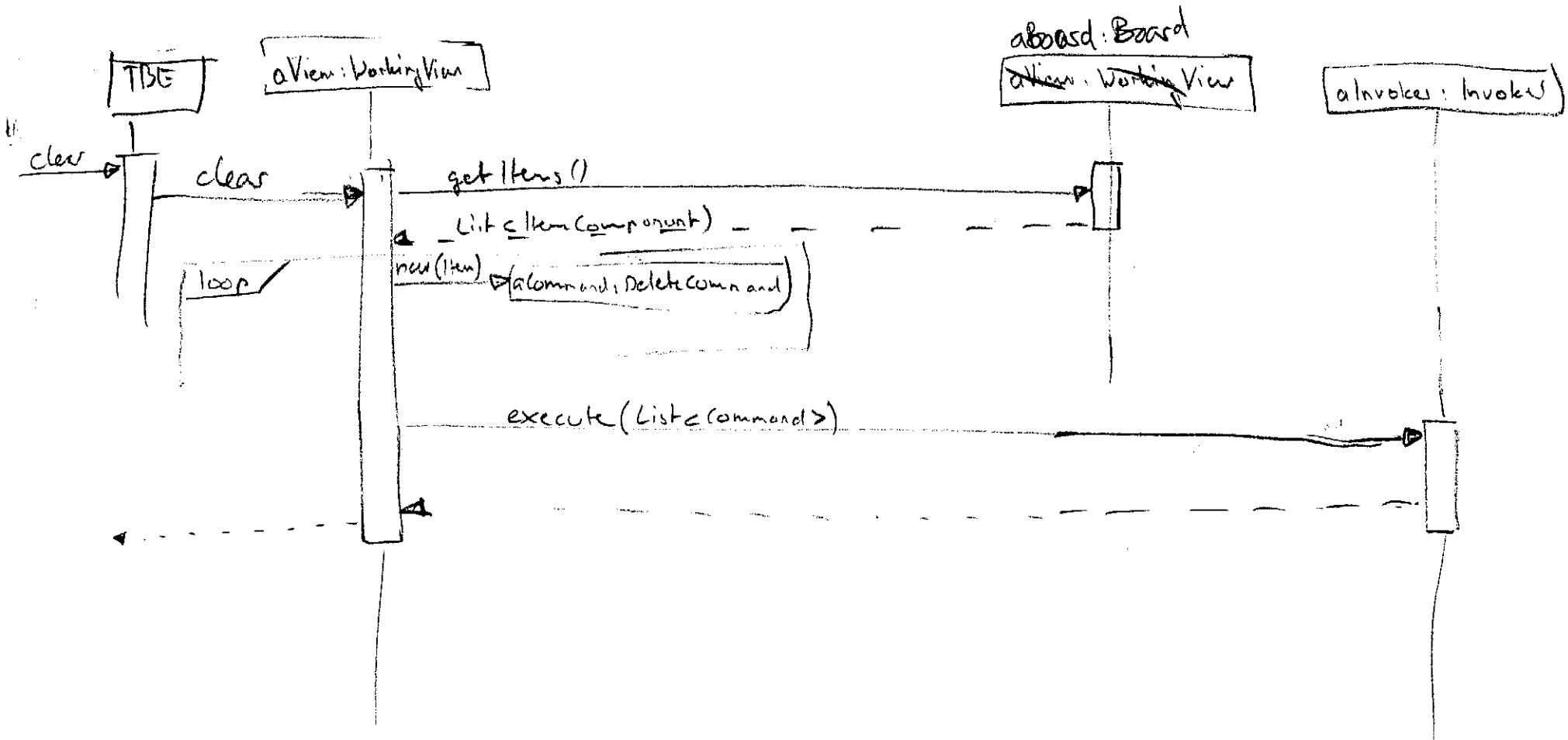


weiter wie bei Create Bound

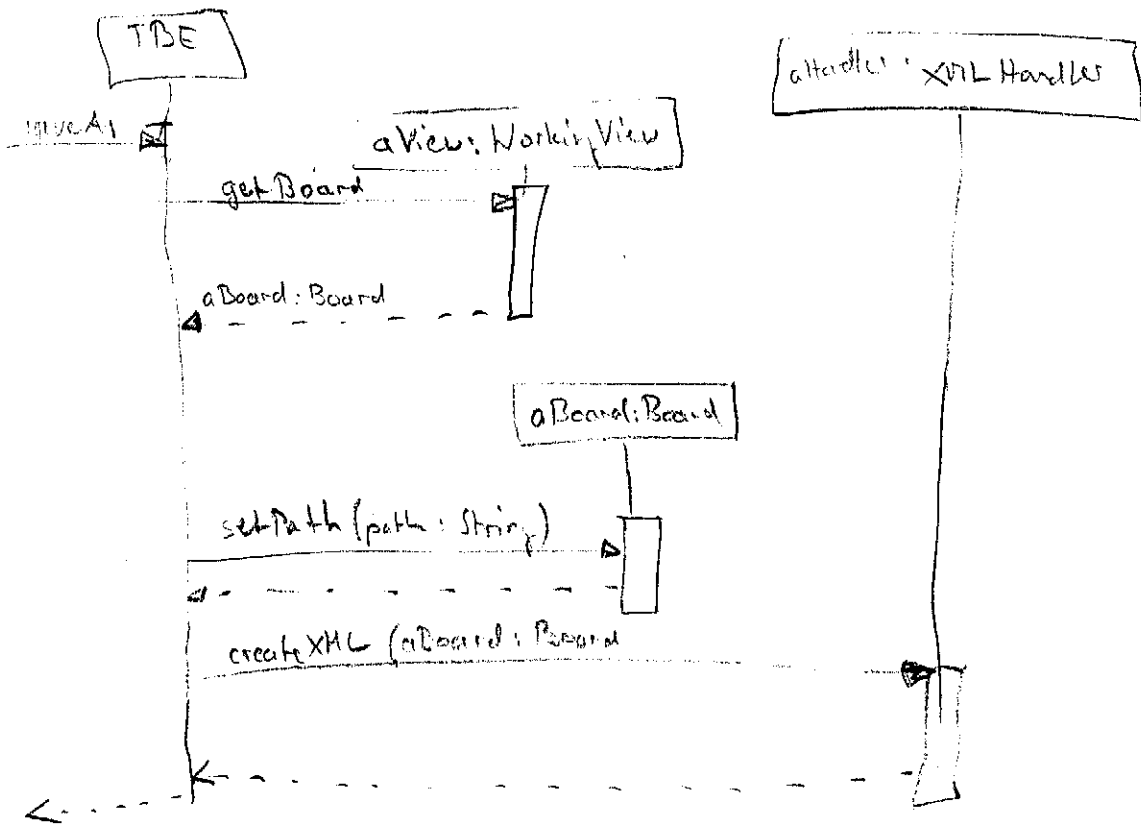
42.2 Create Board



