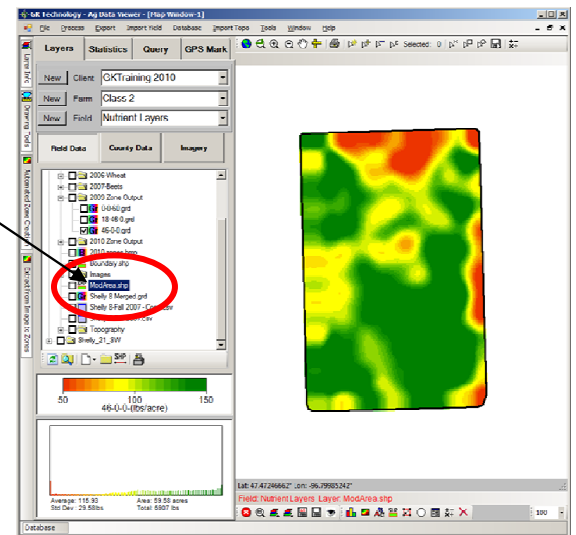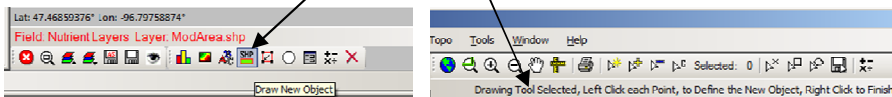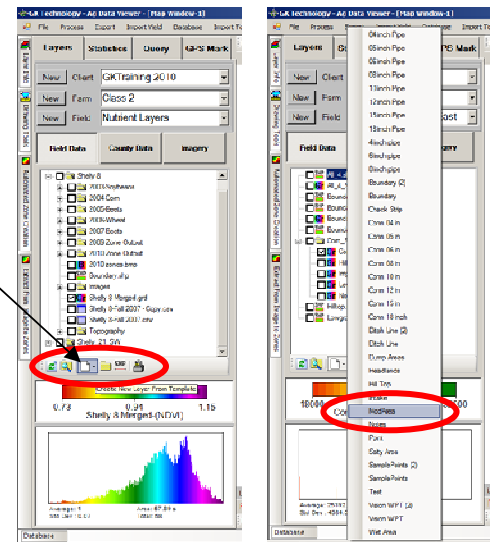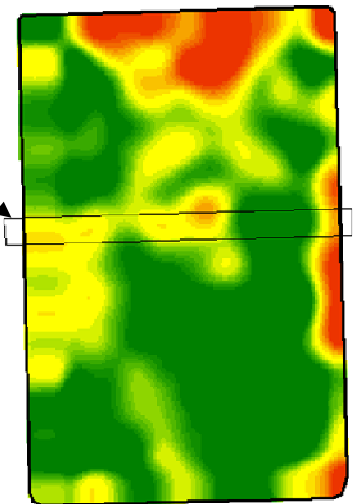# Nutrient Layers

Creating a "ModArea"

1. Turn on the map that is to be modified. (i.e. NH3 or Urea VR map.)

2. Click on "Create New Layer From Template".

3. Select "ModArea" from the list (You may have fewer options).

4. Now you should have a new shapefile called "ModArea.shp" appear in your data tree. If you do not, click the "Refresh" button.

5. Now click on the "ModArea.shp" to make it the Active Layer (**Shown here in RED**).

6. Now click on the **"SHP"** button on the bottom toolbar to start drawing the modification area. *(Take note of the instructions at the top of the screen.)*

7. Now draw your modified area.
(Take note of the Length and Bearing to help with drawing.)
To the right is an example of a check strip "ModArea".

