

Lines

- line, ray
- segment, circle, arc
- parallel, perpendicular
- bisectors
- vector, polygon
- locus

Numerics

- length
- free value
- angle
- coordinates
- free text
- edit script
- use script

Macro-construction

- build macro
- execute macro

Points

Lines

Transformations

Numerics

Animate

Macro-construction

Points

- free
- middle
- intersection
- according to coordinates

Transformations

- symmetry
- reflection
- translation
- rotation
- homothety (scale)

Animate

Animate a mobile point on a curve with various speed.