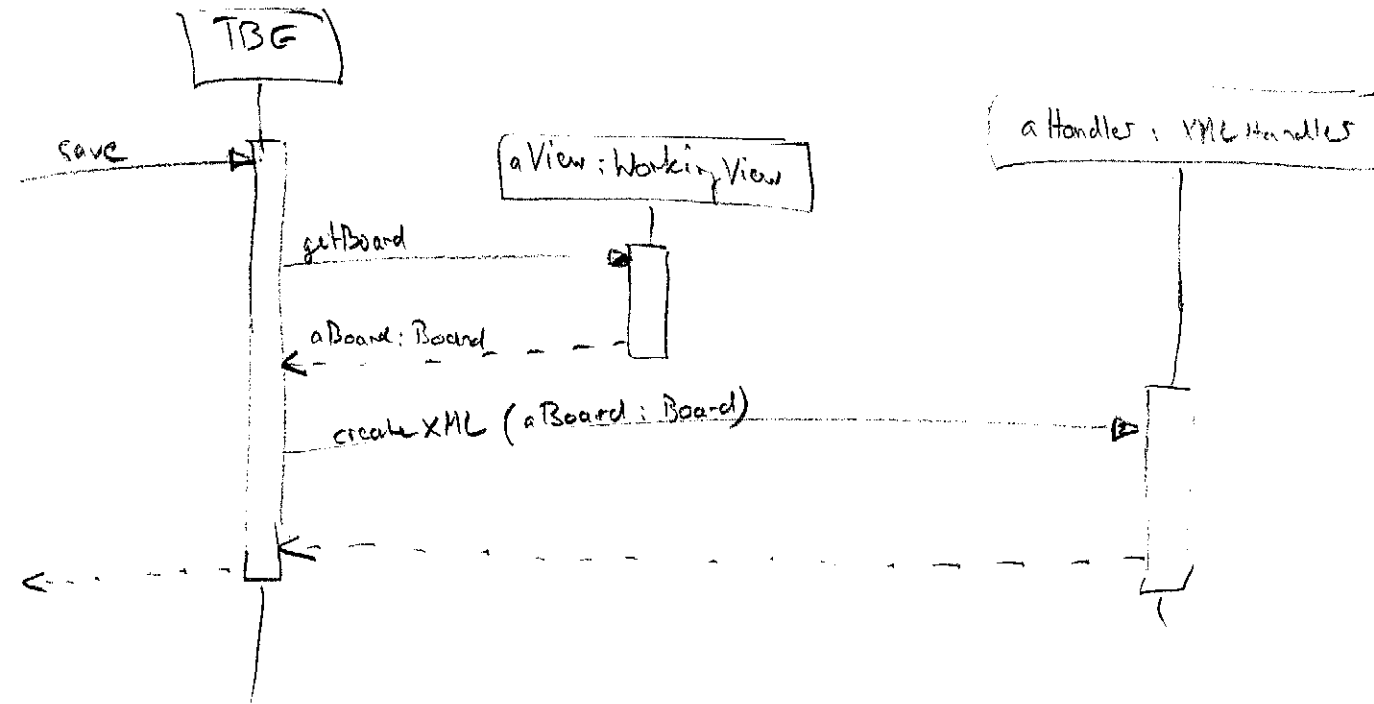
4.2.3. Clear Board



4.2.4 Save Board ATS

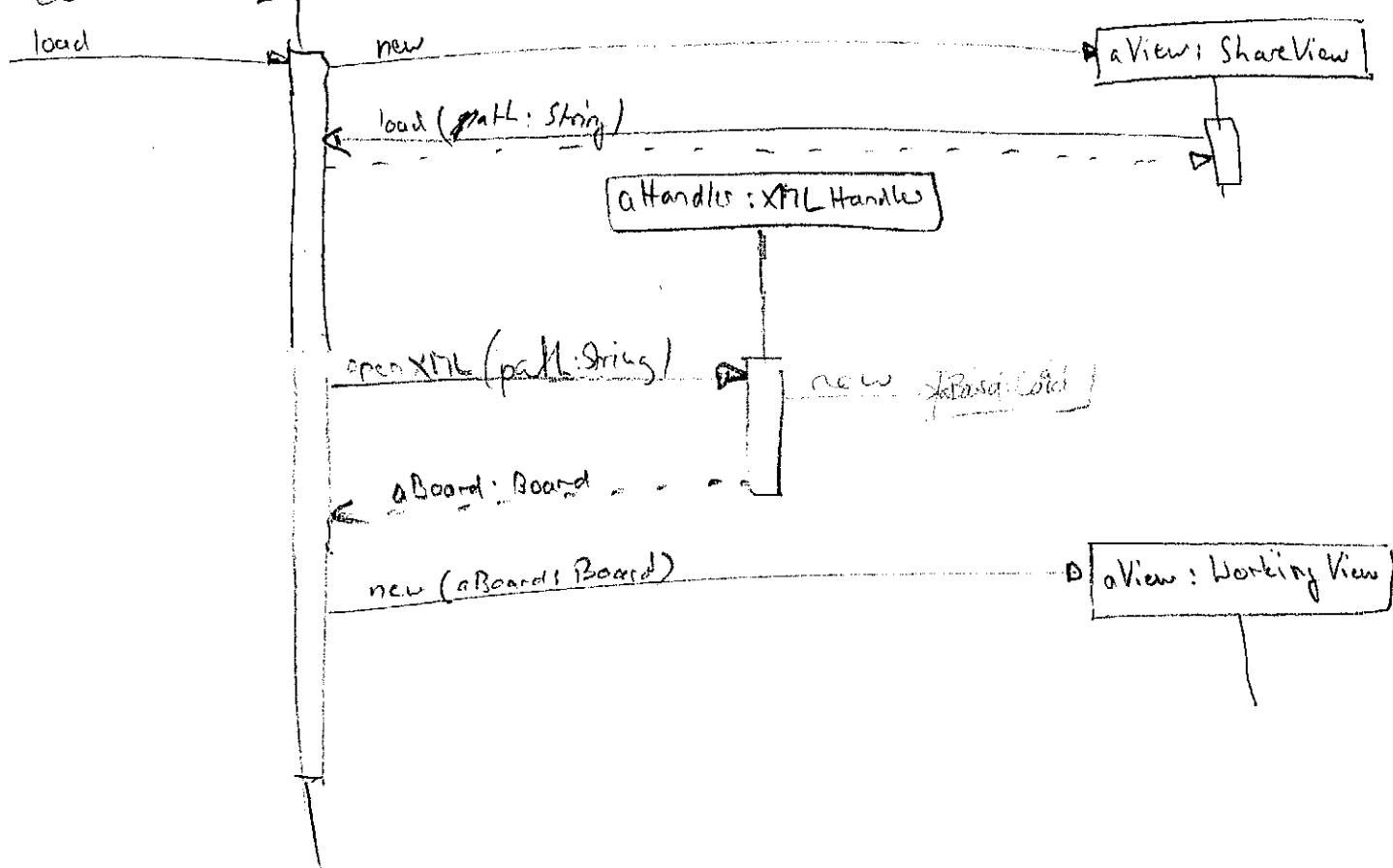


