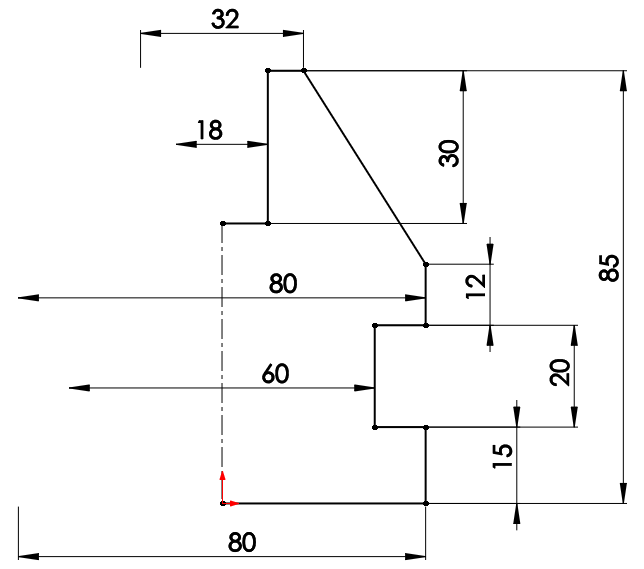
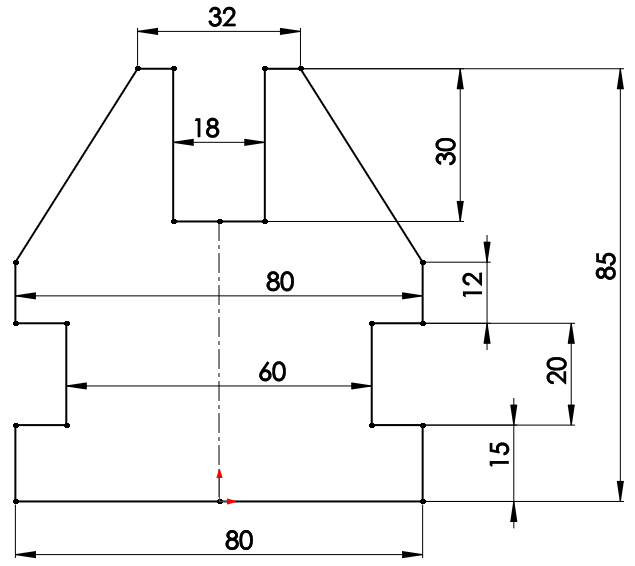
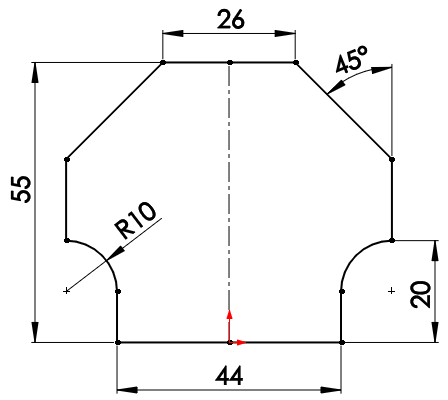
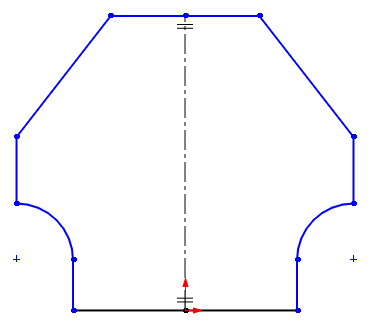
ZRCADLENÍ

Použijte skicovací nástroj **Zrcadlit entity**.

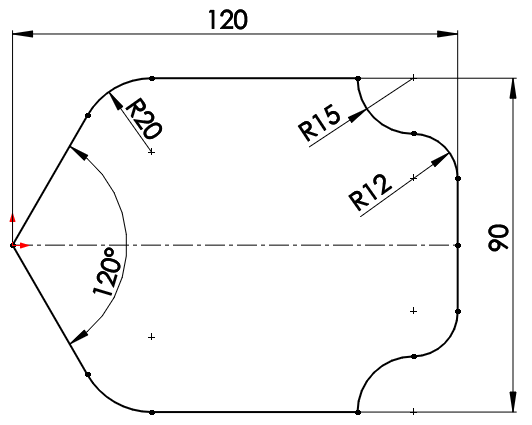




Použijte skicovací nástroj **Dynamicky zrcadlit entity**.

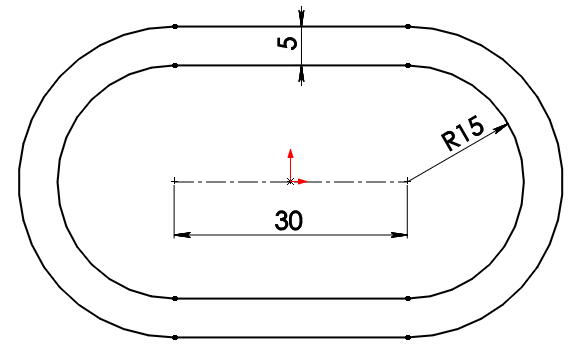
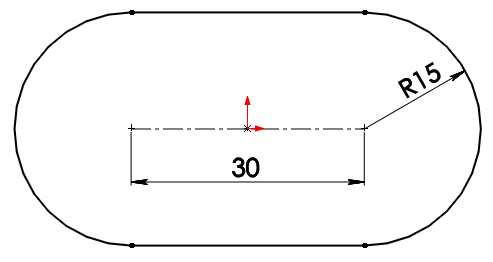


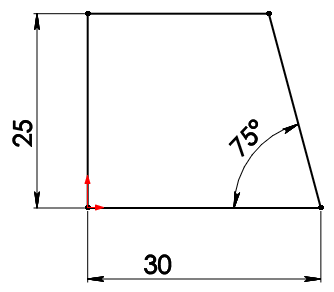
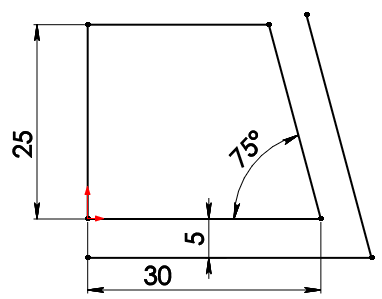
Použijte skicovací nástroj **Zrcadlit entity**, nebo **Dynamicky zrcadlit entity.**

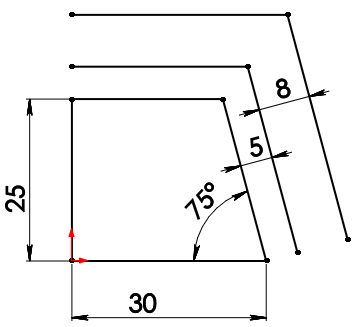


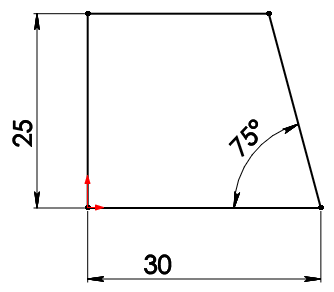


EKVIDISTANTA

Naskicujte a použijte nástroj **Odsadit entity**







Naskicujte:

