

# ZedX Boundary Editor v5.0

The ZedX Boundary Editor (ZBE) is a flash based interface for the creation and editing of geographically defined boundaries. The editor, as seen below, adds many new features that were previously unavailable in older versions of the program. There are four sections to the program, **Map**, **Drawing Tools**, **Information Tool**, and **Sampling Tool**. The functionality of each section will be discussed in detail.



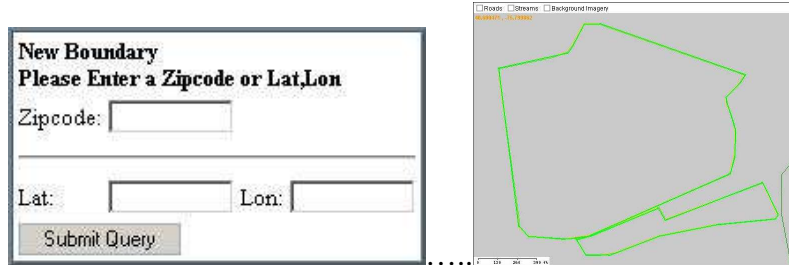
## Software Requirements

Before using the ZedX Boundary Editor, Macromedia Flash Player 6 must be installed on your computer, if it is not already. This software can be found at the log-in page for AgFleet or through the following link: <http://sdc.shockwave.com/shockwave/download/>.

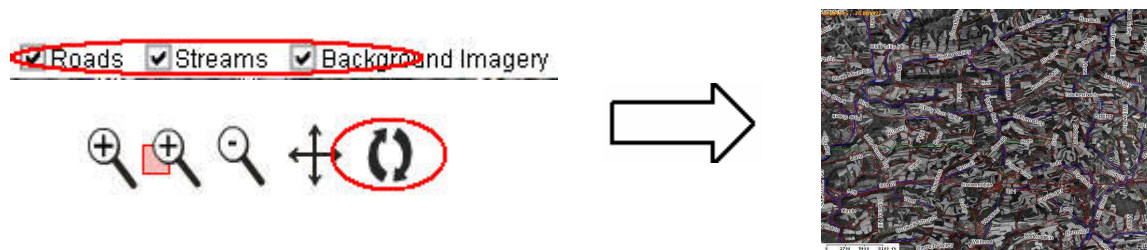
# Map

The Map section of the ZedX Boundary Editor is a layered display system. If a boundary is available, the display system will zoom onto the field boundary and display the field with visual layers (Visual Layers refers to Roads, Streams and Orthodigital Background, that will be shown later).

If the boundary is going to be created for the first time, the ZedX Boundary Editor will prompt you to enter the latitude and longitude or the zip code of the area where the field is located, shown on the screen below on the left. The default display for the Map is political boundaries (state, county, and zip code depending on the zoom level) and field boundaries only (as seen below on the right).

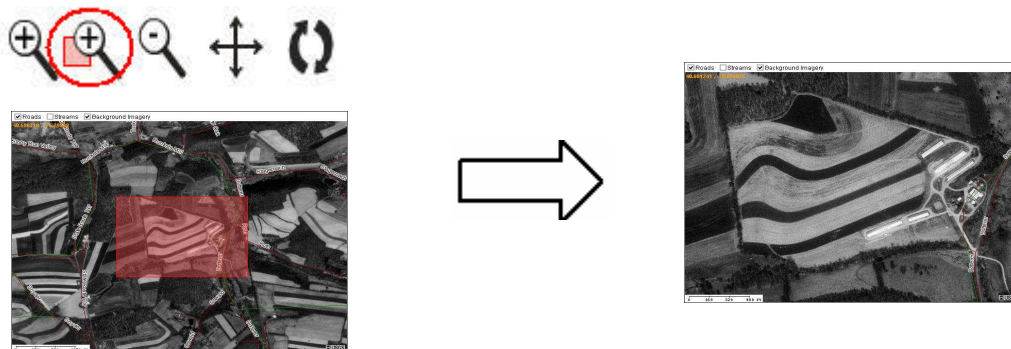


To add additional visual layers onto a Political Map (Orthodigital Background, Roads, and Streams), select the appropriate check boxes and click on the *Refresh* button on the Navigation Bar.



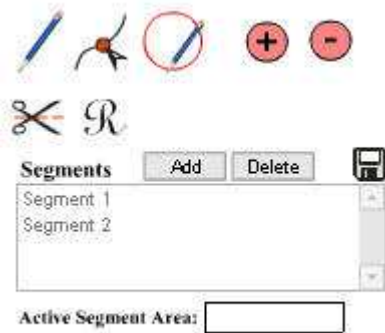
These additional layers will start to be displayed approximately at the zip code level. The status of the loading process is displayed at the bottom of the Map.

To visually navigate, use the *Zoom In*, *Box Zoom In*, *Zoom Out*, and *Pan* buttons in conjunction with the Map. *Zoom In*, *Zoom Out*, and *Pan* modes are point-and-click features. *Box Zoom In* requires clicking-and-dragging (see below). Select the *Box Zoom In* tool, and click and drag a square on the location you want to zoom in on.



\*Note: All images are limited to a 1m resolution on the screen.

## Drawing Tools

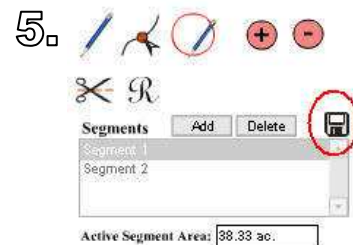
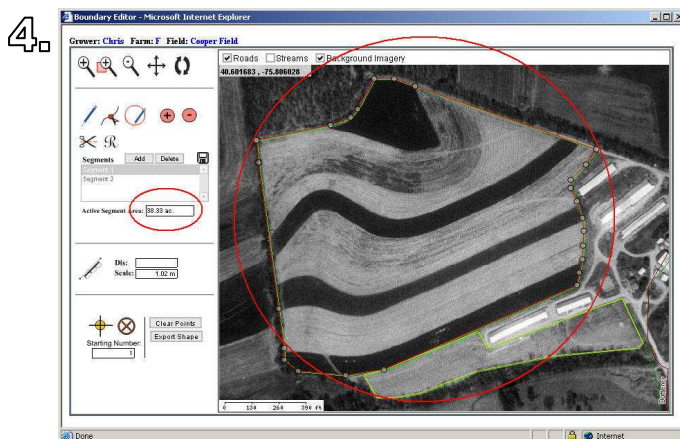
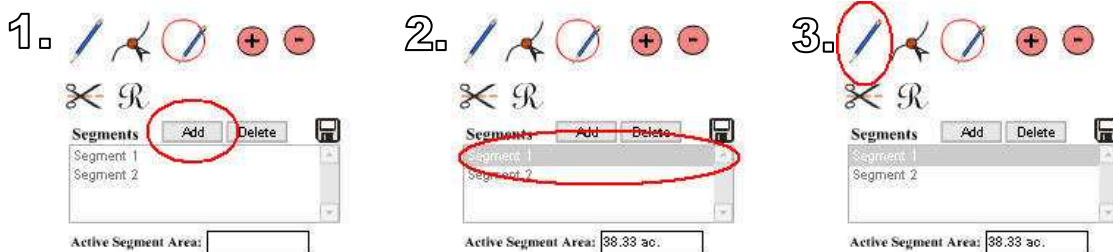


Creating and editing boundaries is done with this set of tools.

To add a segment, or to start a boundary (Observe the screens below as you follow these steps):

1. Click on the *Add* button.
2. Highlight the new segment.
3. Click on the *Draw* button.
4. Draw the segment points on the Map; press the *End* key on your keyboard when you are close to the end of the boundary. The Segment Area is displayed at the bottom of the Drawing Tool box.
5. Save the segment when complete. Do this by clicking on the *Save* icon.







\*Note: Saves do not have to be completed after each creation/edit of segments, but it is recommended to save often and required before exiting.



Using the same procedure as described previously you can make additional segments to field boundaries.

To delete a segment, highlight the appropriate segment and click on the *Delete* button.

To edit a segment, first start by selecting the appropriate segment in the Segments box.

- To move a point on the segment, click on the  button then click-and-drag the point(s) on the map.
- To add a point, click on the  button and click on an existing point on the segment. This will add a point between that point and an adjacent point.
- To delete a point, click on the  button and click on the point to be removed.
- To reduce the clutter of points on the Map, use the Point Reduction feature by clicking on the  button. After this, select the appropriate amount of reduction on the scale that appears below the map.  The *U* button is to undo and the *D* button is for when you are done reducing.
- To split a segment into two distinct segments, use the Split Segment feature by clicking on the  button. (Observe the screen below) Click and drag a line across the segment and click on the *Split Polygon* button at the bottom of the screen. This will automatically create two separate segments. Click the *Undo* button to undo the last split. Click the *Done* button if the two segments created are accurate.



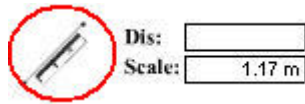
## Using the Split Tool to Create New Zones

You can use the split tool as described previously to divide the Field into zones. To create zones using the split tool, first add a Season and a Zone using Data Manager. A zone map will appear on the lower left area of the Data Manager screen. Click the map to open the ZedX Boundary Editor to edit the zone boundary map. Follow the instructions described previously to split the field into as many desired separate segments (zones). Once the split process is complete, choose the segments in the Segments box that you want to move as new zones.



In the text box under “Move Segment to New Zone”, write the name of the new segment and click on the Go button. The segment will be moved as a new Zone and can be seen in the Data Manager. **Save the remaining segment by clicking on the save icon.**

## Information Tool



To get the distance from one point to another in the Map section, click on the *Distance* icon (circled) and then click-and-drag on the Map from one area to another. The distance will appear in the *Dis* box.

The Scale in the information section refers to the current resolution of the image in the Map section. Once again, this resolution cannot be smaller than 1m.

## Sampling Tool

This tool allows for the marking of sampling areas or points of interest. To add points to the map, click on the *Add Point* button and select your starting number. Next, place the points on the map by clicking on the appropriate location.



Individual points can be deleted by using the *Remove Point* button and selecting the individual point(s). All points may be deleted by using the *Clear Points* button. When finished, use the *Export Shape* button to return a shape file of the points. This can be used for third party software.