**Get Polyline**

**What it does:**  
Prompts you to pick an existing polyline in the drawing. Once selected, it reads all of that polyline’s vertices (northing, easting, type and description) and loads them into the grid so you can see and edit them.

**Update Polyline**

**What it does:**  
Re-reads the *same* polyline you last loaded and refreshes the grid with its current vertex data. Handy if someone’s moved or deleted a vertex in the drawing and you want your table to reflect those manual edits.

**Add Numbering**

**What it does:**  
Prompts you to pick any polyline, then drops little “WE” blocks at each vertex, numbered 1, 2, 3… in the order they occur along the polyline. These serve as visual markers so you can identify and reference each point out in the field or on-screen.

**Update Numbering**

**What it does:**  
Prompts you again to pick a numbered polyline, then re-calculates each block’s sequence number based on the true traverse order. If you’ve added, removed or moved vertices, this will re-label them 1–N in the correct order without having to start over.

**Rebuild Polyline**

**What it does:**  
Prompts you to pick your “Hybrid-Points” table in the drawing (the one you inserted with this tool). It then reads every row of northing/easting out of that table and rebuilds a brand-new polyline to match. Useful if you’ve manually tweaked coordinates in the table and need the geometry to follow.

**Insert/Update**

**What it does:**  
Takes everything you’ve edited in the grid and writes it back into the drawing.

* **First** it either inserts a *new* Hybrid-Points table (prompting you for an insertion point) or *updates* the existing one with your new numbers, coordinates, types and descriptions.
* **Then** (if “Hybrid Blocks” is checked) it places or moves each colored cross-hair block (XC/RC/EC) at those exact vertex locations so your symbols always match the grid.

**Hybrid Blocks (checkbox)**

**What it does:**  
Toggles whether, when you click **Insert/Update**, the plug-in also creates/moves the little XC/RC/EC symbol blocks at each vertex. Leave it on to keep your symbology in sync; turn it off if you only want to update the table and leave the blocks alone.