

Manually adding a Territories layer to the map

You can manually create Territories in SKiN by selecting building-blocks to create Territories of the desired coverage, in the desired location. Once you have Territories added you can save them as a layer to your project and use the **Territories Panel** to control the appearance of the layer. The following instructions will give you a step by step guide on how to build Territories in the required location in SKiN.

Before you begin

Before you start creating your Territories, make sure that you have set up a project. If you need assistance please refer to the following section:

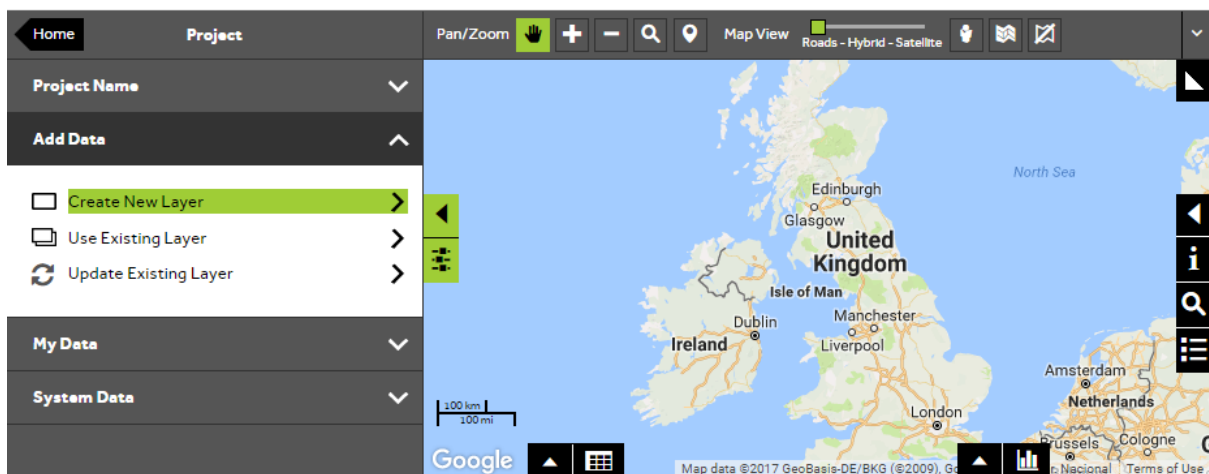
- Territories Steps - Create Project



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Create a new Territories layer

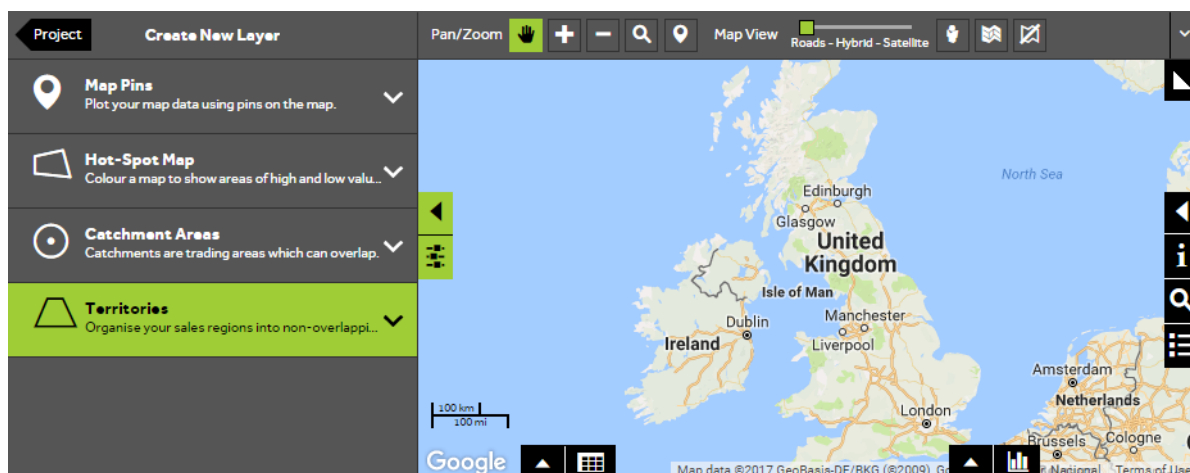
- To create your own Territories, **Open an existing project** or **Create a new project** and then select **Add Data**, and choose **Create New Layer**.



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Choose which type of layer to create

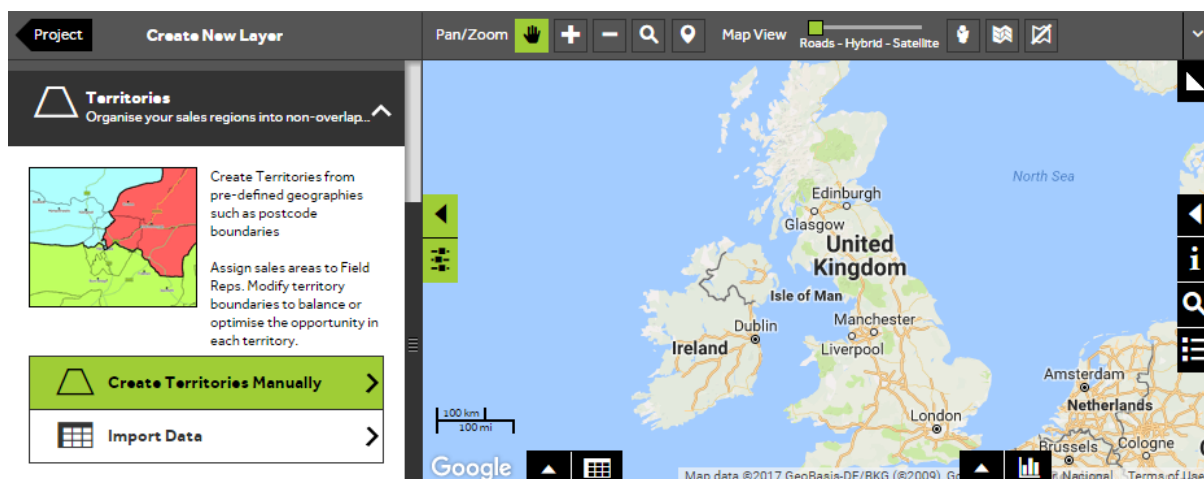
- Select **Territories** to add Territories to the map.



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Create Territories manually

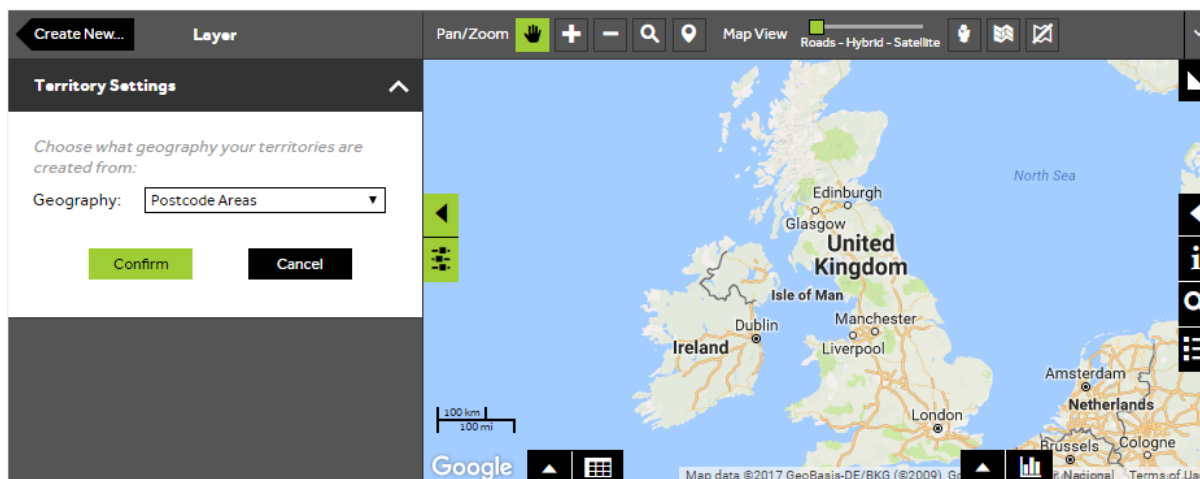
- To create your own Territories on the map choose **Create Territories Manually**.



