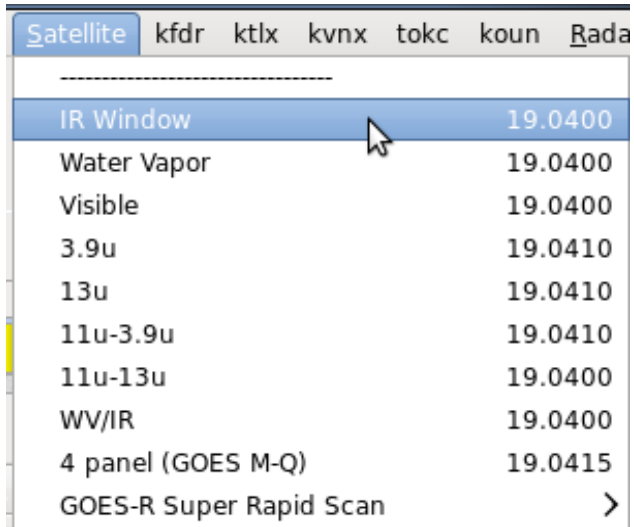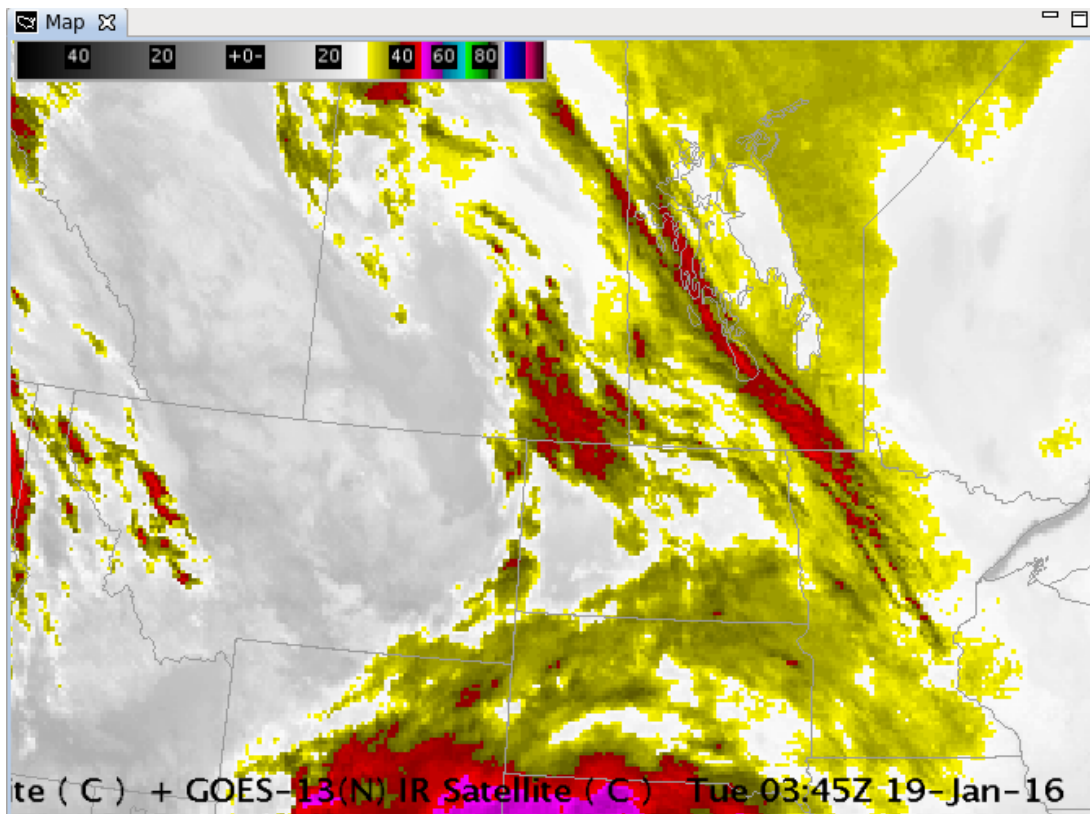Boundary Jobsheet

Summary: This jobsheet will cover loading the Boundary Tool and creating a moving boundary and a stationary boundary.
