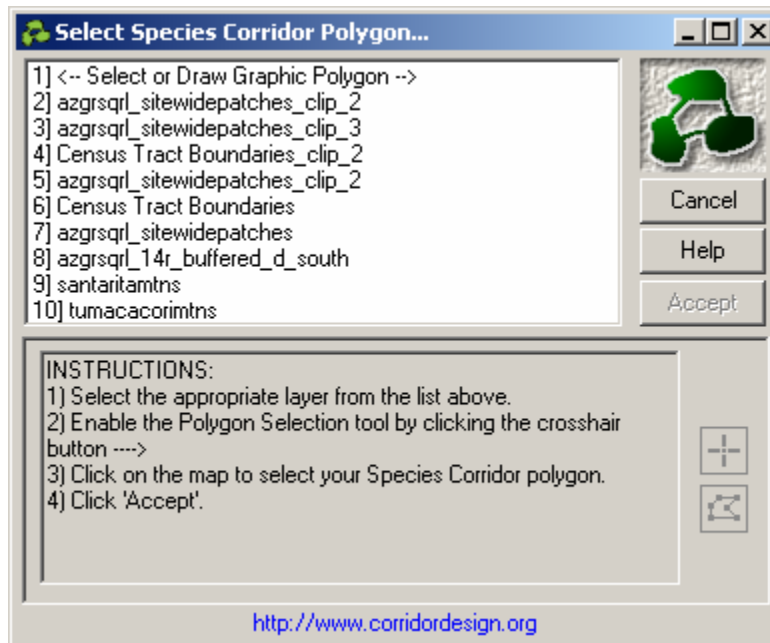


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## Selecting or Drawing Polygons:

Four functions allow the user to do something based on a selected polygon graphic or polygon feature, and therefore all three tools needed a way to select or draw that polygon. The Patch Analysis, Bottleneck Analysis, Cross-Tabulation Table and Clip tools all provide access to the following dialog:




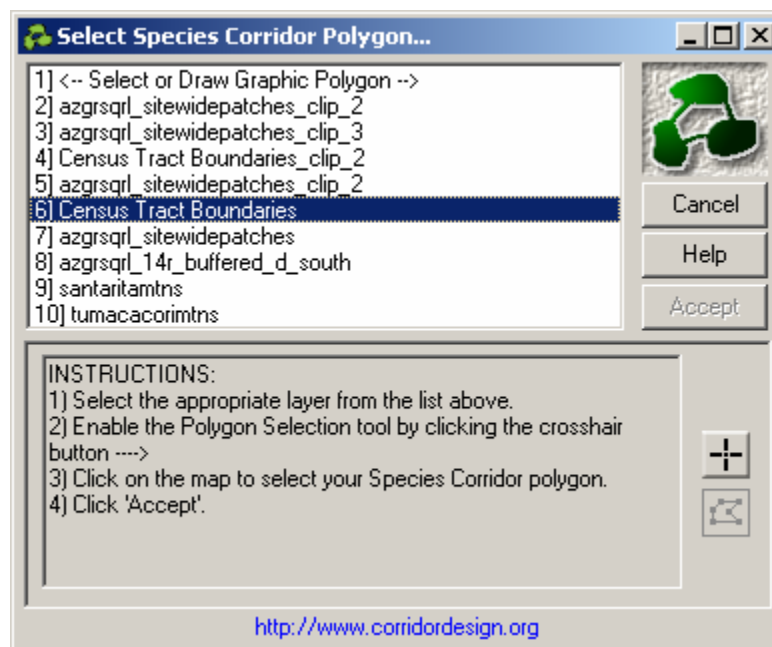
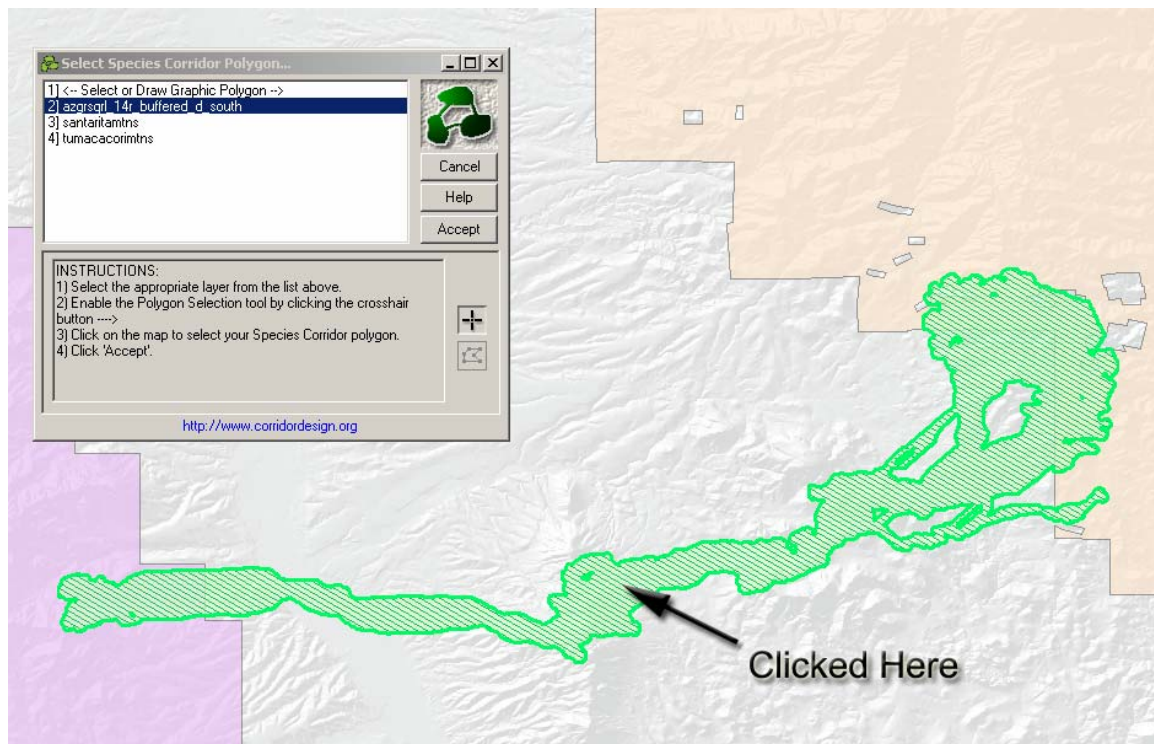
**NOTE:** The title of this dialog will change depending on whether the user is searching for a corridor polygon or a wildland block.



