

Helpful Hint—Use Geoprocessing Union to Make Separate Practices in a Field

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| Applies to Version: | Toolkit SP-4 |
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| Helpful Hint Date: | 08-19-2008 |

Background: When planning in Forestland, an access road will be within a larger field where trees are being planted. To avoid scheduling Tree/Shrub Establishment on these acres, the user wants to display them as two different polygons within a field.

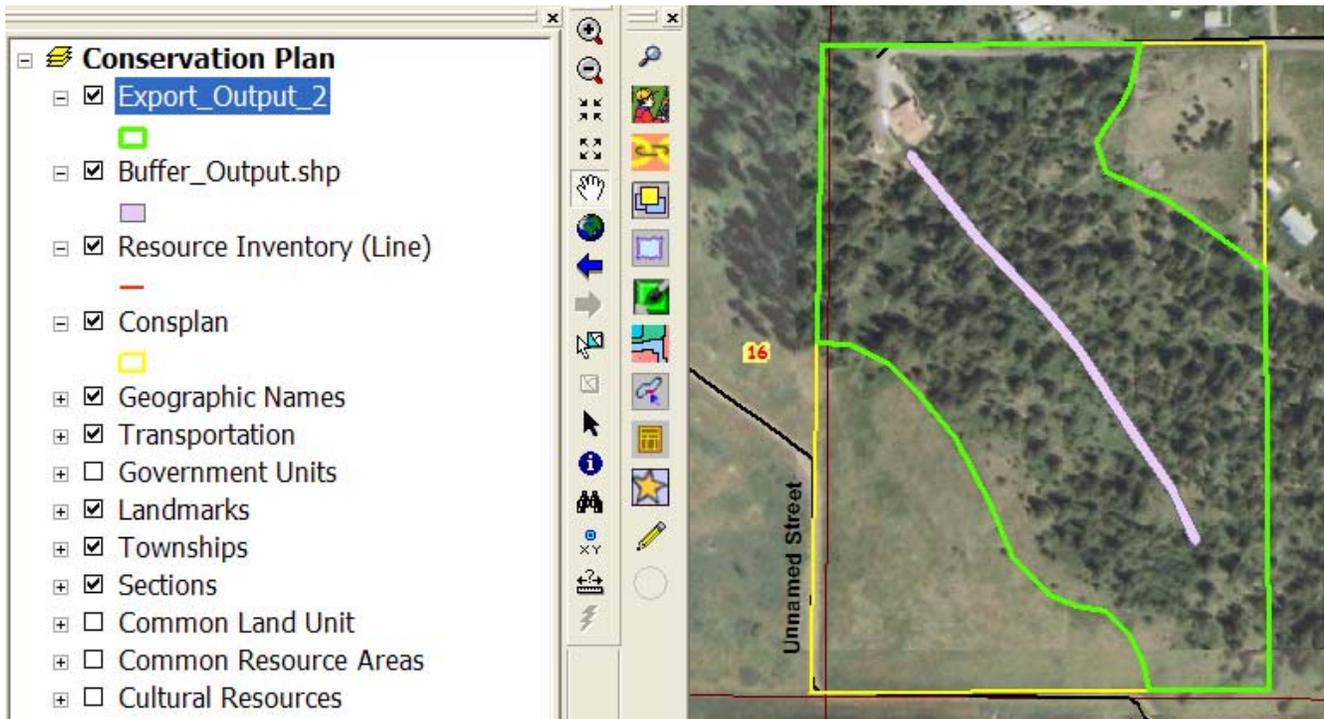
Procedure:

1. Digitize a Resource Inventory (line) where the road(s) is located. This may be a track from GPS points.
2. Create a Buffer using the features of the Resource Inventory (line) layer. Save the Buffer in a new layer. The default name, Buffer_Output.shp, may be changed, if desired.
3. Make any desired edits to the Buffer, like cutting off the rounded ends.
4. Right mouse click on the Consplan layer and go to Selection→Make this the only selectable layer.
5. Use the Select Feature tool to select the field where the access road is located and the trees will be planted.
6. Right mouse click on Consplan and go to Data→Export Data. Since features are selected, it will default to Selected Features. The filename, Export_Output.shp, may be changed if desired.



