Light:

You can’t normally transform the given light, but if you click transform to something and then add another object it will change the light. (in case you always wanted a light to be the first object)

Bead:

Number Line: Transforms but the beads unroll outside of the circle.

Pie: Perfect.

Bar: Transforms but the beads unroll outside of the circle. The end is a little choppy as well.

Number Line:

Bead: Transforms but the beads roll up outside of the circle.

**Pie: Kinda works.**

Bar: Works, however the horizontal line is off.

Pie:

**Bead: Not coded.**

**Number Line: Not coded.**

**Bar: Not coded.**

Bar:

Bead: works.

Number Line: Works, but the red bar is highlighted differently than the others (aesthetic issue).

**Pie: Not coded.**

Sizing/**stretching** issues (resized, setscale) 1064 measurerepview

Tap system broken