8. Now, with "ModArea.shp" as the Active Layer, click "Database" on the lower left hand corner and click in the blue highlighted cell. Enter your desired value and hit "enter" on your keyboard.
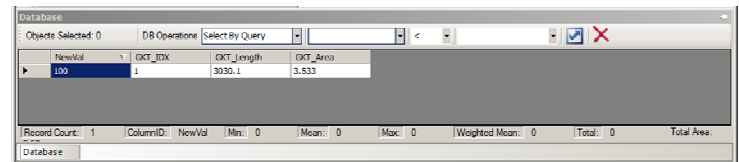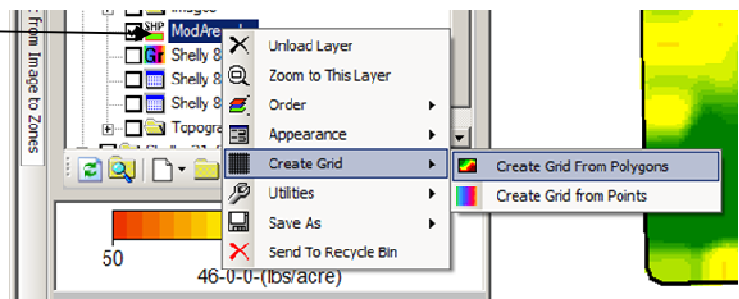
Nutrient Layers

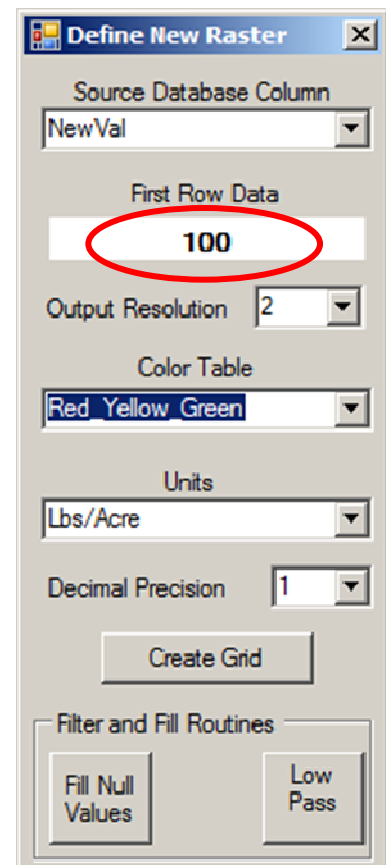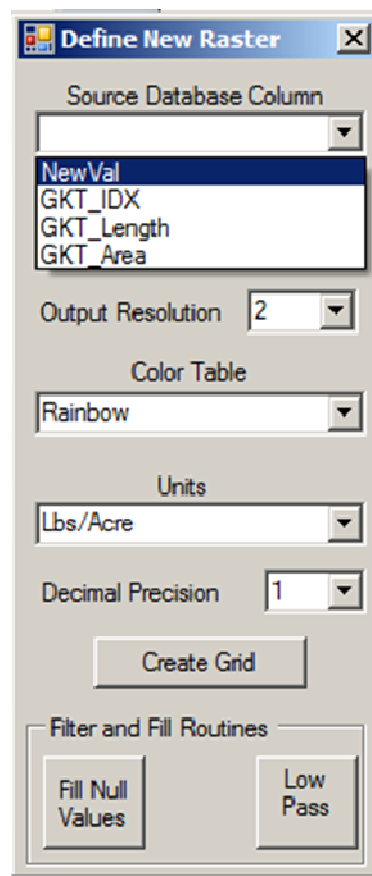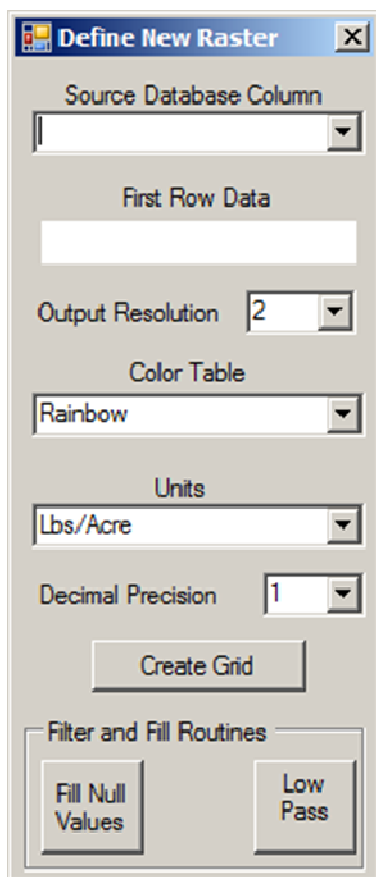# Creating a "ModArea"

