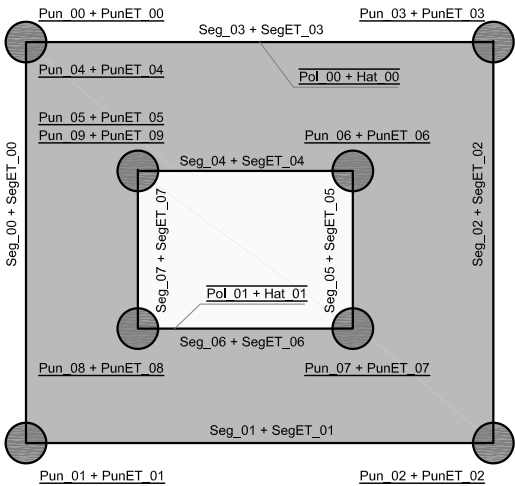


MODO

"dibujar" => "editar"



PUNTOS

Pun_00
PunET_00
Pun_01
PunET_01
Pun_02
PunET_02
Pun_03
PunET_03
Pun_04
PunET_04
Pun_05
PunET_05
Pun_06
PunET_06
Pun_07
PunET_07
Pun_08
PunET_08
Pun_09
PunET_09

SEGMENTOS

Seg_00
SegET_00
Seg_01
SegET_01
Seg_02
SegET_02
Seg_03
SegET_03
Seg_04
SegET_04
Seg_05
SegET_05
Seg_06
SegET_06
Seg_07
SegET_07

POLILINEAS

Pol_00
Pol_01

HATCH

Hat_00
Hat_01

GRUPOS

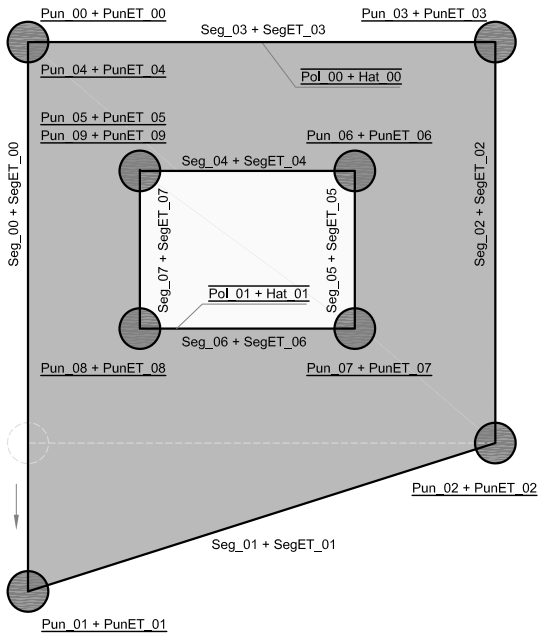
GrupAll
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ACTION

SET_MODO
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MODO

"editar"



PUNTOS

Pun_00
PunET_00
Pun_01
PunET_01
Pun_02
PunET_02
Pun_03
PunET_03
Pun_04
PunET_04
Pun_05
PunET_05
Pun_06
PunET_06
Pun_07
PunET_07
Pun_08
PunET_08
Pun_09
PunET_09

SEGMENTOS

Seg_00
SegET_00
Seg_01
SegET_01
Seg_02
SegET_02
Seg_03
SegET_03
Seg_04
SegET_04
Seg_05
SegET_05
Seg_06
SegET_06
Seg_07
SegET_07

POLILINEAS

Pol_00
Pol_01

HATCH

Hat_00
Hat_01

GRUPOS

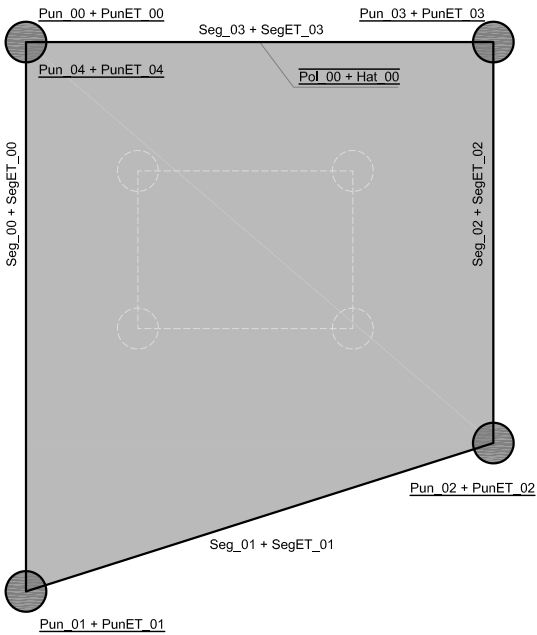
GrupAll
---------

ACTION

GET_SELECTION_FROM_EVENT
EDIT_POINT_MOVE
ACTUALIZA_GEOMETRIA_D3

MODO

"editar"



PUNTOS

→	Pun_00
→	PunET_00
→	Pun_01
→	PunET_01
→	Pun_02
→	PunET_02
→	Pun_03
→	PunET_03
→	Pun_04
→	PunET_04

SEGMENTOS

←	Seg_00
←	SegET_00
←	Seg_01
←	SegET_01
←	Seg_02
←	SegET_02
←	Seg_03
←	SegET_03

POLILINEAS

←	Pol_00
---	--------

HATCH

←	Hat_00
---	--------

GRUPOS

←	GrupAll
---	---------

ACTION

←	GET_SELECTION_FROM_EVENT
←	EDIT_POLY_DELETE
←	ACTUALIZA_GEOMETRIA_D3