This dialog allows you to:

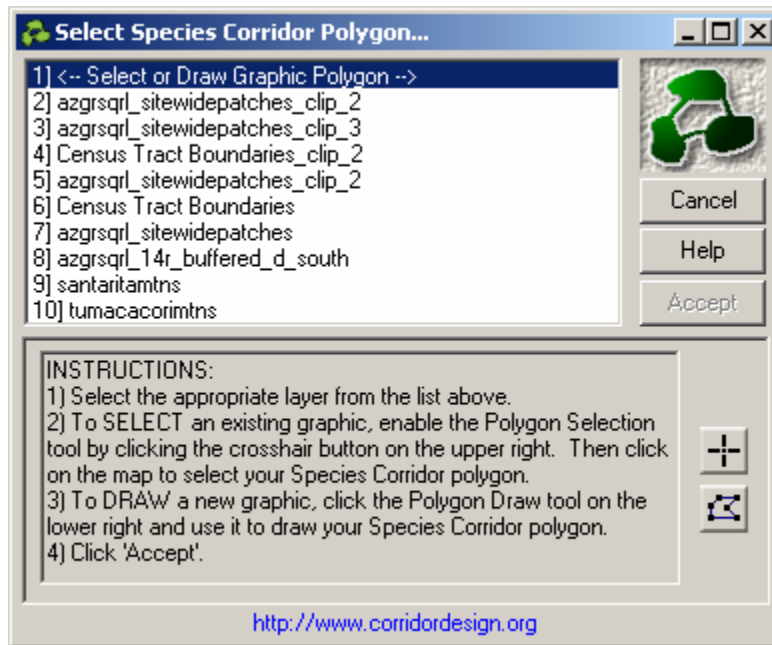
1. Select a single polygon from a polygon feature layer, or
2. Select a single graphic polygon, or
3. Manually draw a graphic polygon on the screen.

If you select a polygon theme from the list at the top of the dialog, then the “Select Polygon”

button  will become enabled and the corresponding tool will become enabled on the Corridor Designer toolbar. Click this button and then select a polygon from the theme. After you click on a polygon, it will turn a green color with a crosshatch fill:

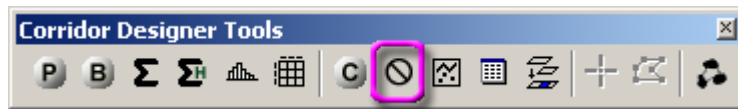


You may also select or draw graphic polygons, rather than selecting polygons from a polygon layer. If you select the first item in the list, “Draw or select graphic polygon”, then both the “Select Polygon”  and “Draw Polygon”  buttons will become enabled. Use the appropriate button to either select or draw a graphic polygon. Note that the instructions change if you select this option:



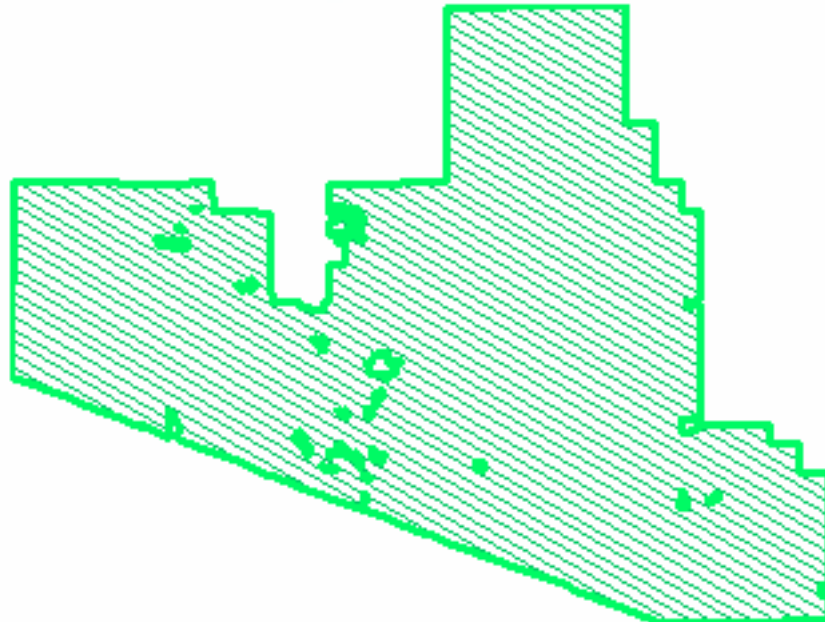
In all cases, selected polygons will be shaded green with a crosshatch pattern. If any of these graphics remain in your view after you no longer need them, you can quickly clear them out using the “Delete Corridor Designer Graphics” tool (p. 4). You may also convert any graphics to a shapefile using the “Create Shapefile” tool (p. 5).

## Delete Corridor Designer Graphics:



Several of the Corridor Designer Evaluation functions create graphics on the screen. For example, the Clip tool and the Polygon Selection tool both produce polygons with a particular fill pattern:

**Selected Polygon will turn green  
with diagonal crosshatch:**



The bottleneck and patch distance tools will also produce distinctive graphics.

This button simply clears out any CorridorDesigner-produced graphics, leaving any other user-created graphics untouched.

## Create New Shapefile:



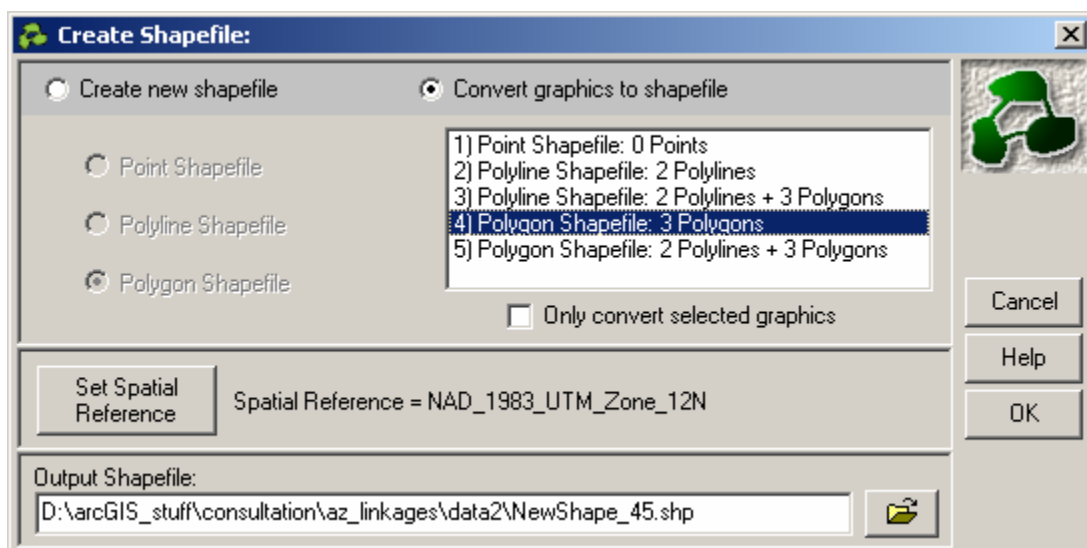
This function allows you to either create a new empty shapefile or convert graphic shapes to a shapefile. You may create either point, polyline or polygon shapefiles with this tool.

- Polygon shapefiles will include attribute fields for [Unique\_ID] and [Area].
- Polyline shapefiles will include attribute fields for [Unique\_ID] and [Length]
- Point shapefiles will include attribute fields for [Unique\_ID], [X\_Coord] and [Y\_Coord].

**NOTE:** If you are converting graphics to a shapefile, and if those graphics have names (right-click the graphic and check the properties to see if it has a name), then these names will also be added to the attribute table in a [Name] field.

