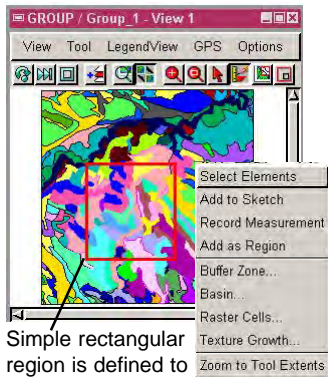


Interactive Region Analysis

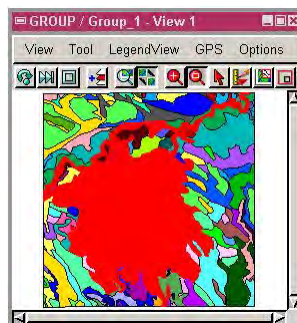
DID YOU KNOW . . . you can create and use regions as an interactive GIS tool? (A region object is a collection of simple, nonoverlapping polygons)

What Interactive Region Analysis Gives You

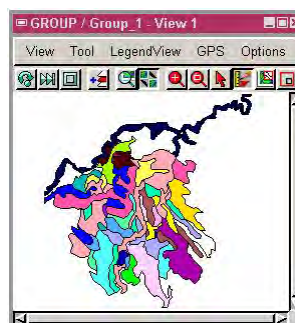
- Ability to generate regions from different object types
- Define area to be selected
- Various region analysis methods such as buffer zone, basin, viewshed etc.
- Advanced methods for region combinations



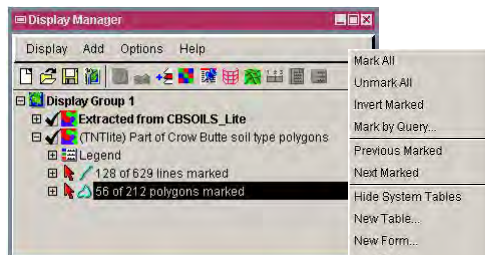
Simple rectangular region is defined to select polygons.



Polygons are partially inside the rectangle are selected and define region.

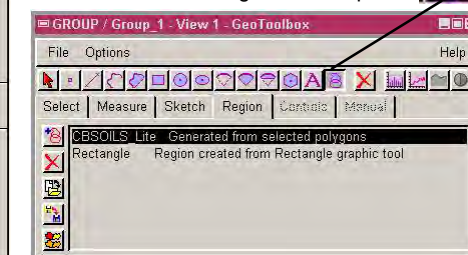


The selected polygons are extracted using the region generated.



The Compute Region choice is available on the Right Mouse Button menu when elements are marked.

Click on the Region icon to activate the Region tabbed panel.



The Compute Region menu options vary with the layer and element type.

How to Create and Use Regions

- Mark elements by any means.
- Select Compute Region from the Right Mouse Button menu.
- Select the Region type from the Compute Region menu.
- Apply the settings and click on OK in the Region Generation window.
- Draw regions directly using the GeoToolbox and right click in the view window.
- Use Region panel in the GeoToolbox to add, delete, save, and combine regions.

WANT TO KNOW MORE?



See the tutorial booklet entitled:

Interactive Region Analysis

