Boundary Editor

Add, edit, transfer, or modify polygons. Select **Close** to close the Boundary Editor and remove it from the Mapping toolbar.

	Save – Save any mapping changes
	Undo – Undo the last change up to the most recent save.
	Import – Import a shapefile boundary
	New Polygon – Create a new polygon. • Draw completely inside an exterior polygon to create a hole, across two exterior polygons to merge, or over part/all of an interior polygon to enlarge the polygon.
	New Circle – Create a new circle. • Draw completely inside an exterior polygon to create a hole, across two exterior polygons to merge, or over part or all of an interior polygon to enlarge the polygon.
	Delete Polygon – Delete the selected polygon.
	Transfer Polygon – Transfer the selected polygon to another field.
	Split Polygon – Split the selected polygon (or entire boundary if none are selected) using a polyline. Adjacent split parts will be joined back together when the editor is closed.
	Break Polygons – Break the selected polygon (or entire boundary if none are selected) using a buffered polyline. Adjacent parts will be separated by the width of the buffer so will NOT be joined back together upon closing the editor. (Min. length of 4 feet)

	Remove Holes – Delete specific sized holes from a complete boundary. Choose the level of aggressiveness from the options that display. Remove Holes Please select the level of aggressiveness for this command: ○ Gentle -- remove small geoprocessing holes ⦿ Moderate -- remove larger machine and ponding holes ○ All -- remove all holes ○ Custom -- specify the smallest hole to retain Acres: 10 ∨ ✔ OK ✗ Cancel
	Place Field Entrance – Place a new field entrance onto the field boundary and define the entrance attributes.
	Clear Field Entrances – Clear all field entrances from the map.
	Place Field Storage Site – Place a new field storage site onto the field boundary and define the site attributes.
	Clear Field Storage Sites – Clear all field storage sites.