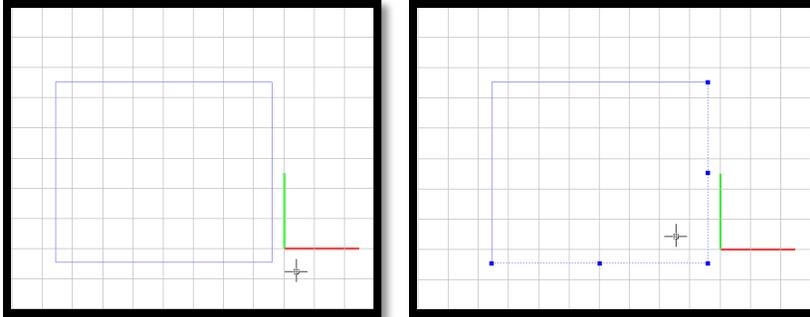


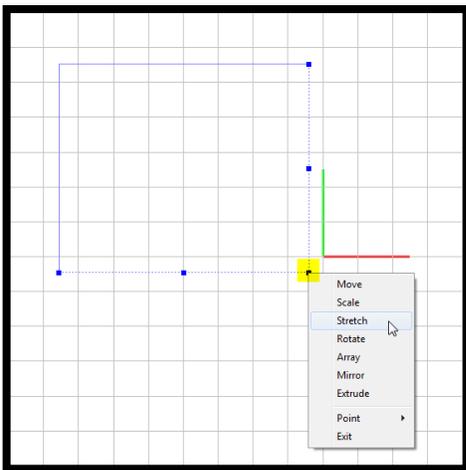
Stretching objects

Desktop systems

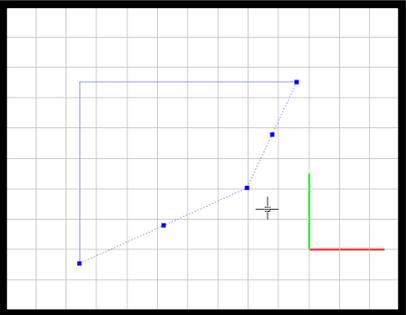
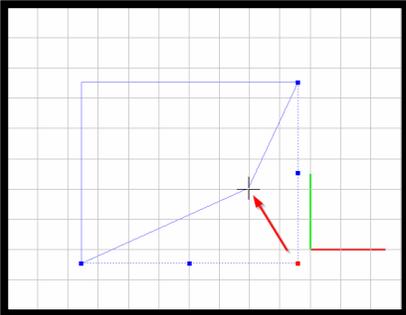
The *Stretch* command can be used to move one or more vertices of an object while leaving the rest of the object unchanged. In the example below, a rectangle will be stretched by moving one vertex to create an irregular shape. Select the two lines as the image below.



You will see some grips in the selected objects. Select the grip that is in the vertex. A context menu appears with available actions. Select the *Stretch* option.

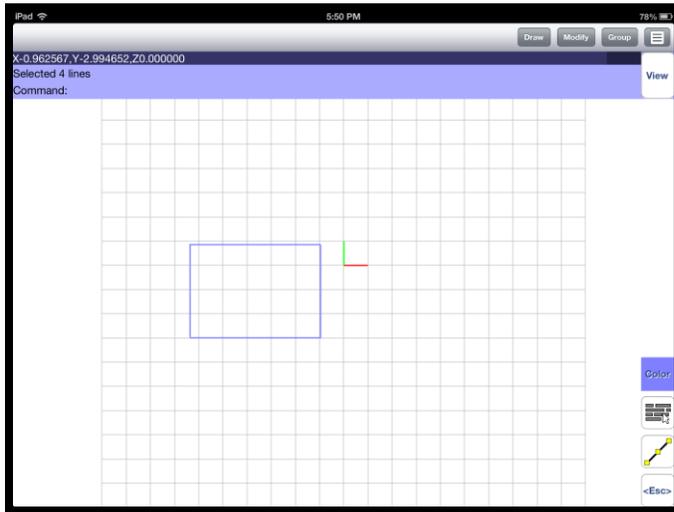


Then you can move up the mouse cursor and you will notice how the selected objects stretch by moving one vertex to create an irregular shape. Just click the left mouse button to apply or press <Escape> to cancel the command.

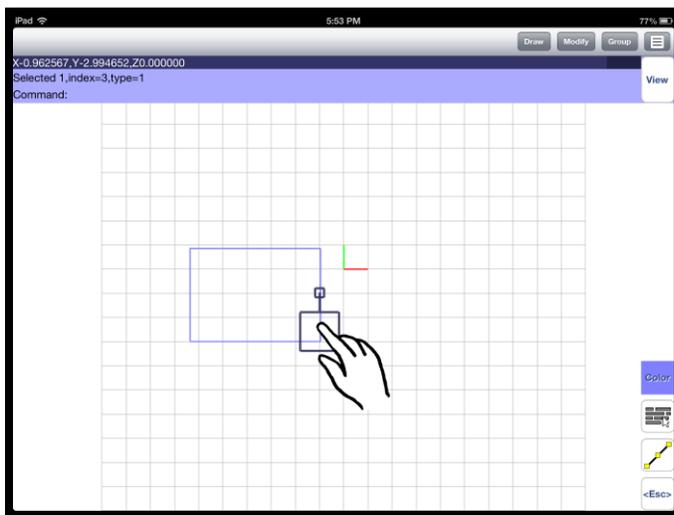


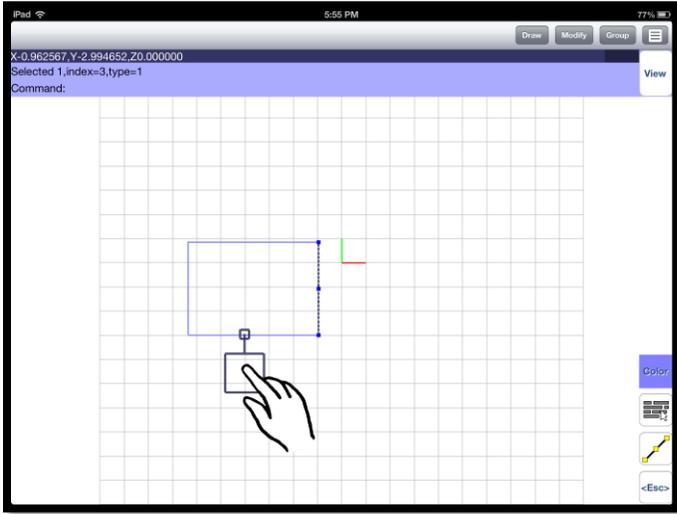
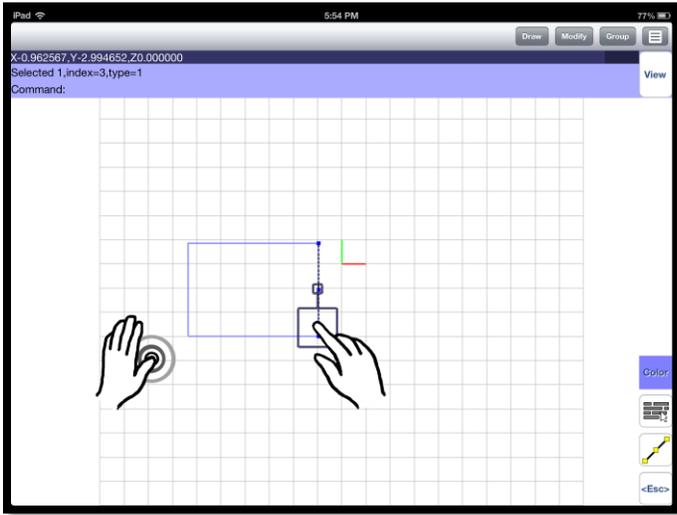
Mobile devices

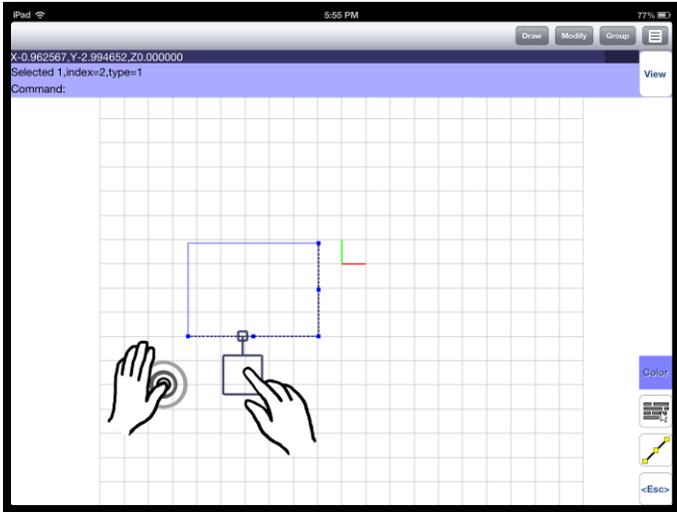
In the example below, a rectangle will be stretched by moving one vertex to create an irregular shape.



