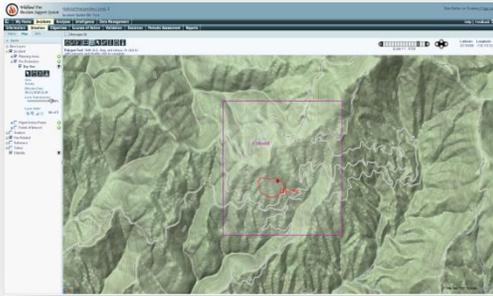


Merging Two Fire Perimeters to Make One

In my incident I have a fire perimeter to represent day one of the fire

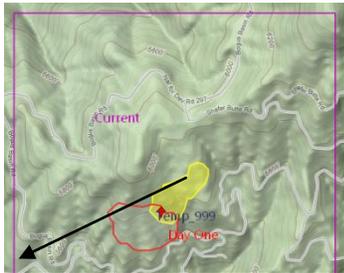
In this hypothetical example; the fire has grown to the northeast; the fire did not grow in any other direction; and the last thing I want to do is redraw the entire fire perimeter.

Why not draw a new one to represent where the fire has grown...and merge it with the day one perimeter?



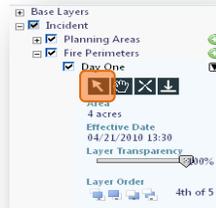
1. Draw your new polygon to represent where the fire has grown

Step One

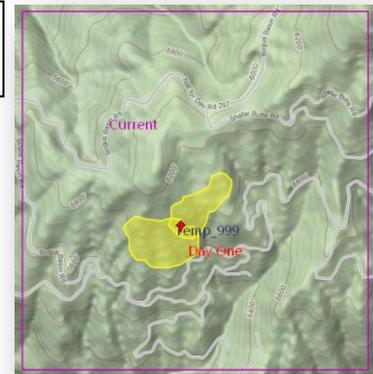


New polygon (drawn but not saved)

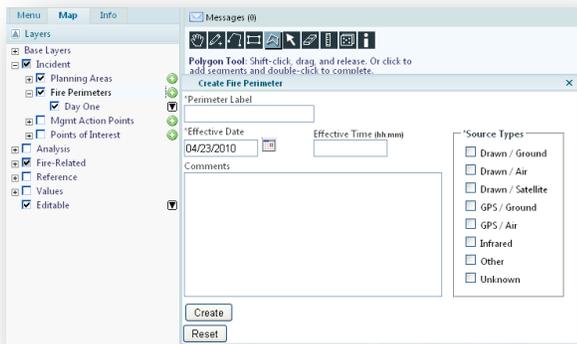
Step Two



Step Three



2. Expand the current fire perimeter in the layer switcher then click on the arrow icon at the left.
 - a. This will turn you current fire perimeter yellow to match the newly drawn shape.
3. Next all you have to do is add a new fire perimeter and the shapes will be merged to create a new fire perimeter for this incident.



New Perimeter Shape



Basically anything in yellow can be merged and saved as any of the user created shapes in WFDSS!