4.2.5 Save Board

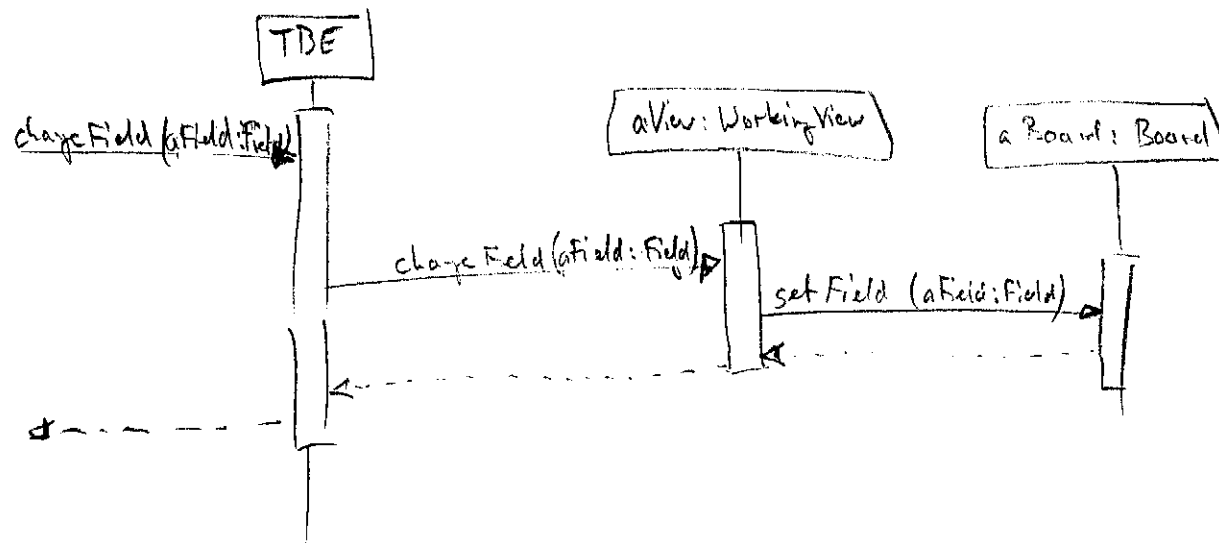


4/26 Load Board

TBE

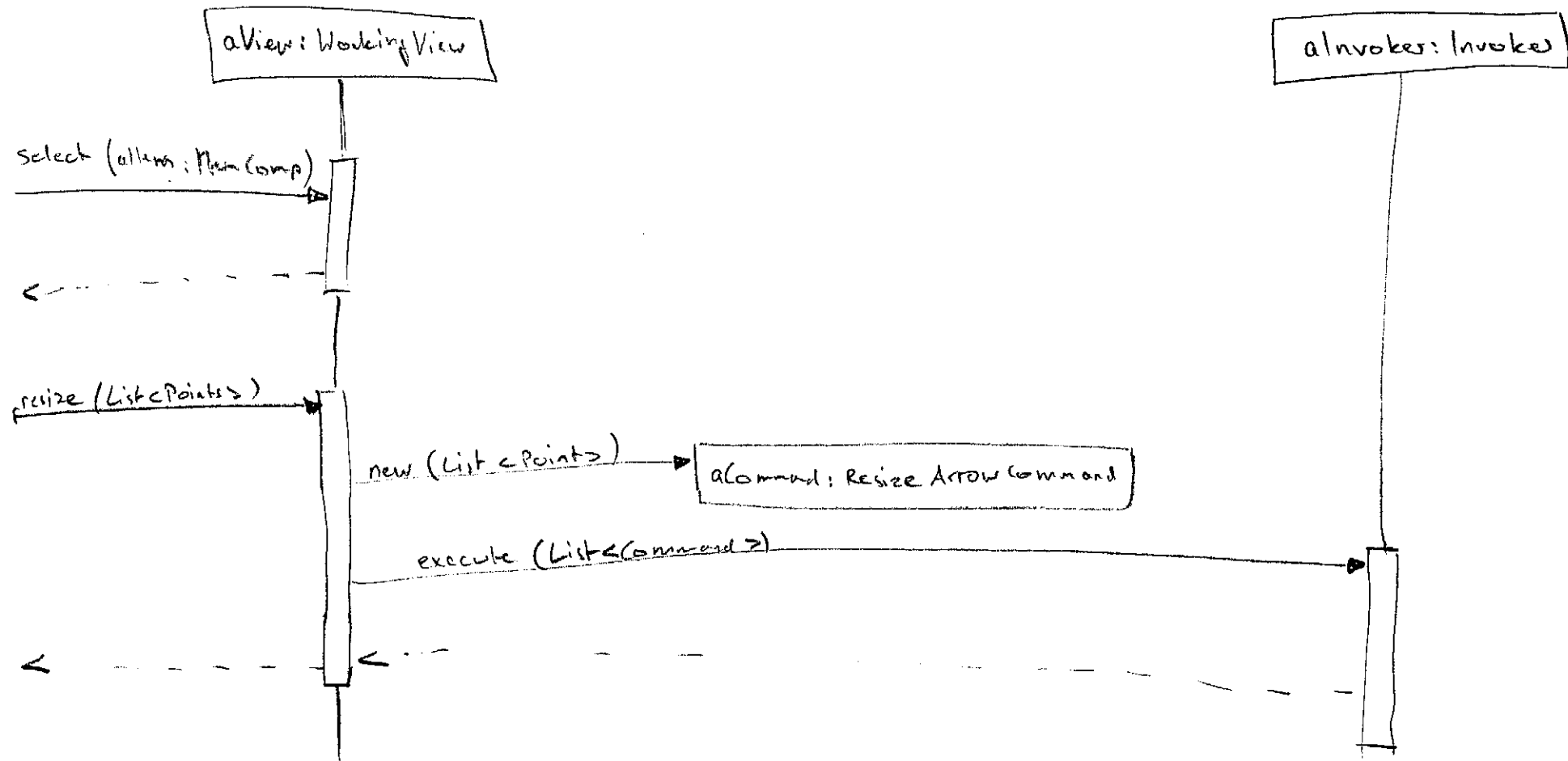


