Editor:

The Editor Inspector allows a part to be changed through the modification of vertex coordinates.

paste_20.tiff ¬

The inspector displays the name of the part to be edited and the coordinates of each vertex.   Additionally, the edges to be displayed are shown in the radio buttons.   When a new part is created, the points are initially at the origin (0,0,0) and no edges are displayed.   By changing the coordinates and edges to be displayed, the new part is shown in the view.