9. Save your changes.
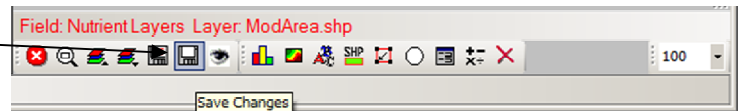
10. Open the database again to verify that the number was saved.

11. Right click on "ModArea.shp" and select "Create Grid From Polygons".

12. Choose "NewVal" from the dropdown. The number you entered in the database should now appear under "First Row Data". Click "Create Grid".
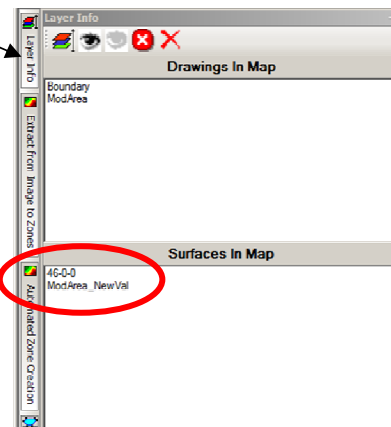
Nutrient Layers

Creating a "ModArea"

13. A new file should appear in the data tree called "ModArea_NewVal.grd". You should also see your shape filled in with a color in the map window. (Mouse over it to verify it is correct).
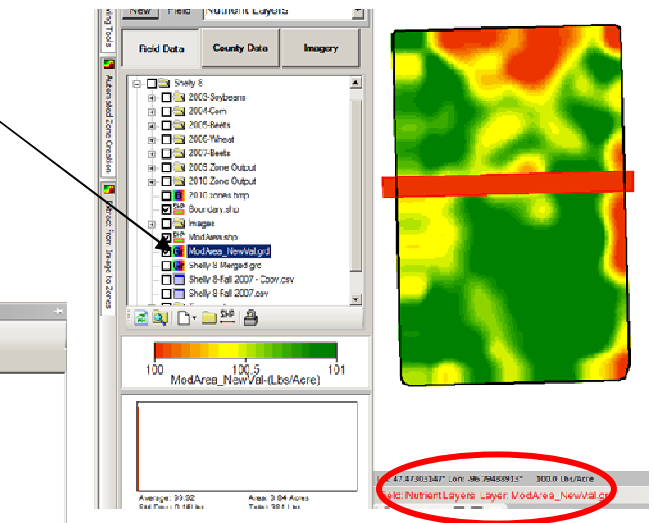
14. Click on the **"Layer Info"** button on the side and verify that the surface you want to modify and the "ModArea_NewVal" are the only 2 "Surfaces In Map".

15. Click on "Multi Layer Map Math" in the top toolbar.
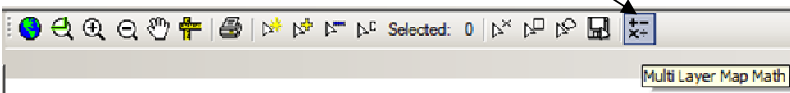
16. A new window should appear. Load the "2 layer Merge" script. (Either click the "Open" folder or it may be in the "Recent Scripts" dropdown menu).