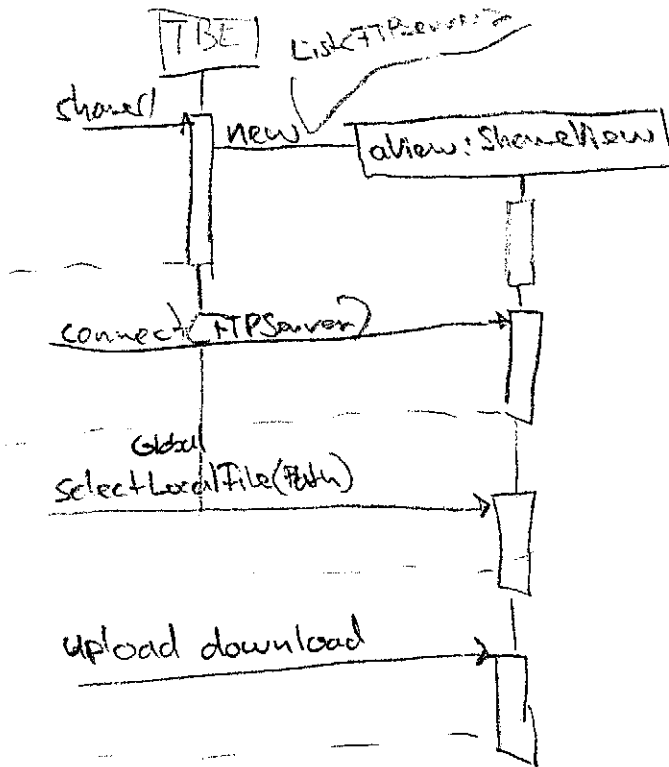
12.7 Change Field



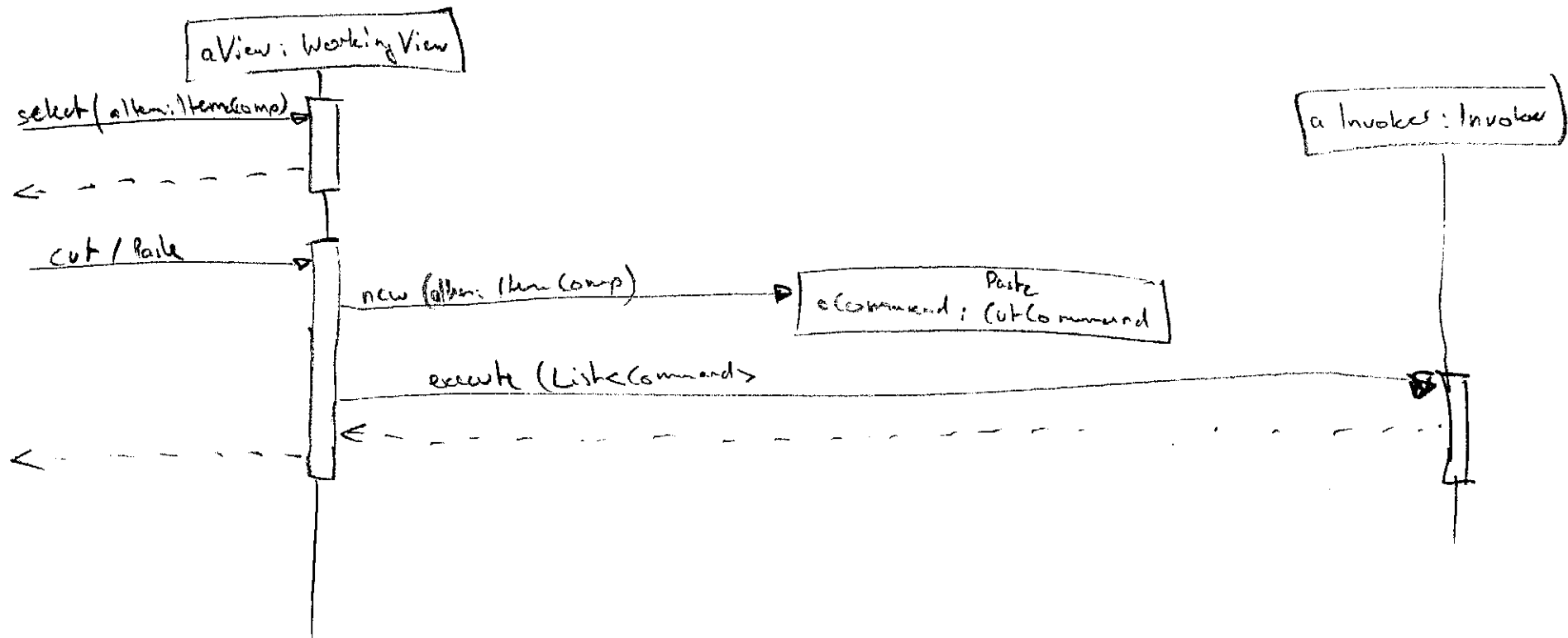
4.2.10

Resize Arrow