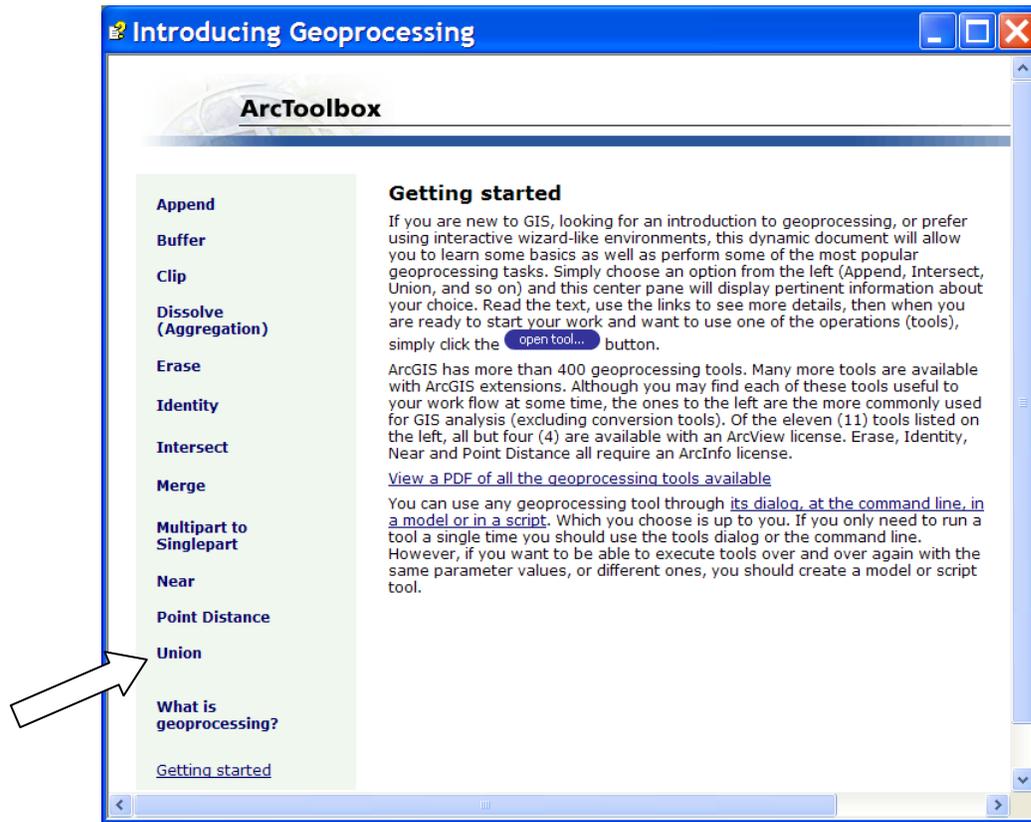
7. When prompted, "Do you want to add the exported data to the map as a layer?" answer Yes.