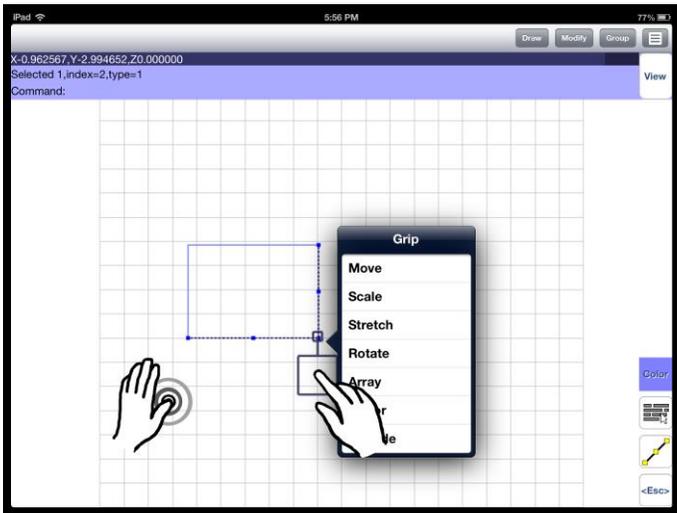
Select the two lines as you see below.



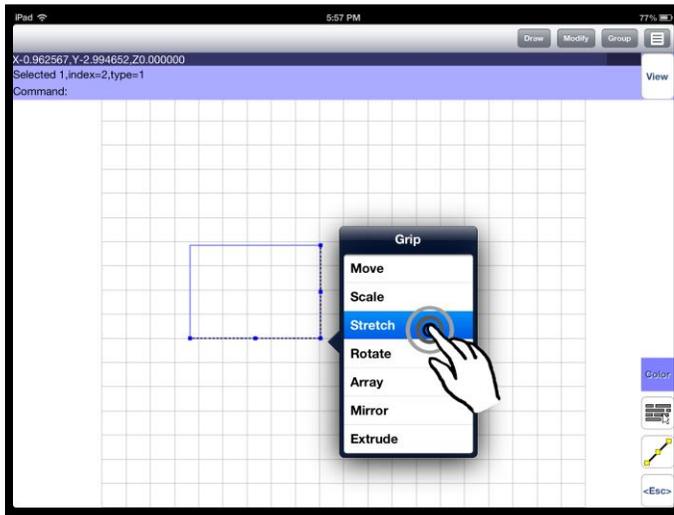




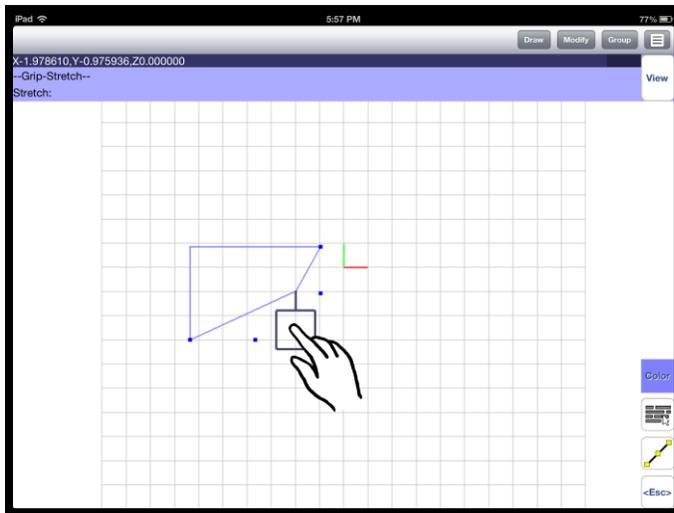
Then move the cursor to the vertex and tap the screen with another finger. The *Grip* menu appears.



Select the *Stretch* option.



Move up your cursor as the image shows below.



With another finger tap the screen to apply the command or simply press the <Esc> button to cancel.