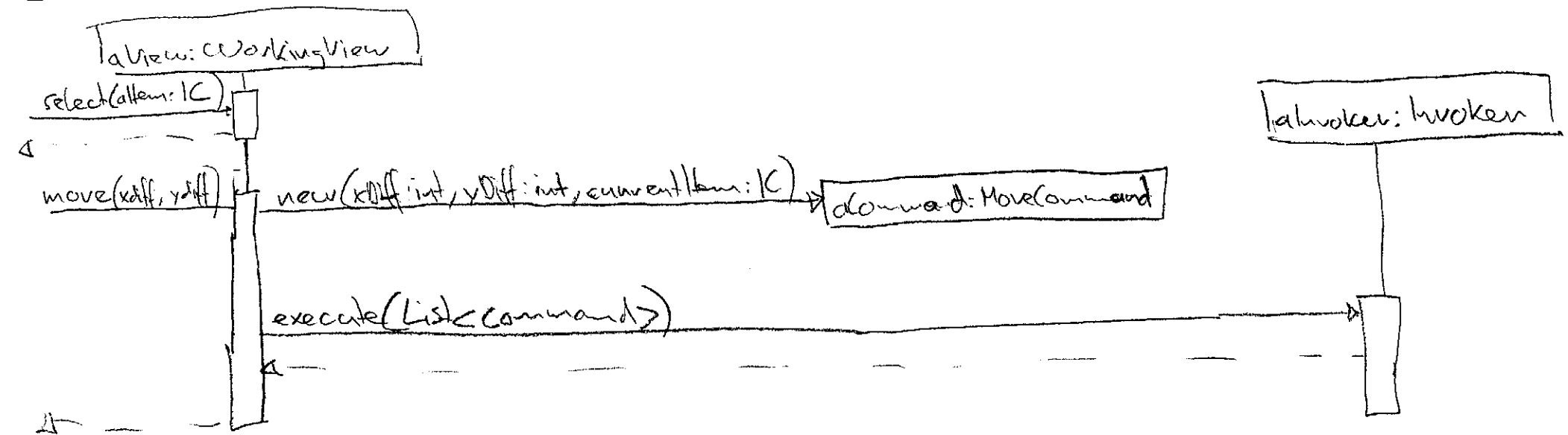




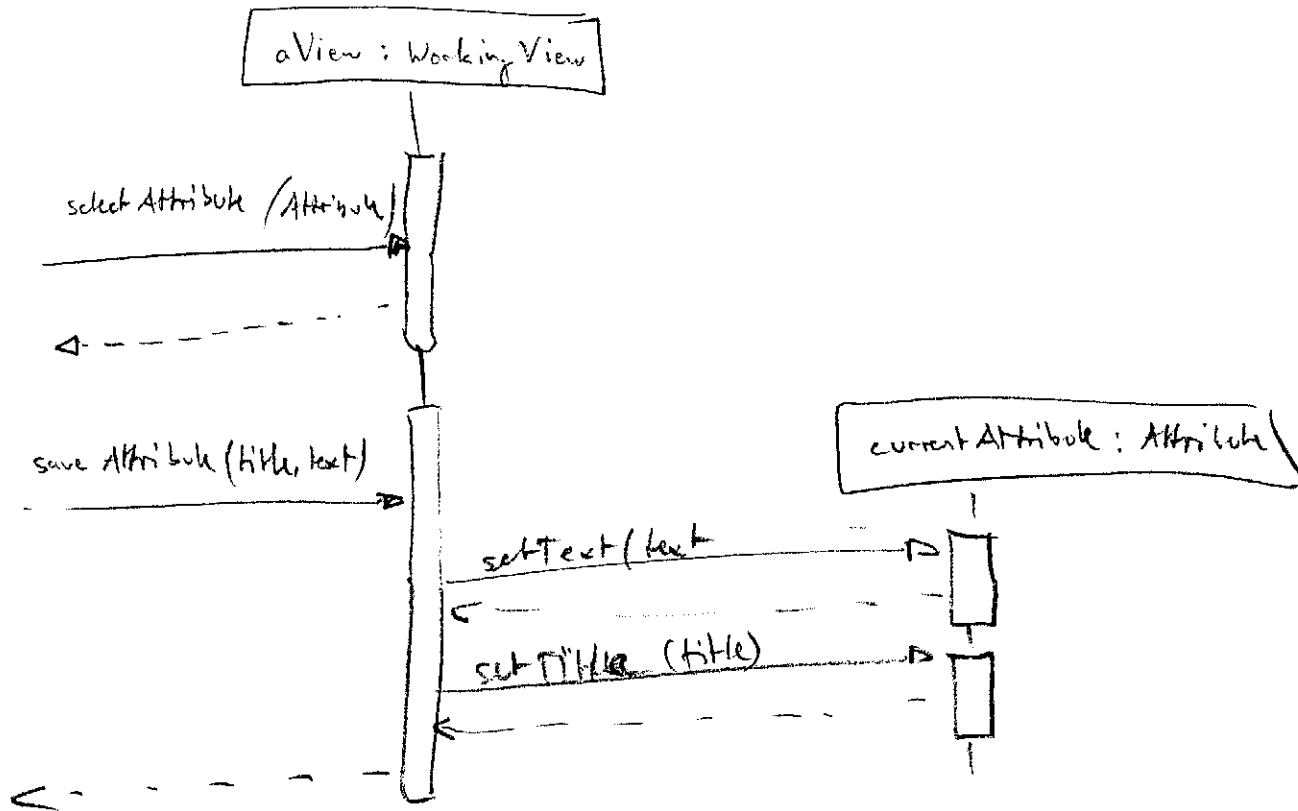
Cut Item / Paste



Move Item

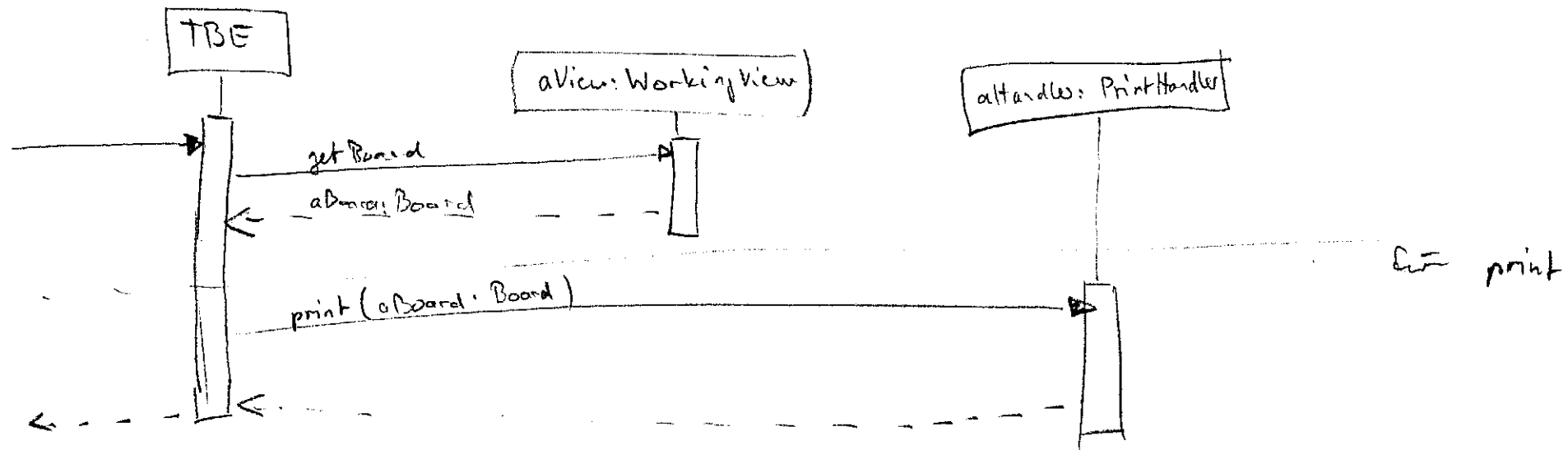