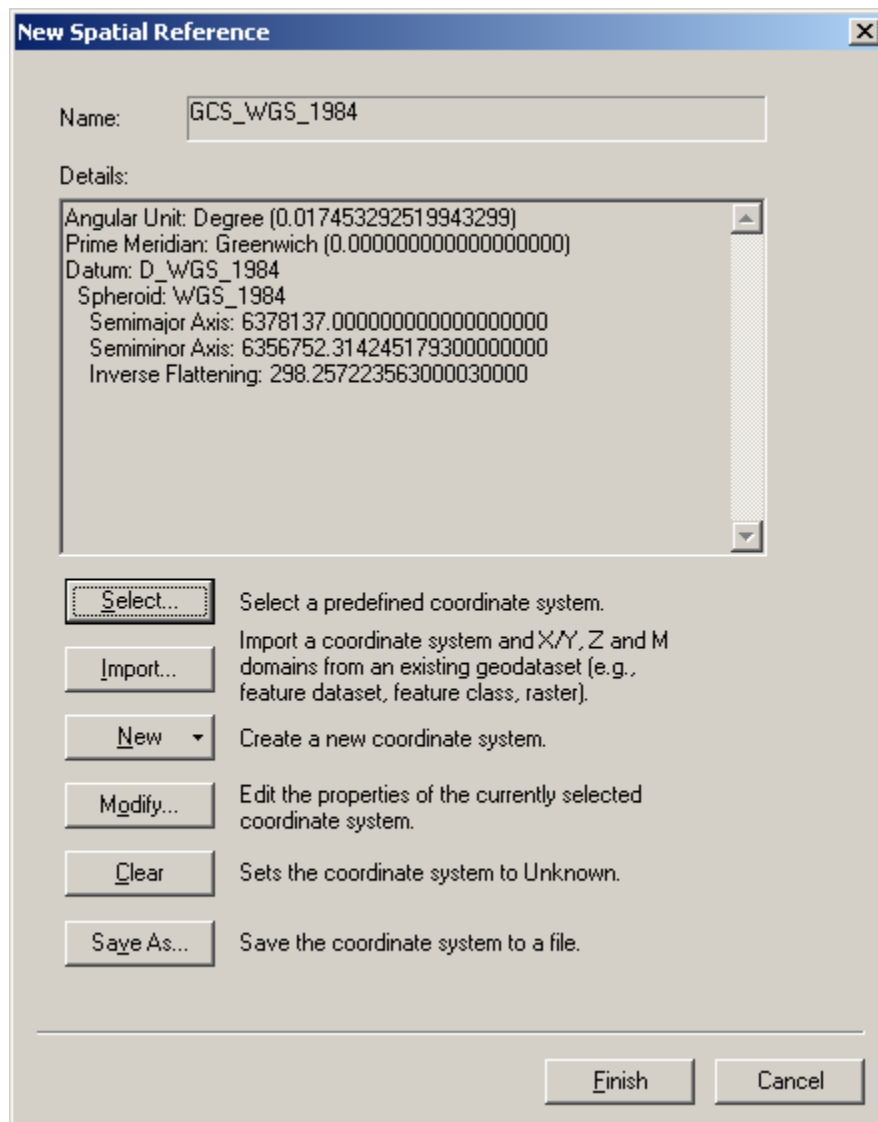
This function also allows you to convert polyline graphics to polygons, or polygon graphics to polylines, if you wish. When opened, the tool will examine your map to see how many point, polyline or polygon graphics are available, and whether any of them are selected. The tool will show you how many of each type are available to convert. If you attempt to create a shapefile from existing graphics when there are no graphics to convert, you will be notified of this and asked if you would like to try a different shape type.

**NOTE:** Certain linear or areal graphic shapes are not technically polylines or polygons. Polygons that are defined by a circle or elliptic arc are not really “polygons” in the sense that they are not composed of a series of straight-line segments. This is also true for linear features that are constructed of Bezier curves. It is not possible to add true curves such as circles, ellipses or Bezier curves to a polyline or polygon shapefile, so this function will convert these shapes to standard polygons or polylines before adding them to the shapefile. It does this by generating 200 evenly-spaced points along the length or perimeter of the curve, and connecting these points with straight segments. Therefore, if the original graphic feature is composed of true curves, then the actual shape in the shapefile will be slightly different than the original feature.



You must set a spatial reference for the new shapefile. If your map has a spatial reference set, then the map spatial reference will be the default value. You may easily change the spatial

reference by clicking the “Set Spatial Reference” button and identifying the spatial reference you want:



**NOTE:** This function adds the new shapefile to map, but does not delete existing graphics so you may not see the new shapefile when the shapes lie behind the graphics.