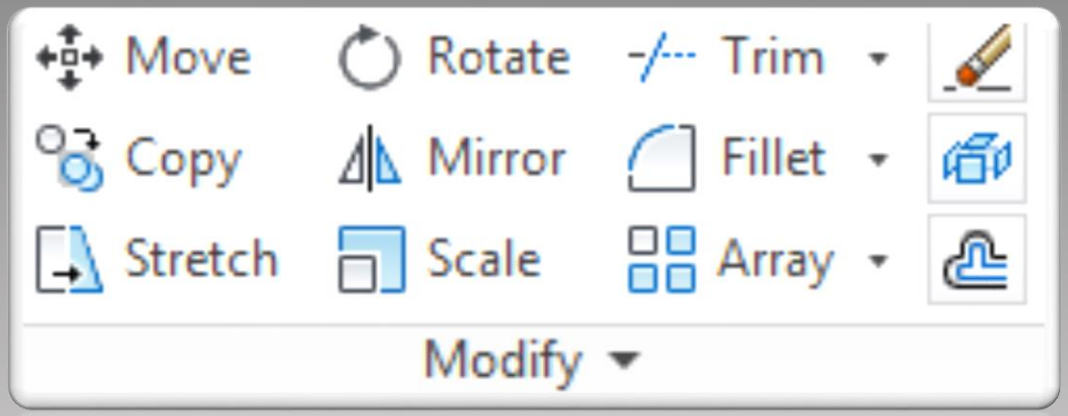
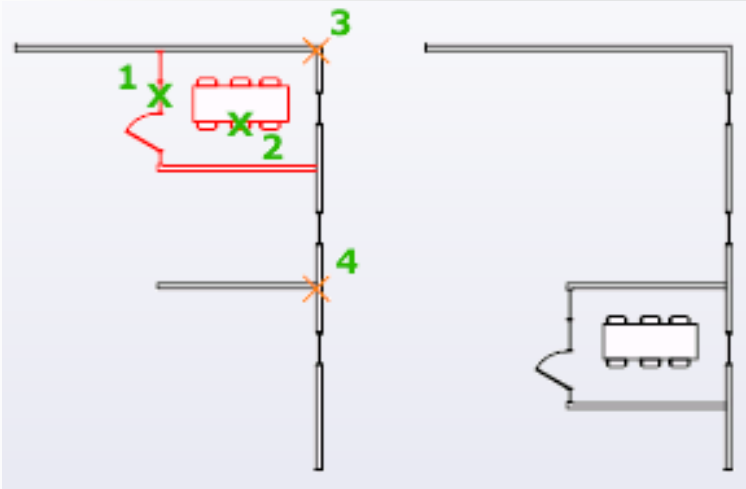
MODIFY TOOLS

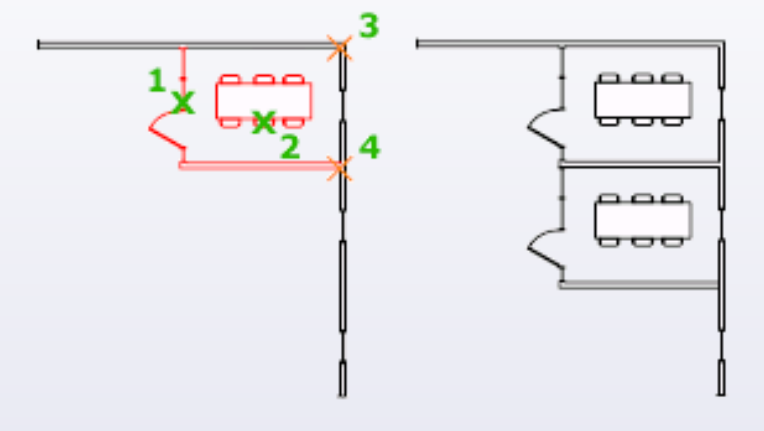


Move (Memindah entitas)



