

# Use Case: Edit Node

**Summary:** We can change the different setting for a node in the map.

**Priority:** high

**Extends:** Nada

**Participators:** The user!

## Normal flow of events

	Actor	System
1	Klick on a node	
2		Some sort of gui response where you are presented with the possiblity to edit the settings for the node
3	Enter the disired settings and click the close button on the gui	
4		The changes are saved and we are done