17. Scroll down to line 23 and select everything to the right of the "=" sign. Now click the drop down arrow under the "Data Raster Layers" and select the "ModArea_NewVal". Click the "Add as Value" button.
Go to line 24 and do the same for the second map (i.e. 46-0-0).
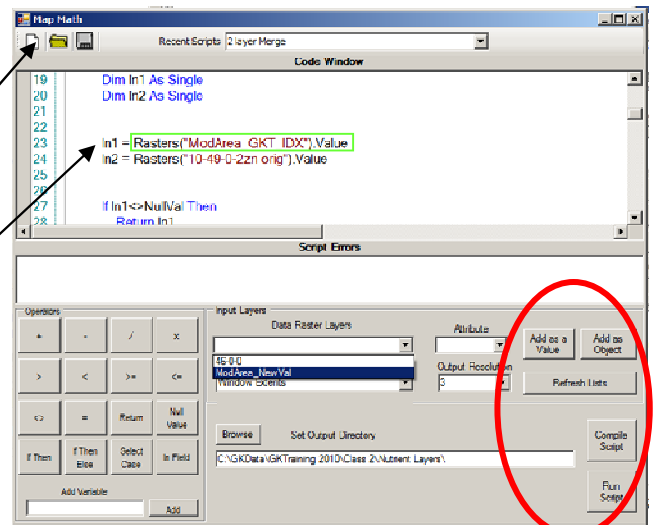
18. Click "Compile Script". You should see the green smiley face.

19. Click "Run Script". The 2 files should now be merged. Close the "Map Math" window.
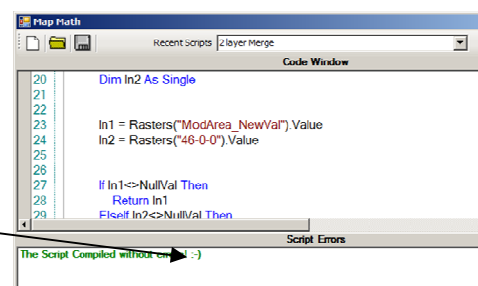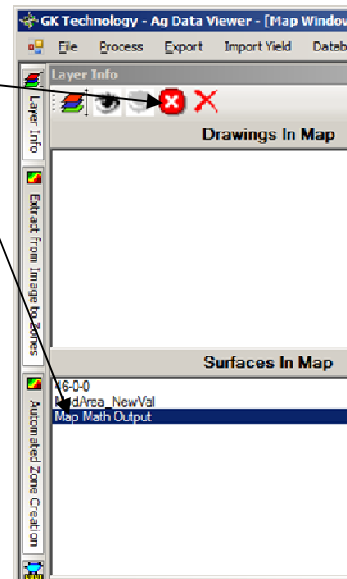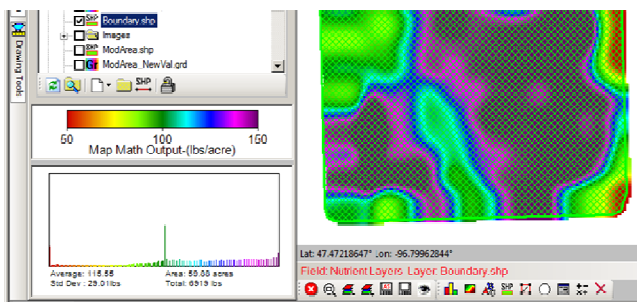
Nutrient Layers

Creating a "ModArea"

20. Click the "Layer Info" side button. Highlight "Map Math Output" and click "Remove Selected Layers" (the red circle). Click "Yes" when prompted to save.

21. The "Map Math Output.grd" should now be in the data tree. To cut off the excess areas, make the field boundary the Active Layer and select the field boundary.

22. Click on the "Crop Raster to Selected Polygon".

23. To change the colors back, go to "Thematic Color".
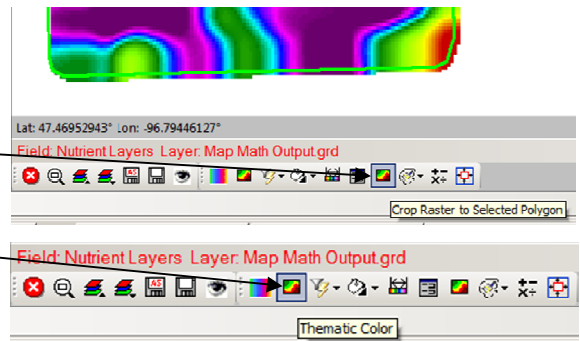
24. Change "Number of Ranges" to 5. "Range Type to "K Means" and "Source Color Table" to Red_Yellow_Green and click "Apply".

25. "Save" and now the process is complete.