Optimum.SublayerLocation

+ nameOfOverlay
+ listWithLocation
+ iconOfOverlay
+ overlay

+ SublayerLocation()
+ SublayerLocation()

-_sublayerLocationCandidates

Optimum.RenderUserMarker

- _radiusSearch
- _optimalZones
- _polygon
- _segments
- _listPointsForCircle
- CONVERSION_FROM_DEGREES
_TO_RADIANS
- CONVERSION_FROM_RADIANS
_TO_DEGREES
- RADIUS_OF_THE_EARTH
_IN_KILOMETERS

+ RenderUserMarker()
+ InitializationPoint()
- _InitializationMarkers()
- _InitializationZone()
- _InitializationZoneOptimum()
- _InitializationBestZoneOptimum()
- _CreateCircle()
- _CreateCircleOptimum()
- _CreateCircleBestOptimum()
- _FindPointAtDistanceFrom()