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Choose 'building blocks' to create your Territory

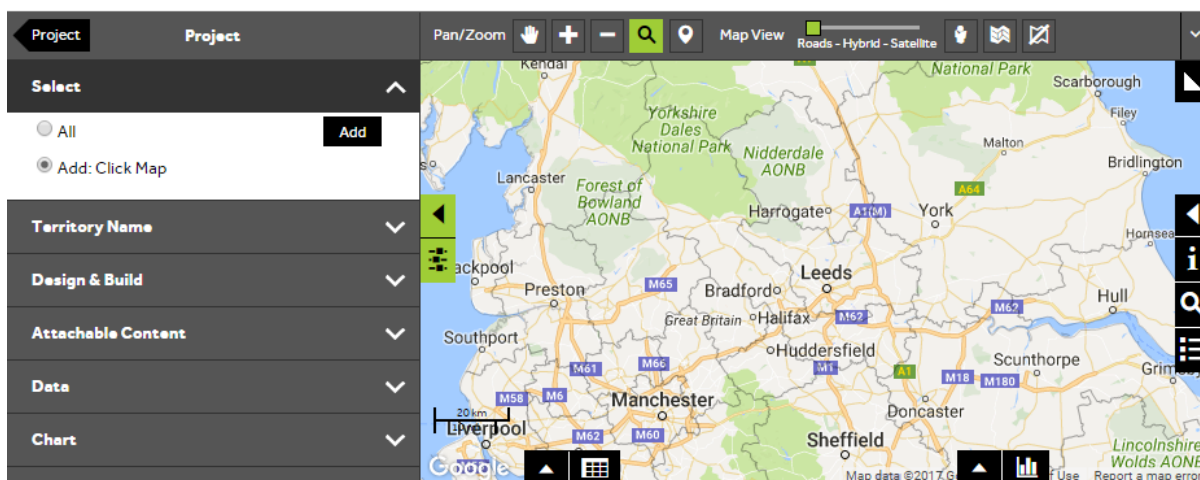
- To create your own Territories on the map you need to choose a **Geography**. This is a boundary layer (such as Postcode Areas) that contains components or 'building-blocks' that can be used to create your Territories. To choose the required geography, select from the dropdown list and click **Confirm**.



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Zoom into your Territory location

- Select the **Zoom In** tool which can be found in the tool bar above the map, and then click and drag a box around the area where you would like to add a Territory.



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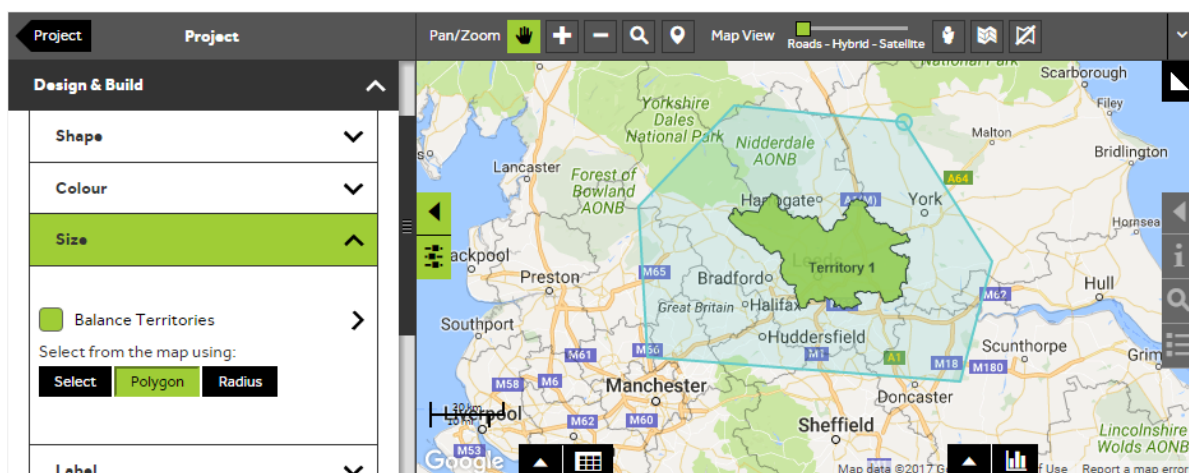
Create your Territory

- To create your Territory, click on the map. Then open the **Design & Build** section and select **Size**. There are 3 methods for adding / removing Territory 'building-blocks':

Single select tool allows you to add / remove one 'building-block' at a time. Click on the map to add each block.

Polygon select tool allows you to draw a shape on the map and add whichever 'building-blocks' fall within the shape. Click to draw a shape on the map – to close the shape, click on the first point.