4.2.1's
Edit Attribute

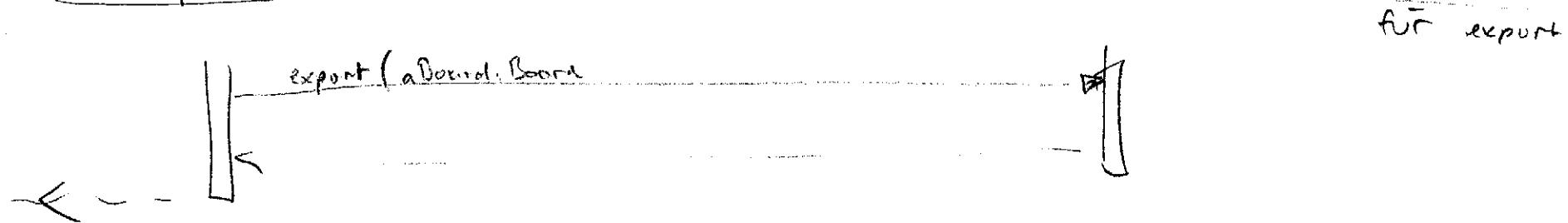


4.2.12

Print Board



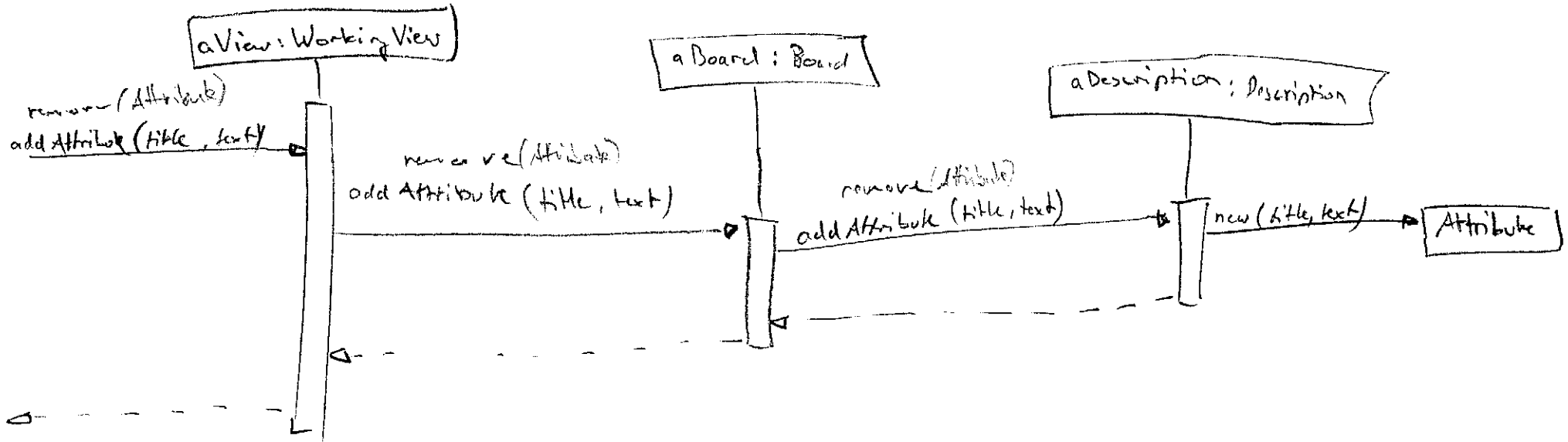
