Optimum.SublayerLocation

- + nameOfOverlay
- + listWithLocation
- + iconOfOverlay
- + overlay
- + SublayerLocation()
- + SublayerLocation()

-_sublayerLocationNorma

Optimum.RenderNorma

CONVERSION FROM DEGREES

- radiusSearch
- _polygon
- segments
- _listPointsForCircle

TO RADIANS

- CONVERSION FROM RADIANS

_TO_DEGREES
- RADIUS OF THE EARTH

IN KILOMETERS

- + RenderNorma()
- + InitializationIdealPoints()
- + InitializationPoint()
 - _InitializationMarkers()
- _InitializationZone()
- _CreateCircle()
- _FindPointAtDistanceFrom()