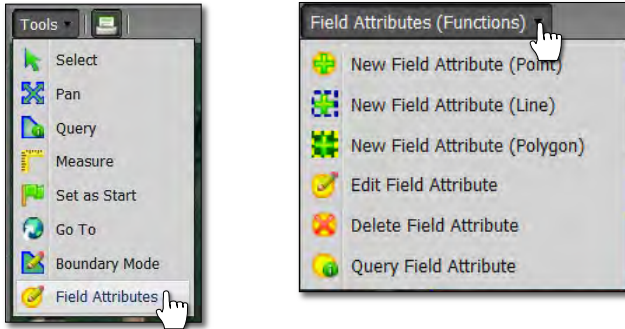
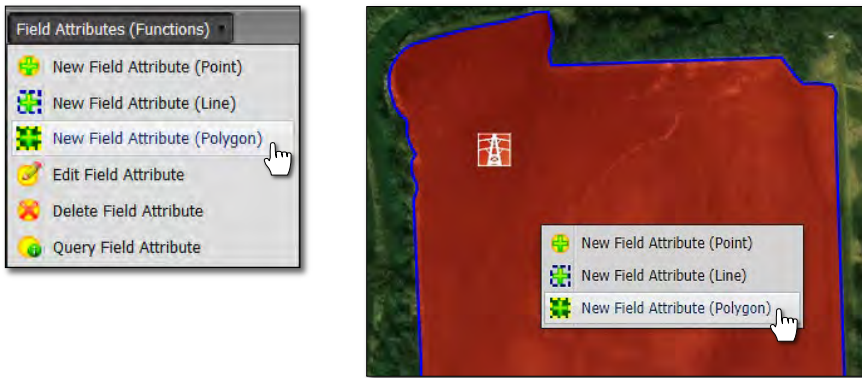


How to Apply a Field Attribute Polygon

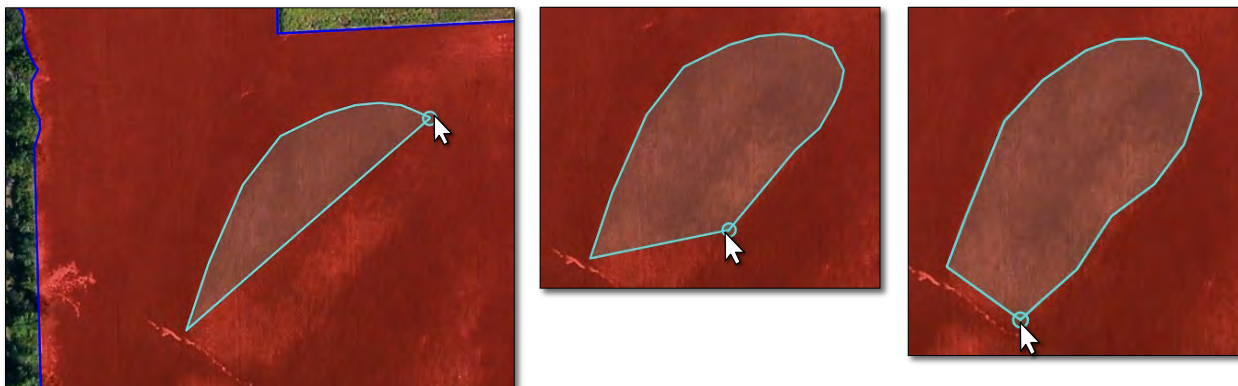
1. To activate the options, in the Tools drop-down window, select the **Field Attributes** (below left).
 - A. A new drop-down menu tab will appear along the top of the map window (below right).
 - B. Click on the drop-down arrow to display the options.



2. **New Field Attribute (Polygon):** This option allows you to label a field with custom polygon shapes that are manually drawn.
 - A. Select the field to be labeled by clicking on the field name in the Account Window. The field boundary will turn **blue** and display an outline. The field name in the account window will display a blueish highlight.
 - B. Select **New Field Attribute (Polygon)** from the drop-down menu (below left).
 - C. Users can also right click on the field and display the following menu (below right).

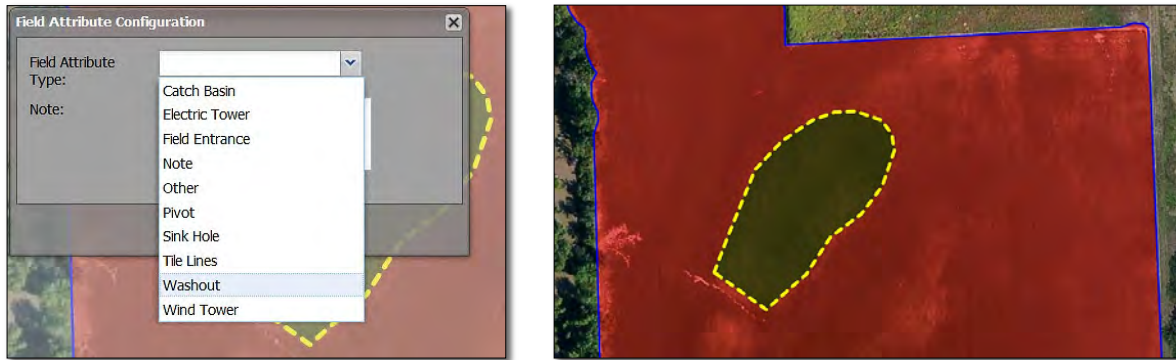


- D. In the field, place the arrow cursor at the start of the polygon area you want to trace out. Click and drag as many times as needed to outline a given area. Double click once the polygon is complete.



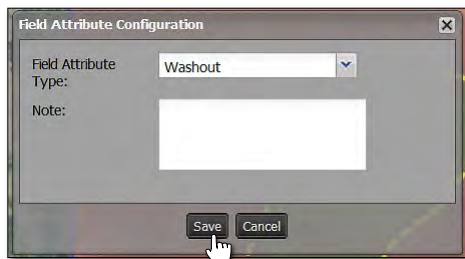
Field Attribute Polygon continued...

E. As soon as the user double-clicks to finish the line, the **Field Attribute Configuration** menu appears.



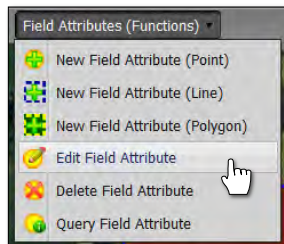
F. Use the drop-down menu to select the attribute that best describes the line graphic drawn.

G. Click **Save**. A status bar will briefly appear while the attribute is being saved. The attribute polygon will appear in the location selected as a yellow / dashed line (above).



Note: Users can add notes / information pertaining to the attribute. Click in the note window and type in needed information.

H. To edit an established polygon attribute, select the **Edit Field Attribute** option.



- Click once on the polygon attribute to be edited. The polygon will be identified with editing nodes.
- Hover the mouse over the node to edit. A star-shaped cursor will appear.



- Click and hold on the node. Move / resize / modify the polygon as needed.
- The attribute will be saved automatically after every move / edit.