

```
<Machine>
...
<Block id="1" ...>
...
<Pos x="3" y="0" z="-0.5">
</Block>
...
</Machine>
```

XML  
(Before Edit)

```
<Machine>
...
<Block id="1" ...>
...
<Pos x="3" y="0" z="-0.5">
</Block>
<Block id="46" ...>
...
<Pos x="3" y="0" z="-2.5">
</Block>
...
</Machine>
```

XML  
(After Edit)

```
[
...
{"type": "1",
 "id": 5, "parent": 1,
 "face_id": 4},
{"type": "46",
 "id": 6, "parent": 5,
 "face_id": 1}
]
```

Construction Tree  
(Before/After Edit)



Before Edit



After Edit