

Create a Polygon Using Existing Tenement Boundaries

Transcript

In this video, you will learn how to create a polygon using existing TENGRAPH objects.

We will create a polygon over vacant ground adjacent to existing mining tenements.

The polygon we create can be used to locate pegs for marking out a new tenement application and provide a description and map to lodge with a tenement application.

Start by loading a map through making an Enquiry. Please refer to the TENGRAPH Introductory video for instructions.

From the top task bar menu, select Process. A drop down menu will open, click on the Enhanced Plot option. Another menu opens, here you will select Line Maintenance.

From the Line Maintenance dialogue box, select the Explode Object button.

Select one of the mining tenements on the map that the polygon will be adjacent to and then press Apply.

The boundaries of the tenements selected are turned into lines that can be used to create the polygon.

Repeat the process until the adjacent tenement boundaries have been selected and turned into lines.

Close the Line Maintenance dialogue box.

From the top task bar menu, select Process.

From the menu that opens, select the Enhanced Plot option.

A final menu will open, select the Polygon Maintenance option.

The next stage is to use the lines you created to construct a polygon.

Select a line on the map that will form part of the polygon we want to create.

Tip: The direction and distance of the line selected is shown in the dialogue box window.

Use the mouse to select the lines in either a clockwise or counter clockwise direction.

When you have selected the last line of your polygon, press the Apply button.

If the polygon does not close, a new Close Polygon dialogue box will open. You will have the option to Close By Line Intersection or Close By End Points.

When you have made your selection, click the OK button.

The polygon is shown with a cyan colour on the map.