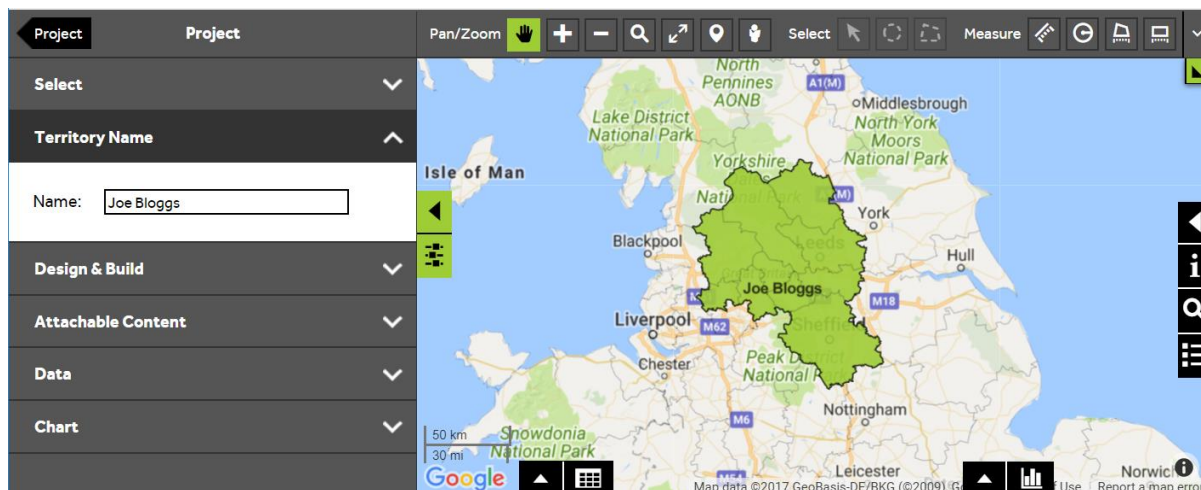
Radius select tool allows you to draw a circle on the map and add whichever 'building-blocks' fall within the circle. Click and drag a circle on the map, and release the mouse to capture blocks within a radius.



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Name your Territory

- Under the **Territory Name** dropdown, type a name for your new Territory in the text box.

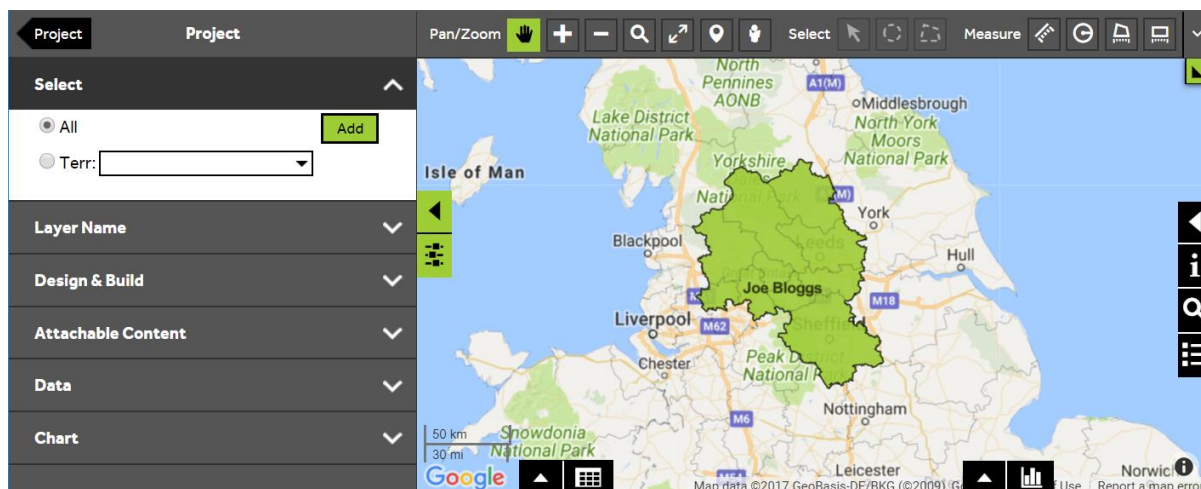


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Add further Territories

- Once you are happy with your first Territory, you can add additional Territories. Open the **Select** section, check that **All** is selected, and click **Add**. Click on the map at the required location to add your Territory.

TIP: Make sure that you select **Save** regularly to ensure any changes are saved.



What do you want to do next?

You may wish to change the colour of your Territories or attach content such as files or photos to the Territories. Please refer to the following sections for further assistance:

- Refer to: **Territories Steps – Style Layer - Colour**
- Refer to: **Territories Steps - Attach Content**
- Contact: **Geoplan Support**