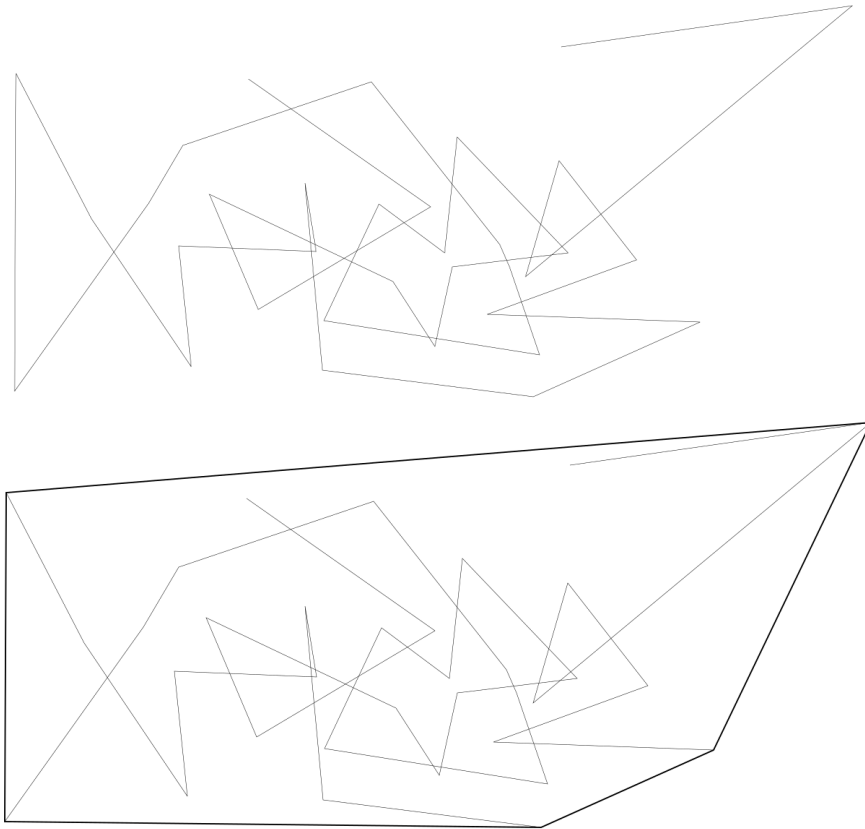


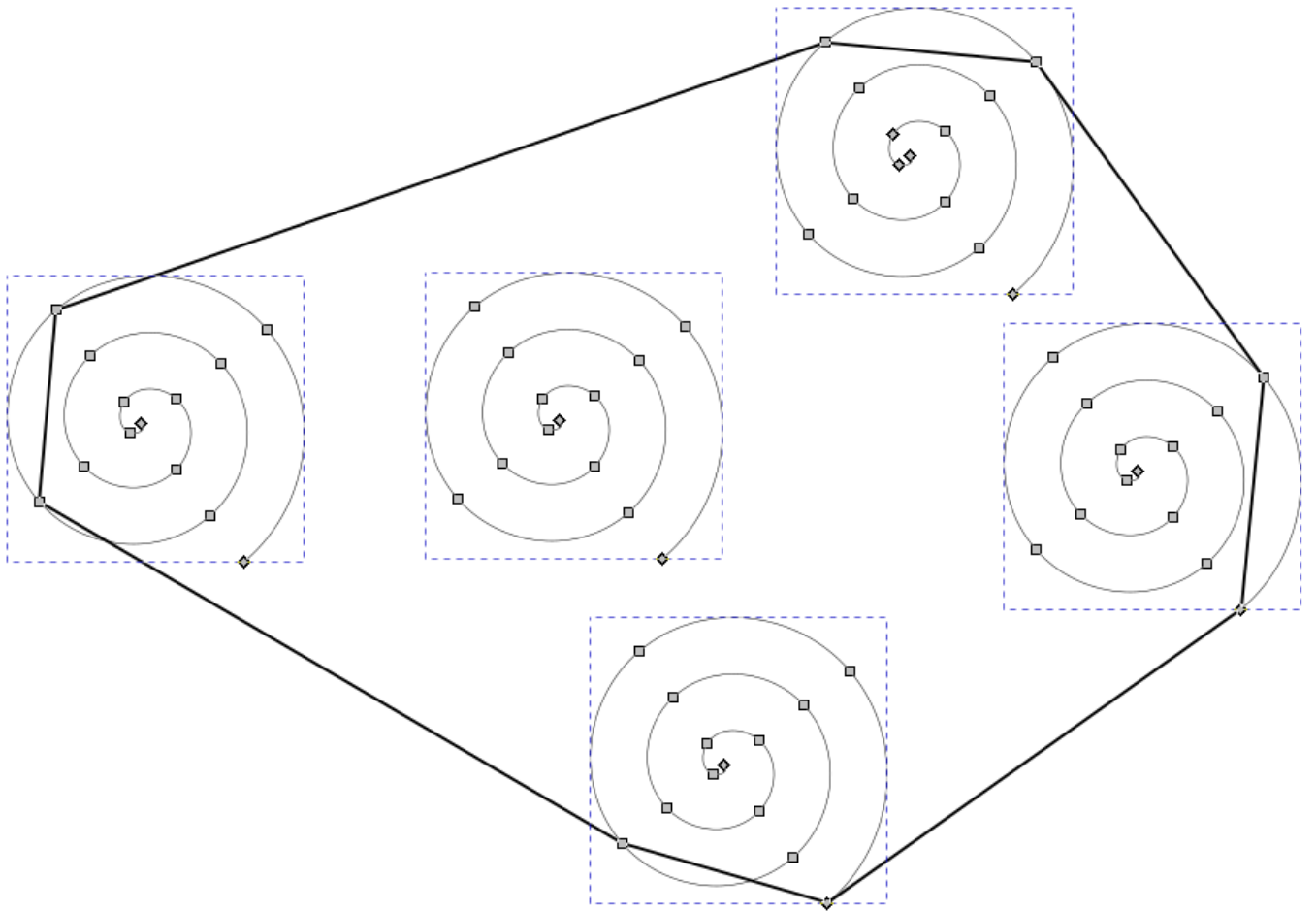
# Convex Hull

Creates a convex hull for the current selection of paths. Does not apply to objects and only works for polylines and not for bezier curves!

## Example for a long fuzzy polyline



## Bad example with bezier paths



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Version #1

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