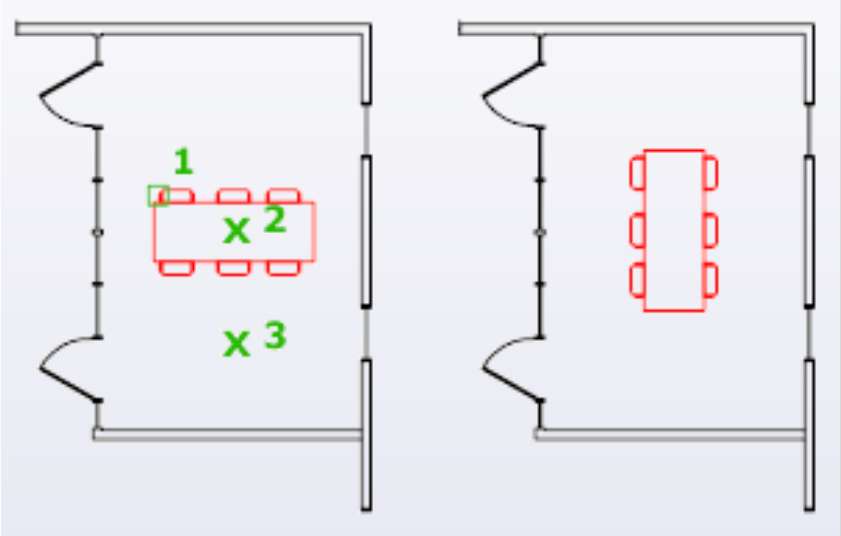
- Memindahkan entitas atau obyek dengan jarak dan arah tertentu

Copy (Menggandakan entitas)



- Menggandakan entitas atau obyek dengan jarak dan arah tertentu

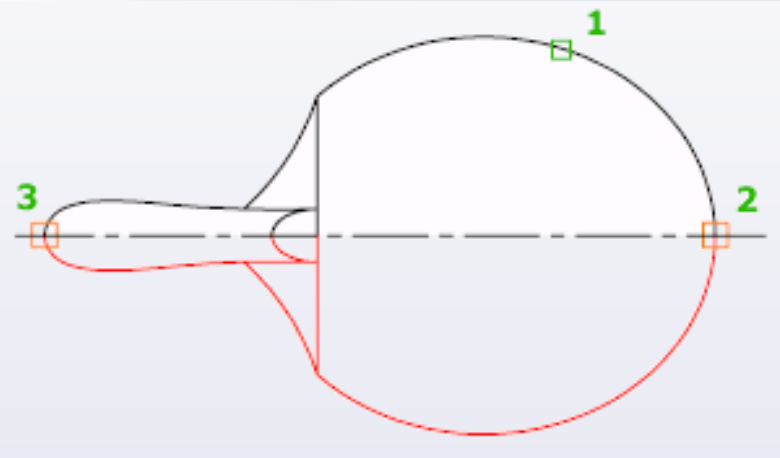
Rotate (Memutar entitas)



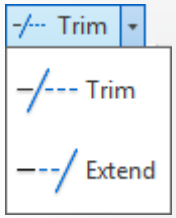
- Memutar entitas atau obyek terhadap suatu titik putar.

- Option : **Rotate - Copy**

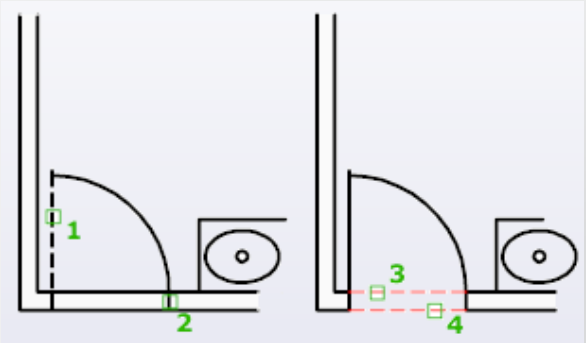
Mirror (Mencerminkan entitas)



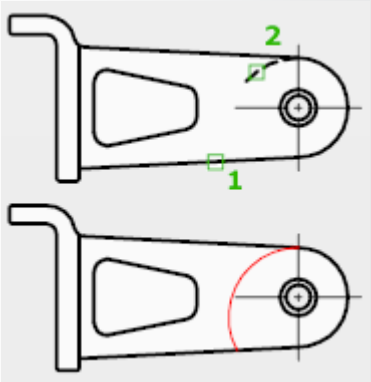
- Menggandakan entitas dengan pencerminan terhadap suatu garis tertentu.



Trim (Memotong entitas)

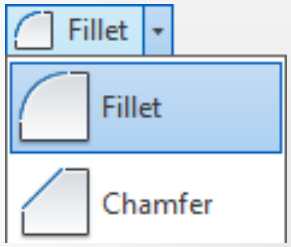


- Memotong entitas dengan batas-batas tertentu.