8. Your project will resemble this:

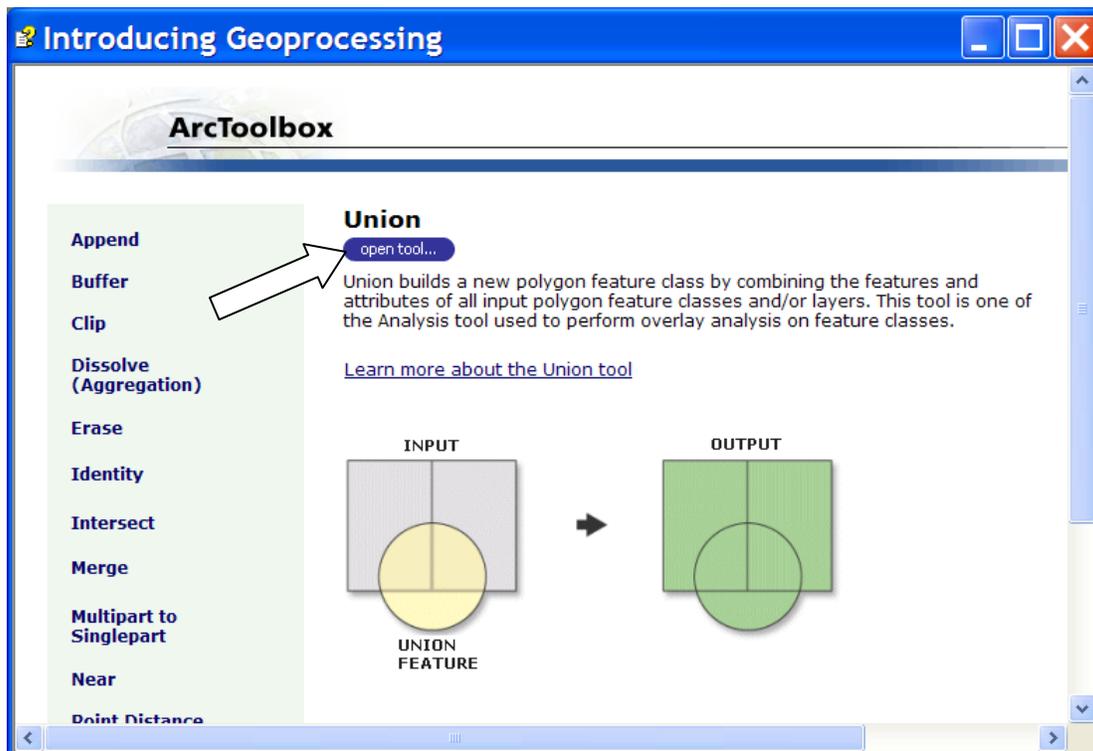


9. Next, use the Union command within the *Geoprocessing Wizard* to make a polygon containing both the Buffer and the Export shapefiles. Click on the Magic Wand  or *Geoprocessing Wizard* at the top of the page to start the *Geoprocessing Wizard*. (If neither of these is available, go to *View*→*Toolbars*→*Customize*→*Commands* tab→*ArcToolbox*. Locate *Geoprocessing* in the *Commands* and drag it up to the toolbar at the top. Be sure that *Normal.mxt* is selected under *Save in*.)

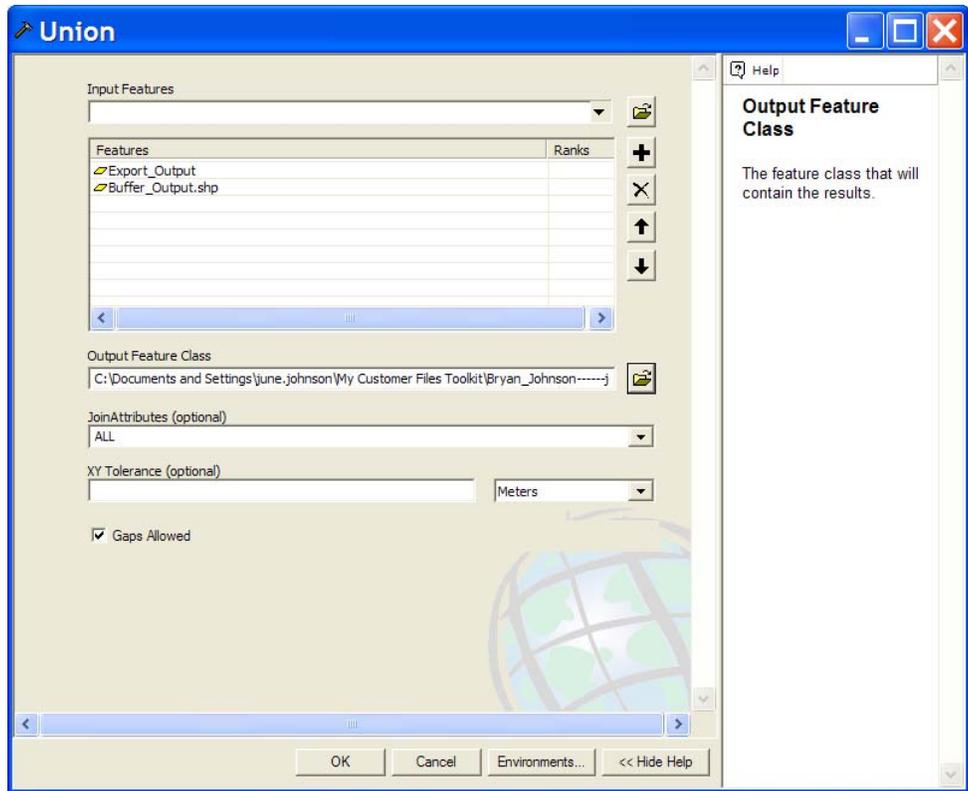
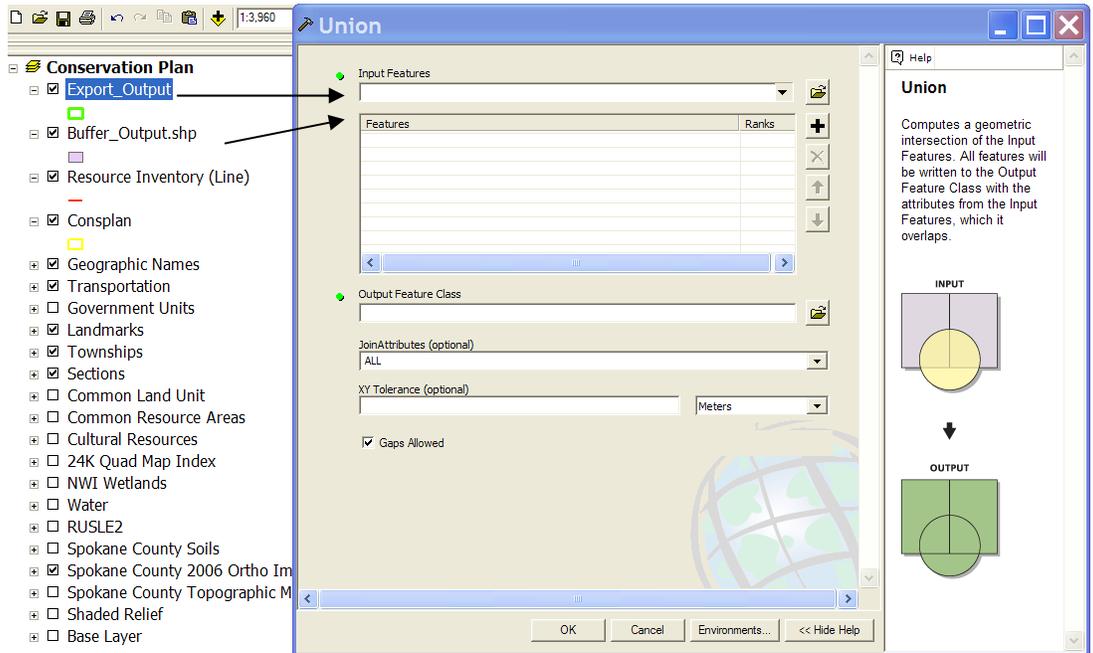
10. Locate Union near the bottom on the left hand side of the Introducing Geoprocessing window and click on it.