2.4/8 export Board

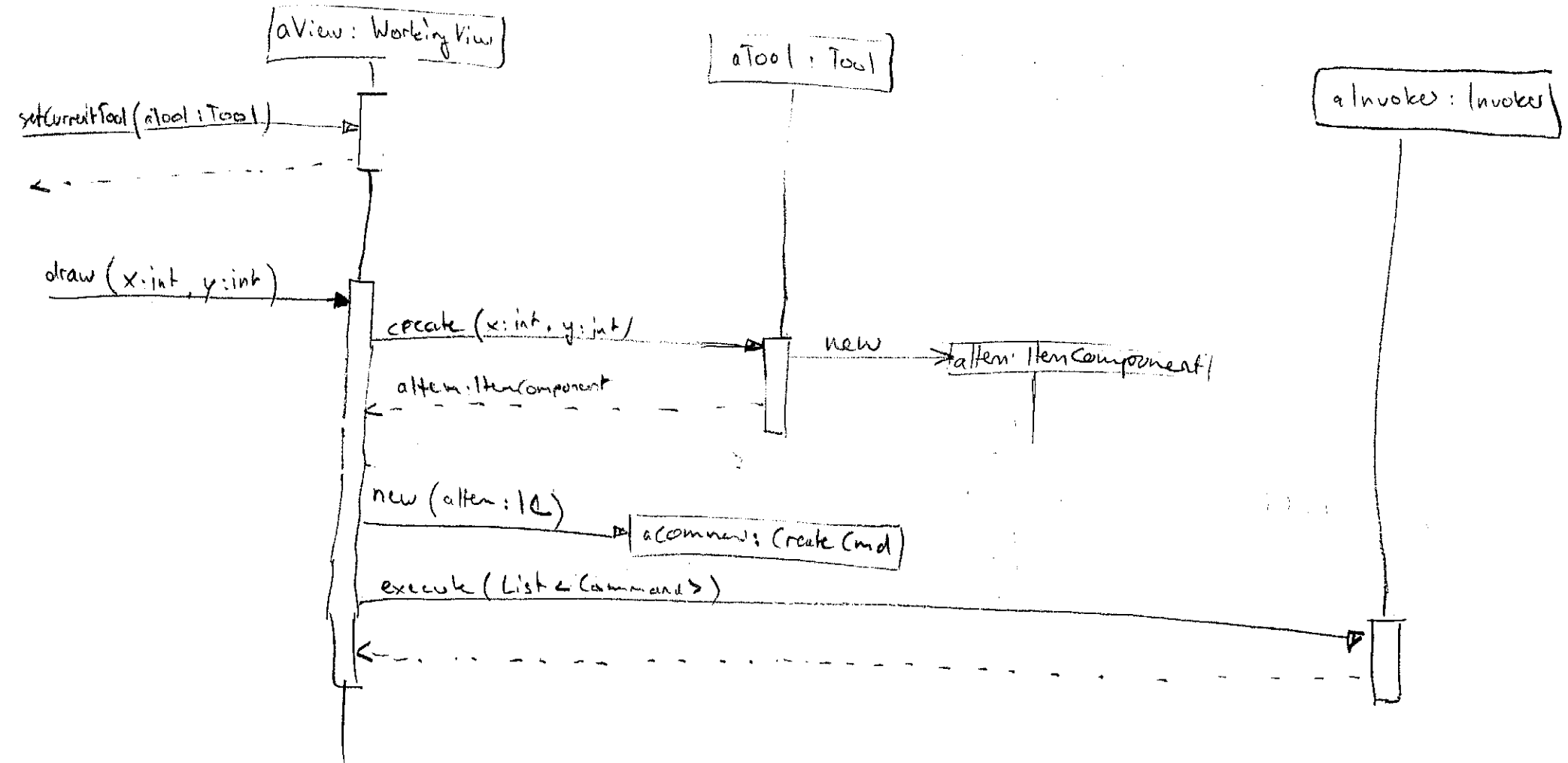


4.2.11

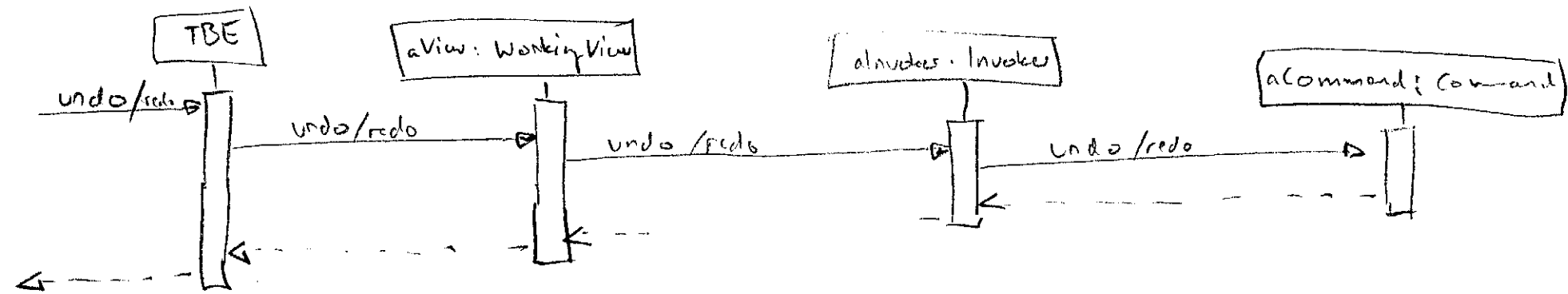
4.2.12

Add Attribute / Remove

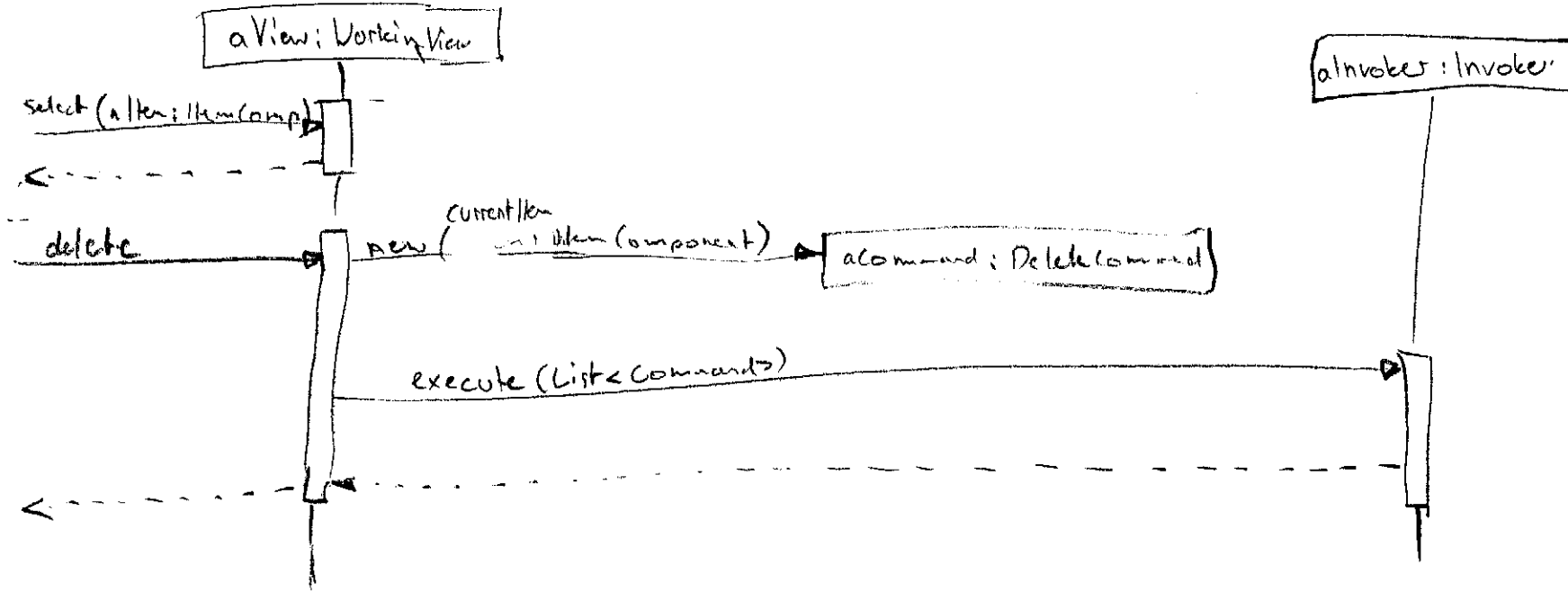


Draw Item

4.2.13 / 4.2.14



4.2.9 Delete Item



UML++

Edit Textbox