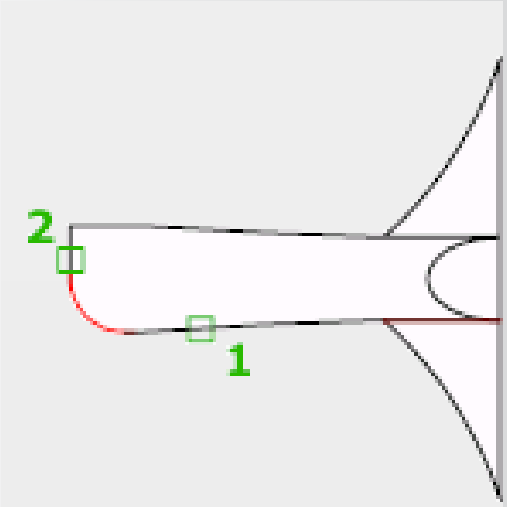
Extend (Memperpanjang entitas)

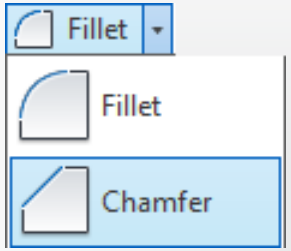
- Memperpanjang entitas dengan batas-batas tertentu.



Fillet (Membuat radius)

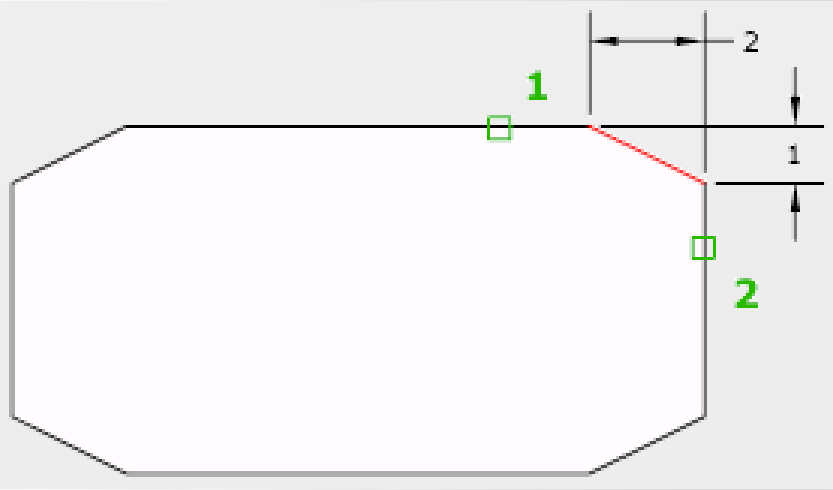
- Membuat radius pada sudut antar dua entitas.

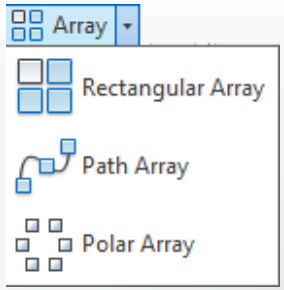




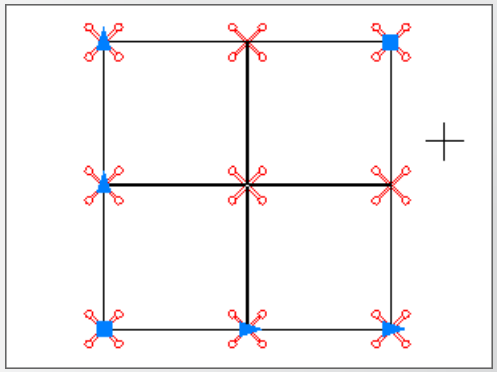
Chamfer (Membuat garis miring/chamfer)

- Membuat garis miring atau chamfer pada sudut antar dua entitas.



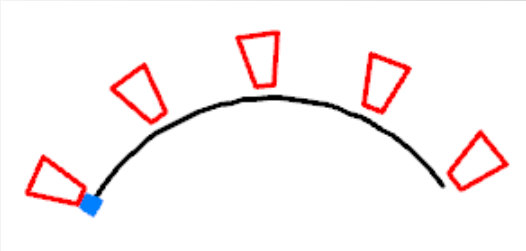


Array (Menggandakan entitas dengan pola tertentu)



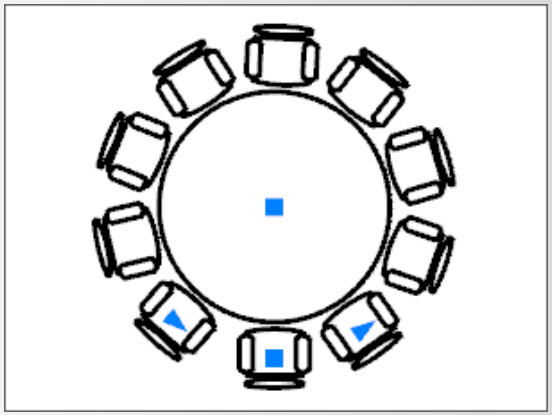
- Rectangular Array

  Menggandakan dengan pola segi empat (kolom, baris)



