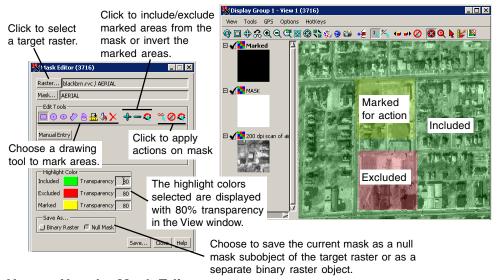
Use the Mask Editor

DID YOU KNOW... you can use the Mask Editor to edit and save a null mask or separate mask raster for a target raster object?

What Using the Mask Editor Gives You

- Create mask that excludes designated raster areas from display or processing
- Use variety of drawing tools to mark the areas to be masked
- Set highlight colors and transparency for the included, excluded, and marked areas
- Save the mask as a null mask subobject or as a separate binary raster object
- Directly create/edit masks in the Spatial Display process and other processes that provide a View of the input raster object



How to Use the Mask Editor

- Select Image/Utilities/Edit Mask from the menubar, or choose Edit Mask from the right mouse menu of the raster in the Display Manager or LegendView.
- Click on the Raster button and select a target raster.
- Click on the desired drawing tool in the Edit Tools panel.
- Draw the area to mask and right-click to mark the area for action.
- Click on the Exclude from Raster button to mask the marked area.
- Repeat the above two steps as necessary.
- Click on the Null Mask or Binary Raster toggle button to save the current mask as a null mask subobject of the target raster or as a separate binary raster object.
- · Click on the Save button.



See the Technical Guide entitled Spatial Display:





