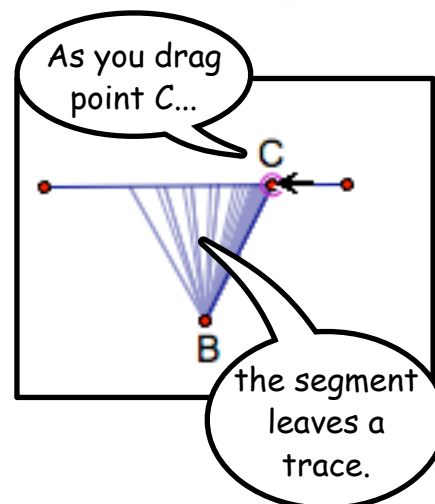
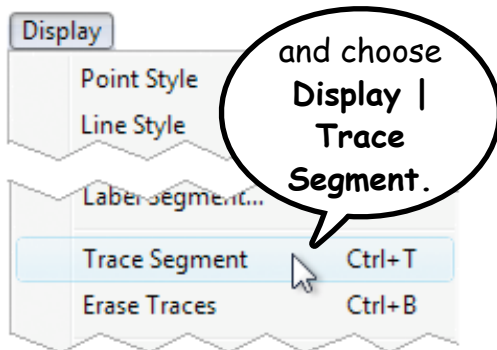
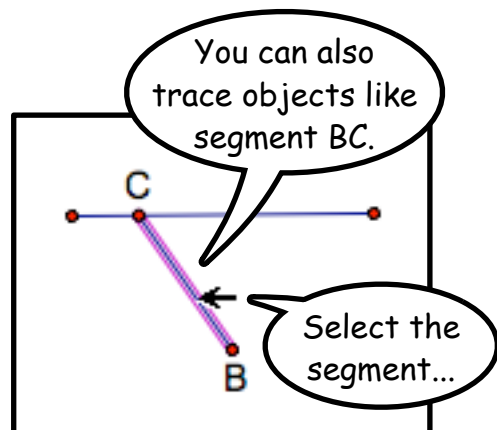
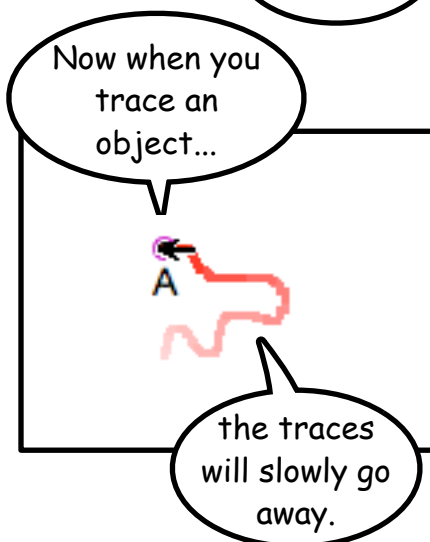
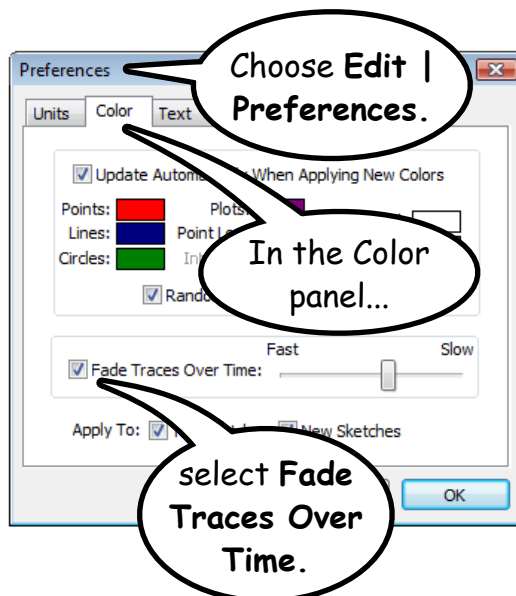
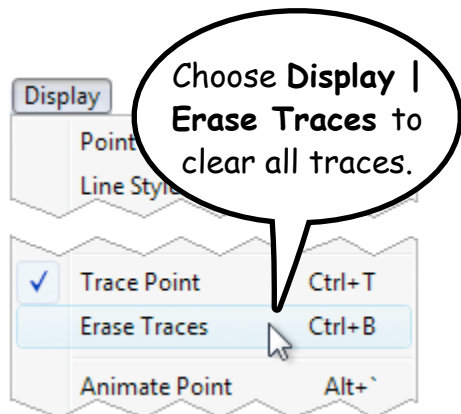
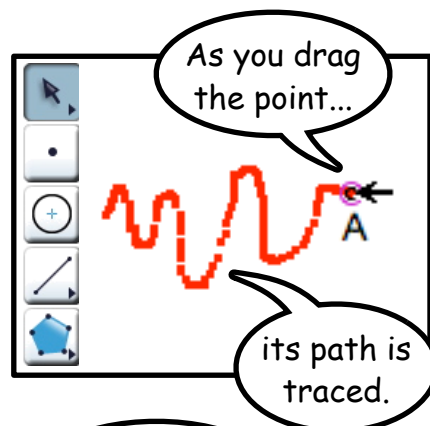
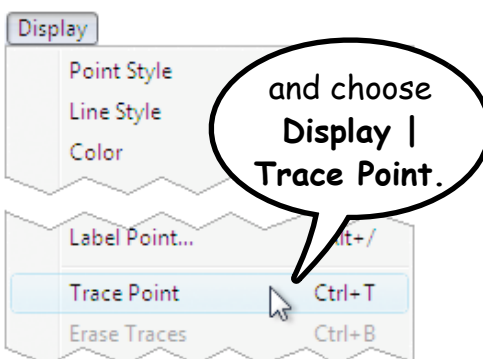
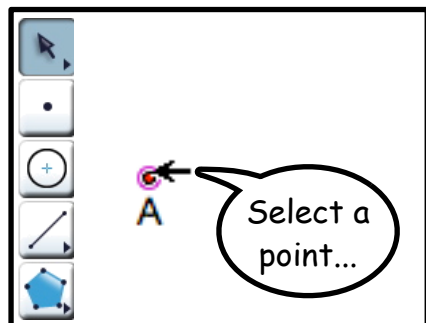


Tracing

Use **Trace** to see the paths of moving objects.

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More Tips

When you save a sketch, the traces are not saved.

If an object moves off the screen, it will not be traced.