## **Create Regions by Selection**

**DID YOU KNOW...** you can create regions from selected polygons?

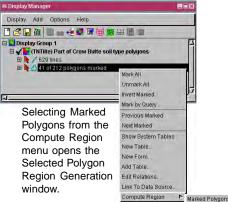
## What Creating Regions by Selection Gives You

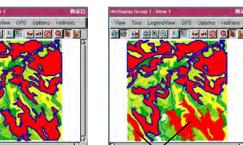
- Define region using polygons selected by any selection method
- Convert selected polygons directly to region
- Set minimum subregion and island size

The Compute Region choice is available on the right mouse button menu when polygons are marked by any means.

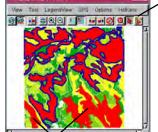


The Advanced Options panel lets you set minimum subregion and island size for inclusion.





The region shown above includes all subregions without size restriction. The thick outline indicates the region boundary.

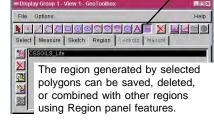


subregions smaller than 300 hectares

The region on the left includes all islands but does not include subregions smaller than 300 hectares.

GeoToolbox

Click on the Region tab or icon to open the Region tabbed panel.



## **How to Create Regions by Selection**

- · Mark elements by any means.
- Select Compute Region from the polygon element right mouse button menu.
- Select Marked Polygons from the Compute Region menu.
- Apply the settings and click on OK in the Region Generation window.
- Use Region panel in the GeoToolbox to add, delete, save, and combine regions.

## WANT TO KNOW MORE?

See the tutorial booklet entitled:





Buffer Zone

Texture Growth