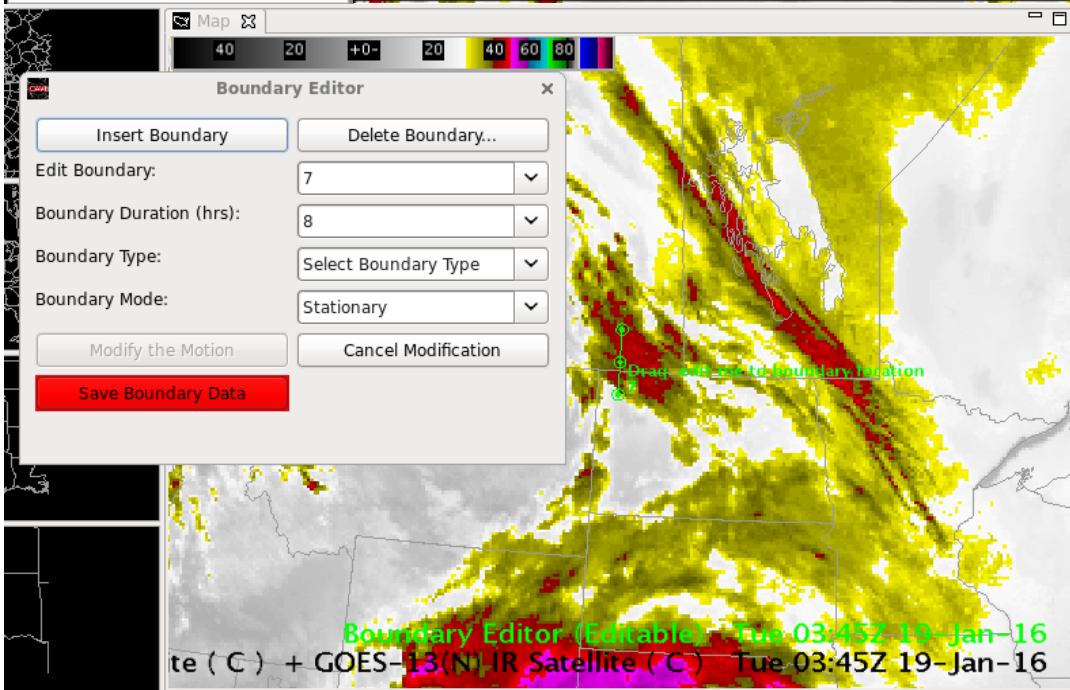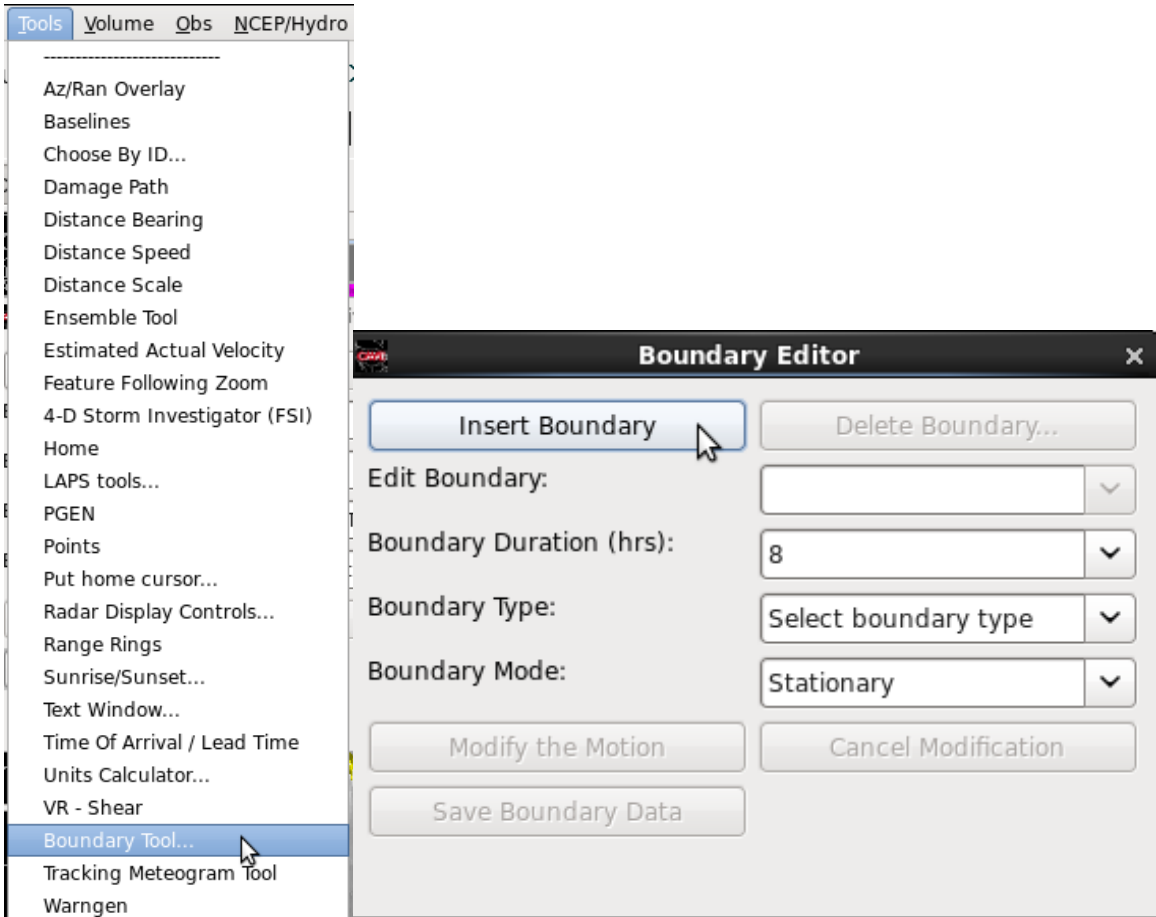
1. Click on the **Satellite** menu in D2D and select an **IR Window** product.

2. **Zoom** in on any feature you want to track and pretend it is a boundary. Then navigate to the time you want to define the boundary to start (usually last frame).

3. Under the **Tools** menu load **Boundary Tool**, and in the Boundary Editor click **Insert Boundary**.
   *Do not change any of the other fields yet.*

4. Use the **left-mouse** button to **move** the **vertices** in the line tool to points along the pretend boundary and **middle click** on the line tool to add more vertices to your boundary. *Do not move your line segment while doing this.*
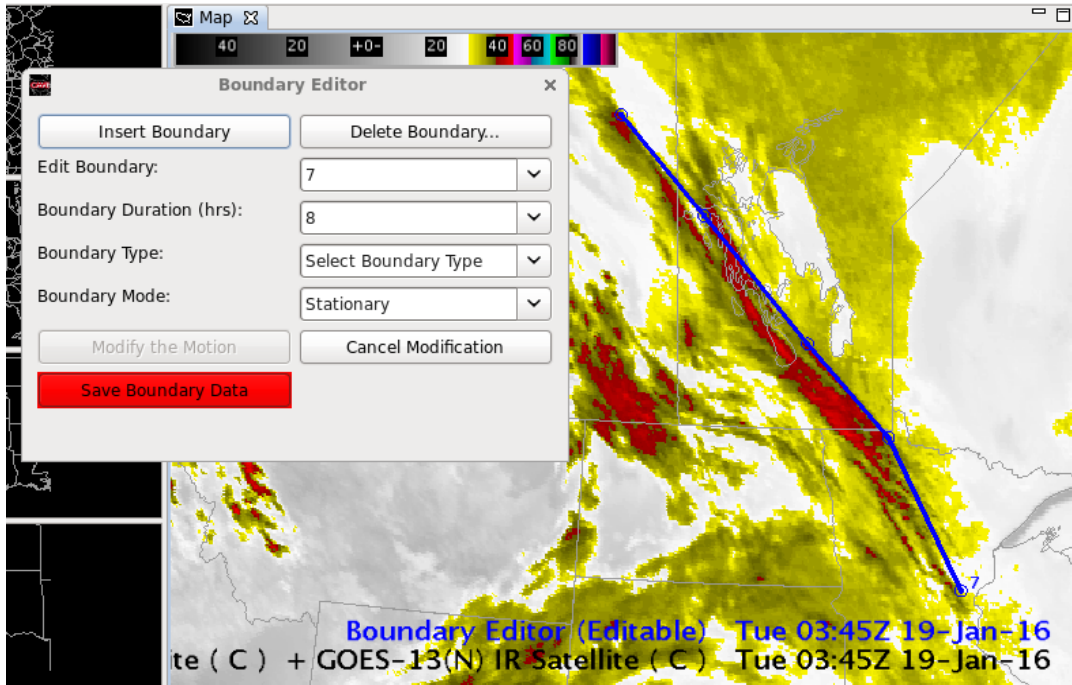

5. In the Boundary Editor window select **8** hrs for **Boundary Duration (hrs)**, **Cold Front** under **Boundary Type**, and **Moving** under **Boundary Mode**.
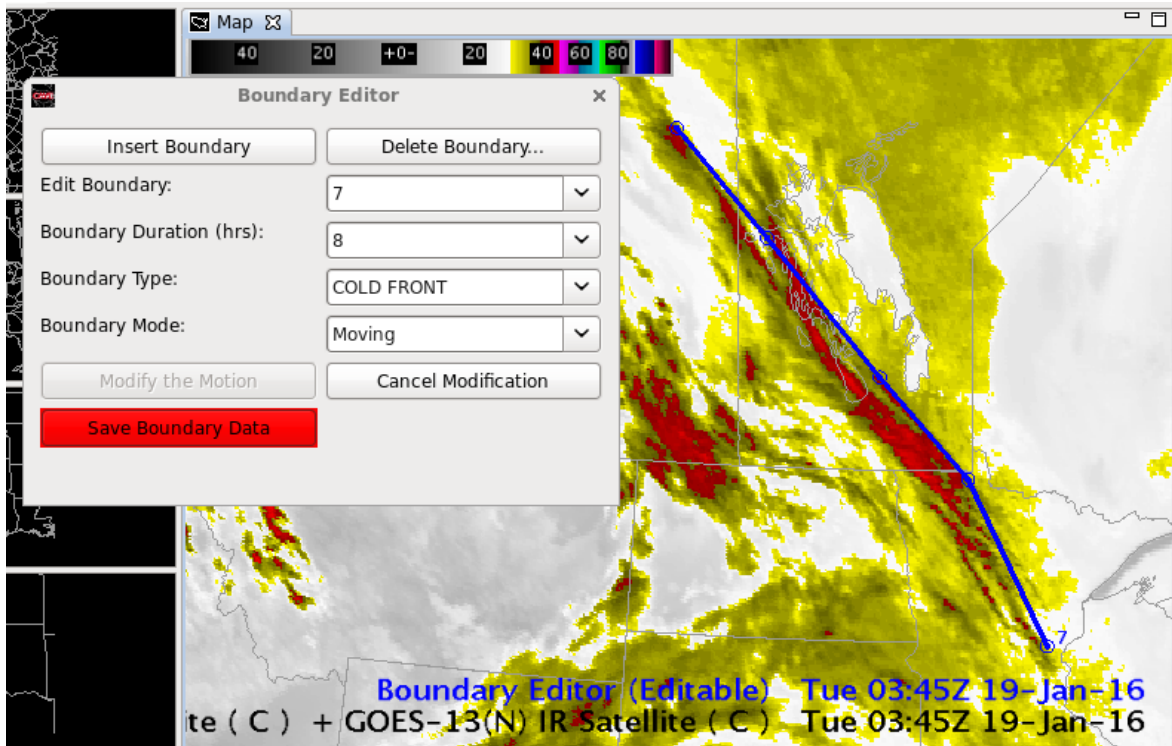
6. **Step back** a number of frames and then **left click and hold** on the line and **drag** it back to the feature you are tracking.
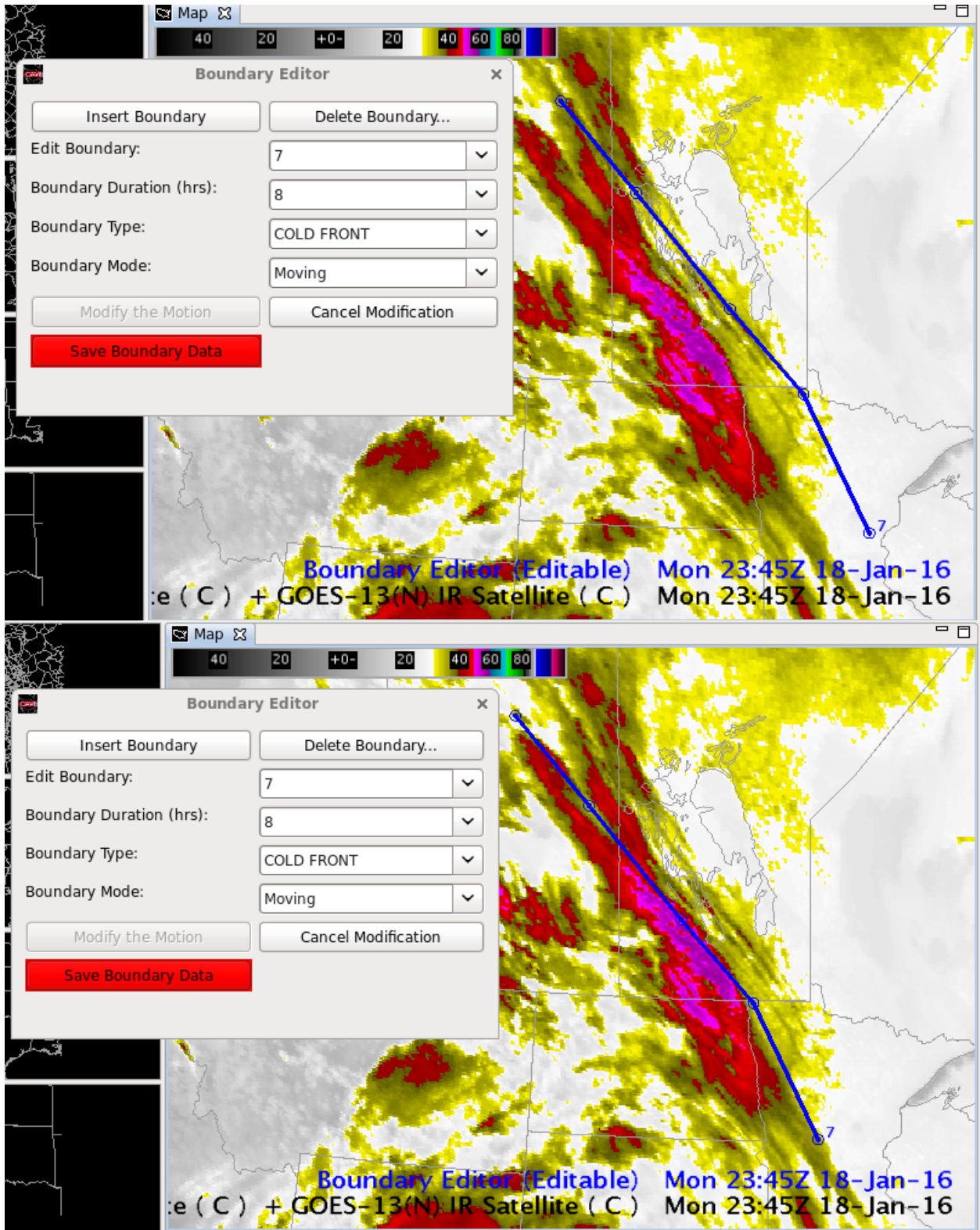
7. Step through the loop and ensure you have a good boundary track. Then click on **Save Boundary Data** to save the boundary.
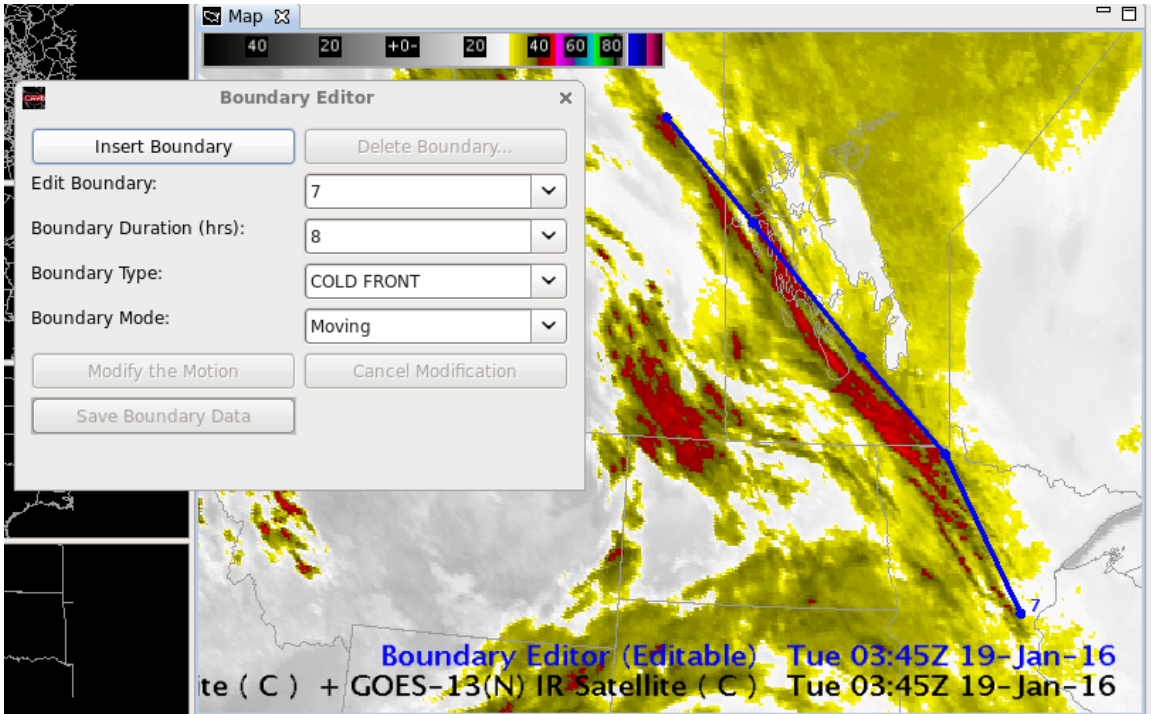
8. **Zoom** out and find another feature to track. Then click on **Insert Boundary** to create another boundary. Note your boundary ID displayed at one of the vertices on your boundary.
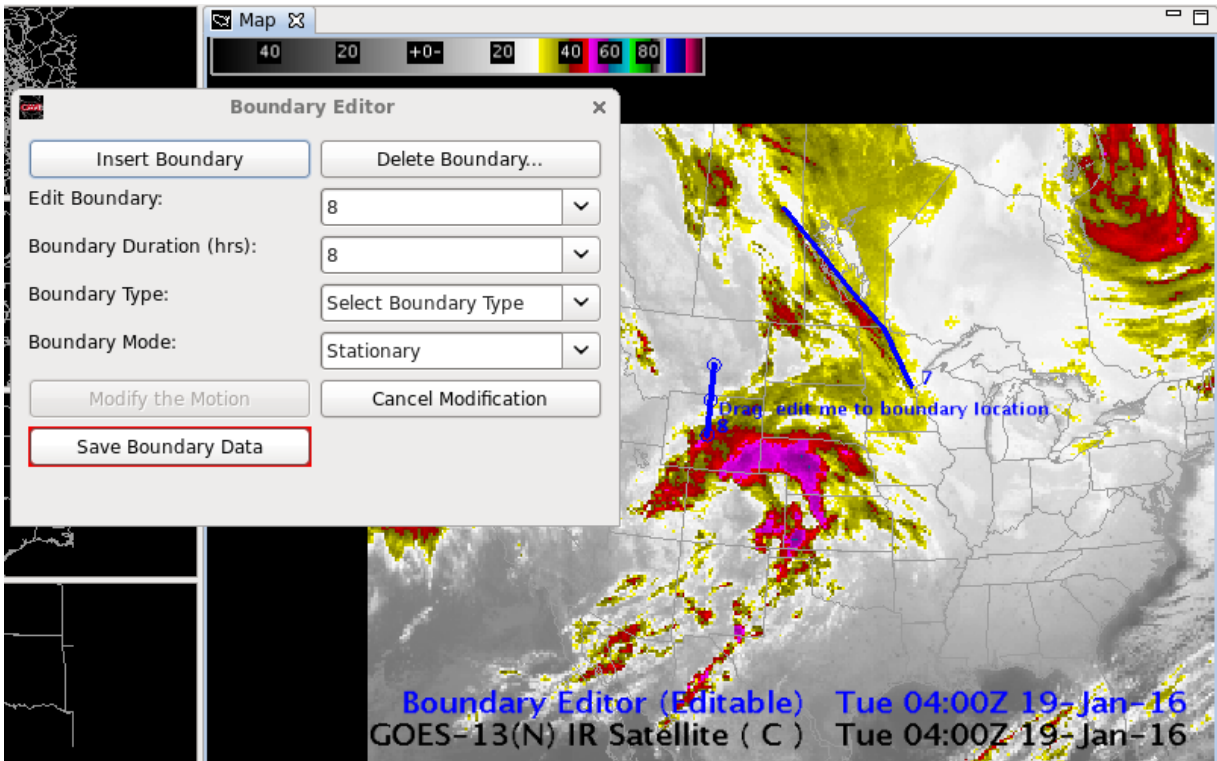
9. **Move** your new line and vertices to match another feature, **middle clicking** on the line to add any necessary vertices. Set the **Boundary Type** to **STATIONARY/WARM FRONT** and **Boundary Mode** to **Stationary** and click **Save Boundary Data**.
