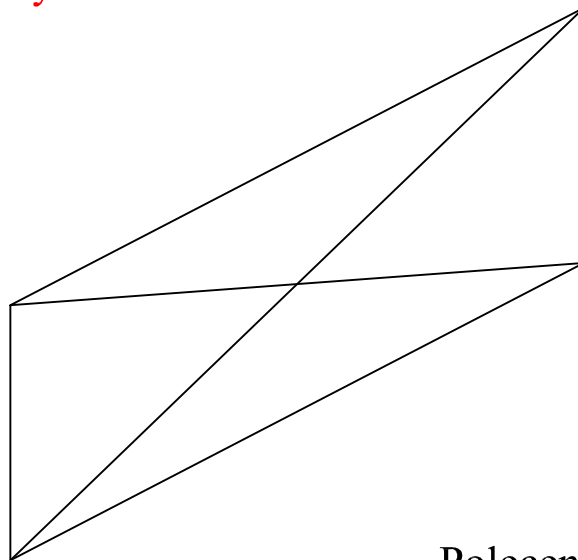
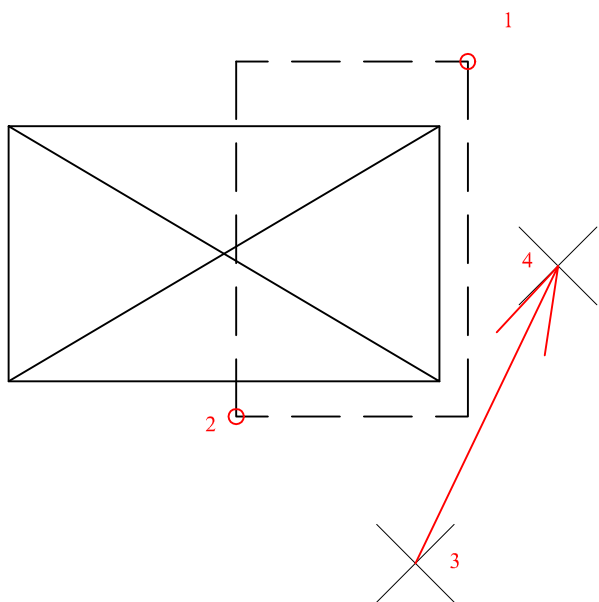


Dane

Wyniki

Zad. 1 Rozciągnij kopertę o podany wektor 3-4



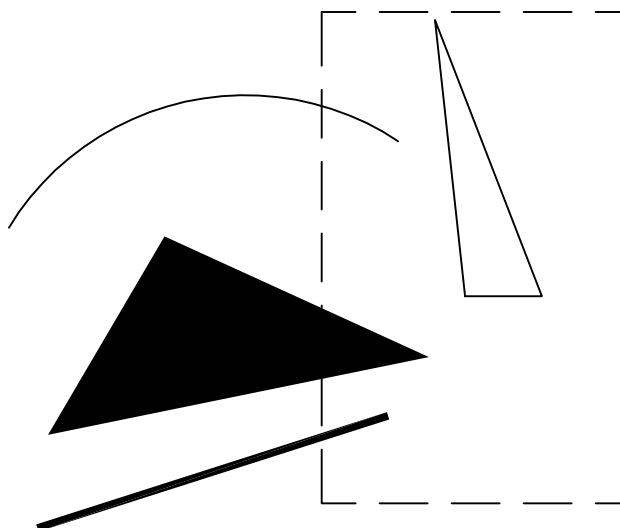
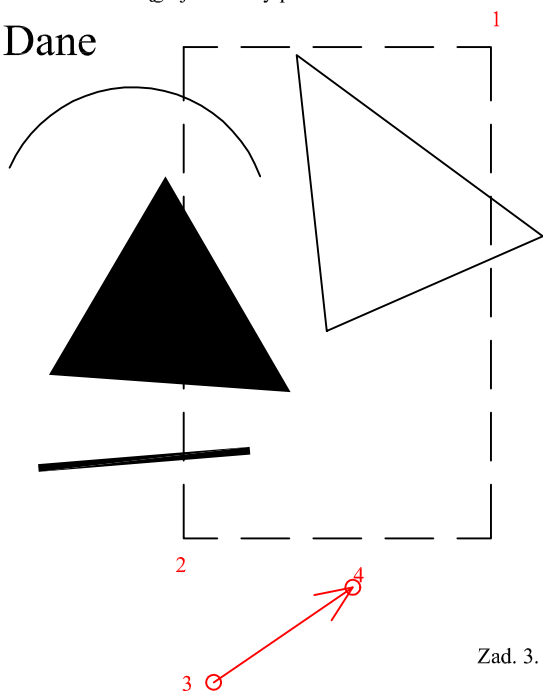
Polecenia

Command: **stretch**
Select objects to stretch by crossing-window or crossing-polygon... **1**
Select objects: Specify opposite corner: **2**
3 found
Select objects: <enter>
Specify base point or displacement: **3**
Specify second point of displacement: **4**

Wyniki

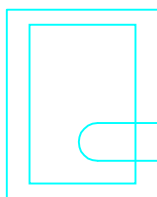
Zad. 2 Rozciągnij elementy poniższe o wektor 3-4

Dane

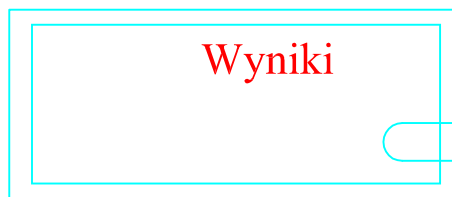


Zad. 3. Rozciągnij rzut pomieszczenia o 40 jednostek w prawo

Dane



Wyniki



Command: **stretch**
Select objects to stretch by crossing-window or crossing-polygon... **<wskazujemy punkt 1>**
Select objects: Specify opposite corner: **<2>**
2 found
Select objects: <Enter>
Specify base point or displacement: **40,0**
Specify second point of displacement: <enter>

Polecenie ROZCIĄGNIJ _STRETCH