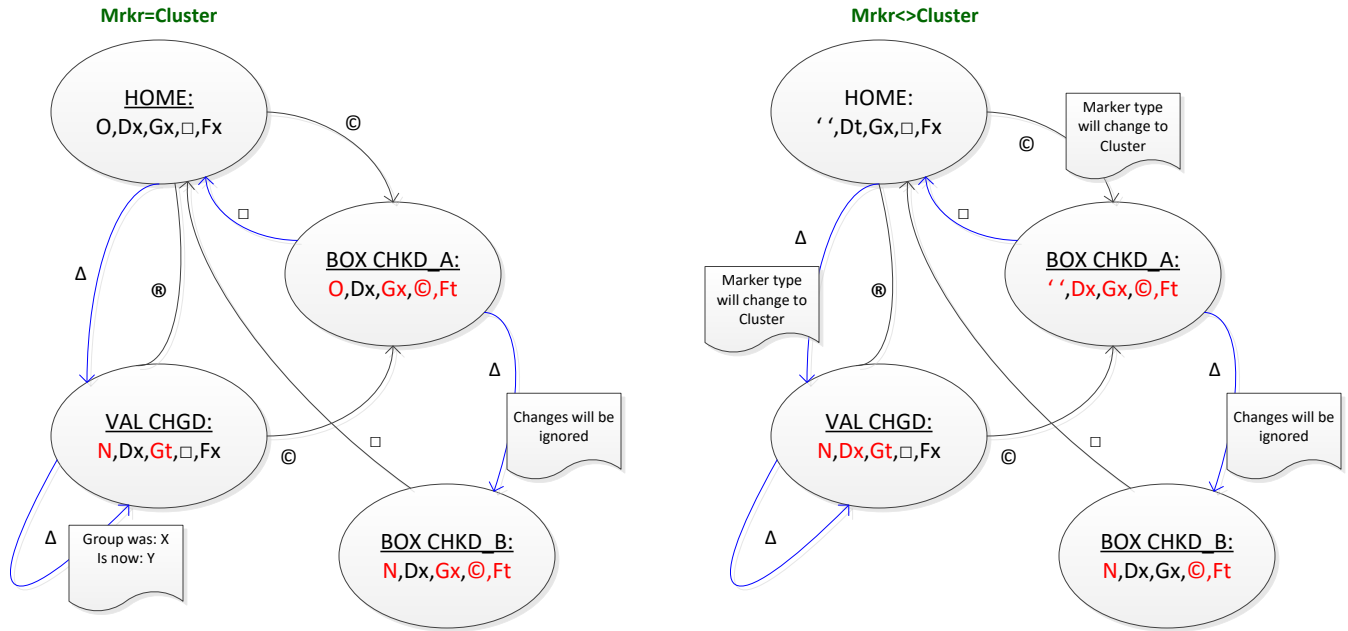


There are two “home” states, depending on whether or not the marker type is assigned as ‘Cluster’ on page load. NOTE: Reset not shown, when selected returns any state to home state.



LEGEND: STATES

O => Original assignment (or '')
 N => New group assignment
 D => Display: "No assignn."
 t = show
 x = hide
 G => Group assign changed
 t = true
 x = false
 □ => New group box (unchecked)
 ⊙ => New group box (checked)
 F => Fieldflag (validate entry in box)
 t = true
 x = false

LEGEND: EVENTS

Δ => New group assignment
 ® => Restore group to original value
 ⊙ => Checked new group box
 □ => Unchecked new group box