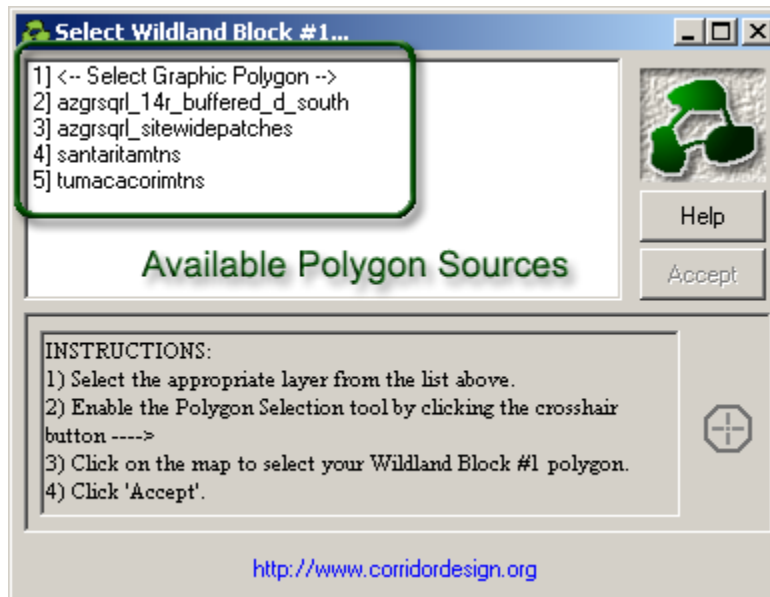


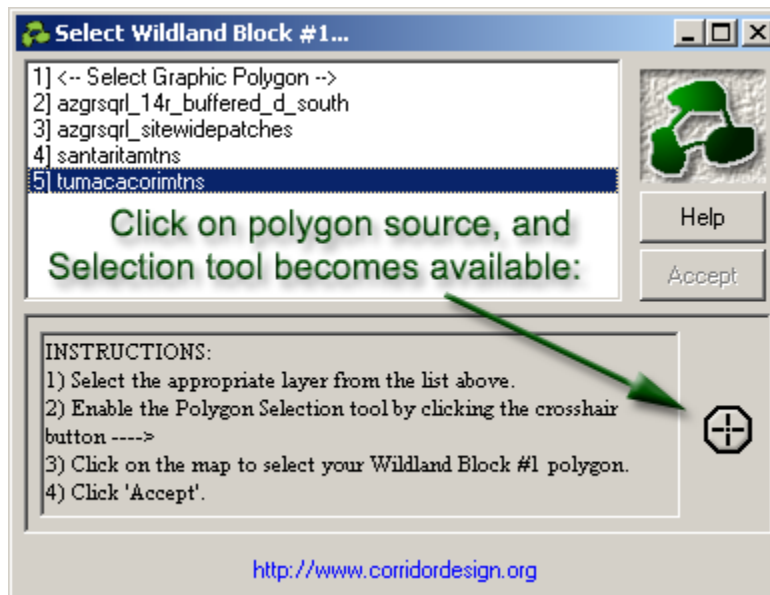
## Help for Select Polygon Tool

This function will allow you to select polygons from your map to use in your corridor analysis. Depending on which button is used to open this tool, it can be used to select either of your wildland block polygons or your corridor polygon. These polygons may exist as either graphic polygons, drawn by hand in your map, or as single polygons from a polygon layer in your map.

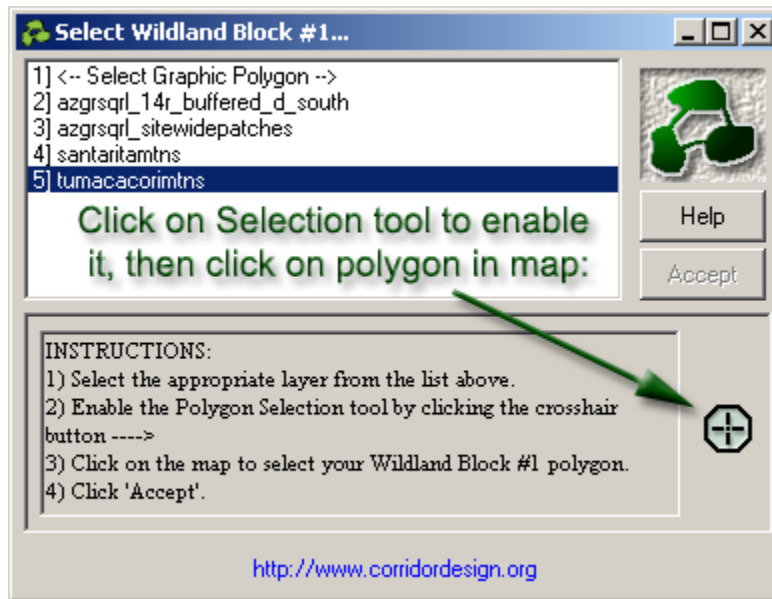
When the dialog is opened, it will analyze your map to see if any polygon graphics or feature classes are available. It will then show a list of all potential polygon sources in the listbox in the upper left side of the dialog:



You will need to select the polygon source from the list before selecting the polygon from your map. As soon as you select the polygon source, the “Select Polygon” tool will become available:

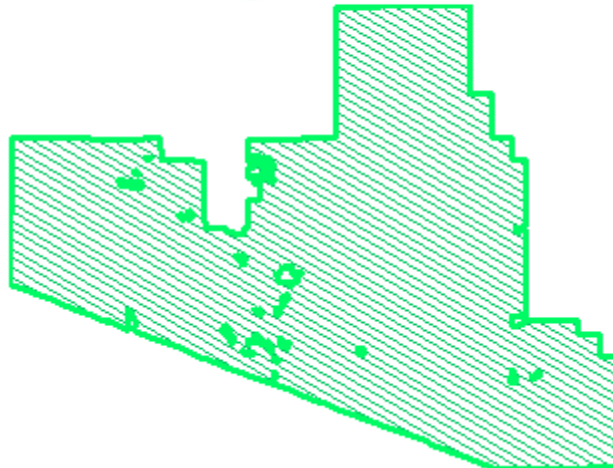


Click on the “Select Polygon tool to enable it. It will turn a green color when the tool is enabled.



With the tool enabled, return to your map and click on the polygon of interest. Your selected polygon will be show with a green outline and a green diagonal crosshatching pattern:

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



When you have selected the correct polygon, click the “Accept” button to save it. The dialog will close after the “Accept” button is clicked.

