












Boundary Editor

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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. <ul style="list-style-type: none">• 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. <ul style="list-style-type: none">• 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. <div><div>Remove Holes</div><div>Please select the level of aggressiveness for this command:</div><div><div><input type="radio"/> Gentle -- remove small geosprocessing holes</div><div><input checked="" type="radio"/> Moderate -- remove larger machine and ponding holes</div><div><input type="radio"/> All -- remove all holes</div><div><input type="radio"/> Custom -- specify the smallest hole to retain</div></div><div>Acres: <input type="text" value="10"/></div><div><input checked="" type="button" value="OK"/> <input type="button" value="Cancel"/></div></div>
	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.

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