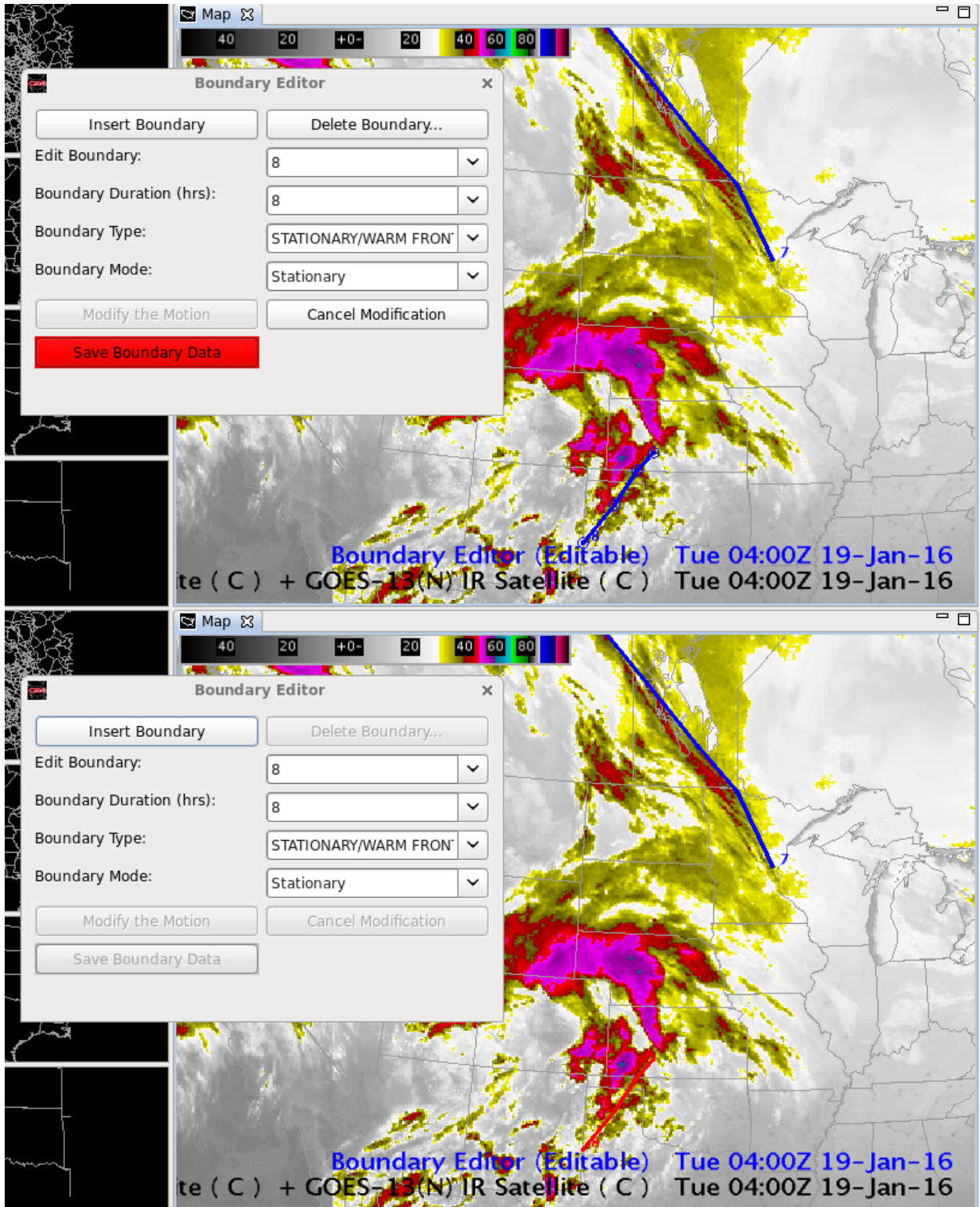
If you click on the pullout for Edit Boundary, you can see the individual boundary ids you have created. If you select any boundary you can further modify the characteristics and save the boundary data using the Boundary Editor buttons. If you have selected a boundary ID and want to change the motion, note that after you click on the Modify the Motion button, the boundary resets to stationary, so after adjusting the boundary vertices you need to select a Moving Boundary Mode.