- Path Array

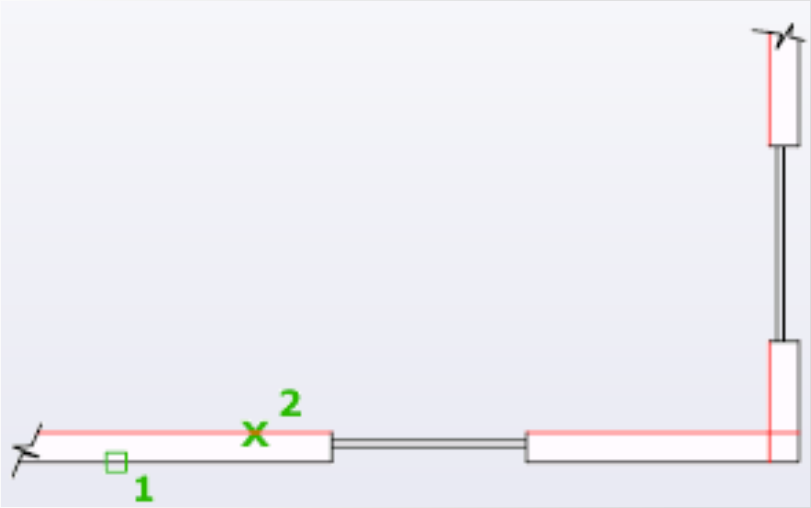
  Menggandakan pola dengan penunjuk arah tertentu



- Polar Array

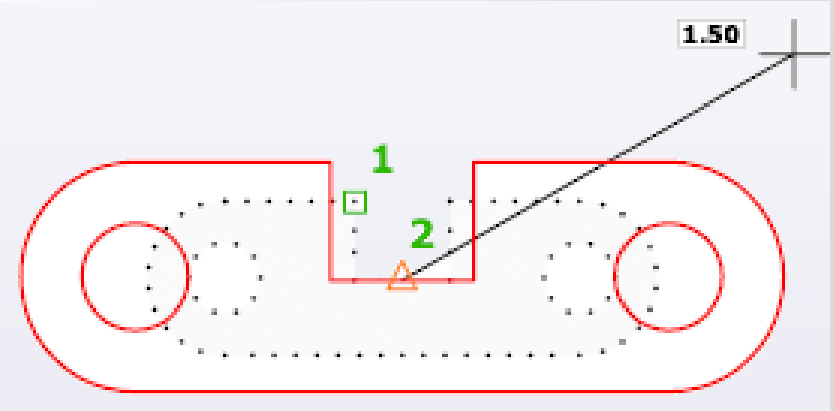
  Menggandakan dengan pola lingkaran

Offset (Membentuk entitas yang parallel)



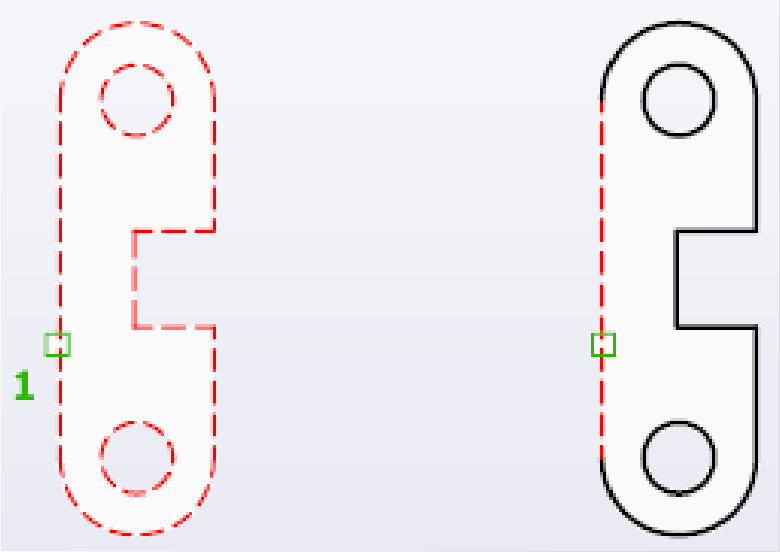
- Membuat garis-garis yang paralel, lingkaran-lingkaran yang satu pusat Ru kurva-kurva paralel dengan jarak (offset) tertentu.

Scale (memperbesar/memperkecil entitas



- Memperbesar atau memperkecil entitas dengan acuan tertentu dan skala tertentu

Explode (Memisahkan kombinasi entitas)



- Memisahkan kombinasi entitas (dapat berupa polygon, region, block atau polyline) menjadi unsur-unsur penyusunnya.