11. Click on Open Tool...

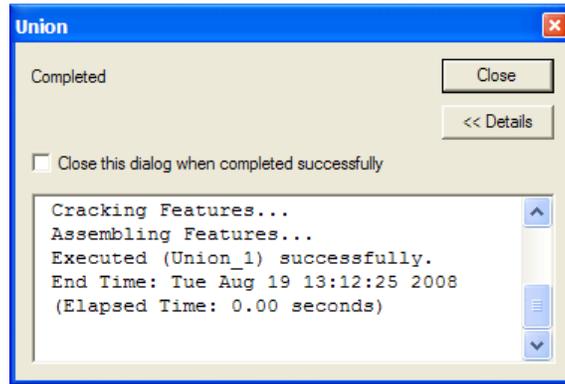


12. Drag Export_Output and Buffer_Output to Input Features in the Union Window.

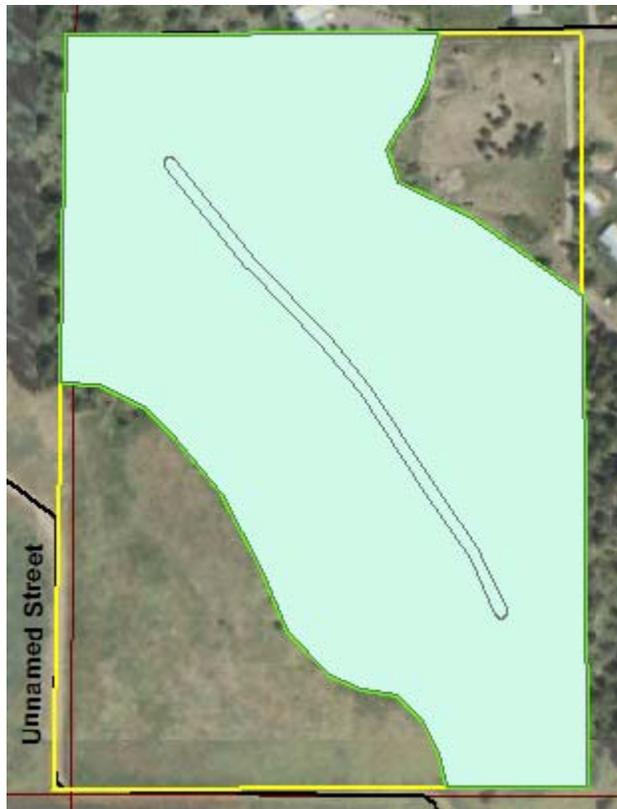


Change the name and storage location of the Output Feature Class, if desired. Click OK.

13. A small Union screen will appear. When it's finished, it will look like this:



14. The Export_Buffer_Union polygon looks like this:



15. Push the New Toolkit Layer (Carl's Jr.) button to make a Practice (polygons) layer if one does not already exist.
16. Right mouse click on the Export_Buffer_Union layer in the table of contents and go to Selection→Select All. (Make sure that the name of the layer is highlighted in the table of contents.)
17. The Copy/Paste buttons are now active on the Practice Polygons Editor toolbar. Press the Copy button followed by the Paste button.
18. Go to Editor→Stop Editing and Save Edits.

19. The project will now resemble this:



20. Use the Attribute (waffle) tool to attribute the practices. Go to the symbology tab in the Properties for the Practice (polygons) layer and symbolize the practices.



Note that the total acres of the practices equal the field acreage.