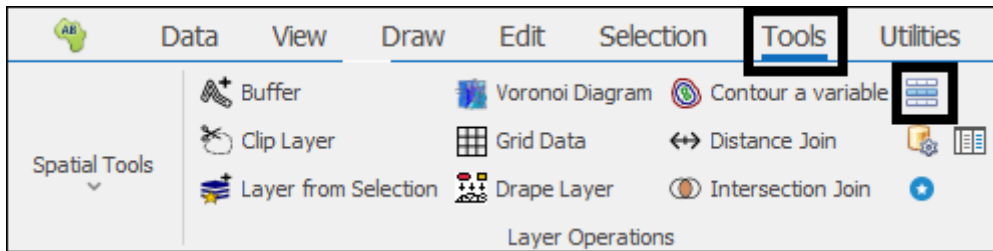
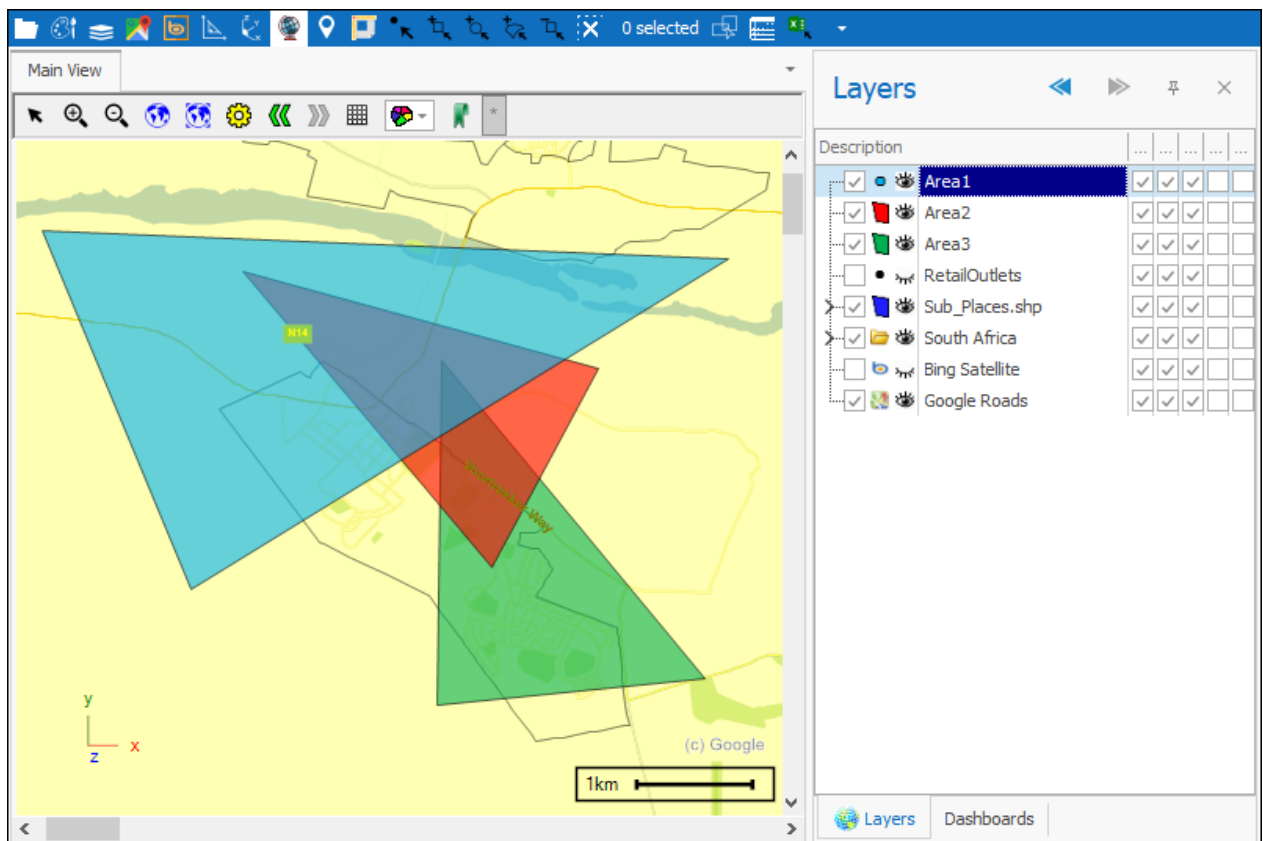


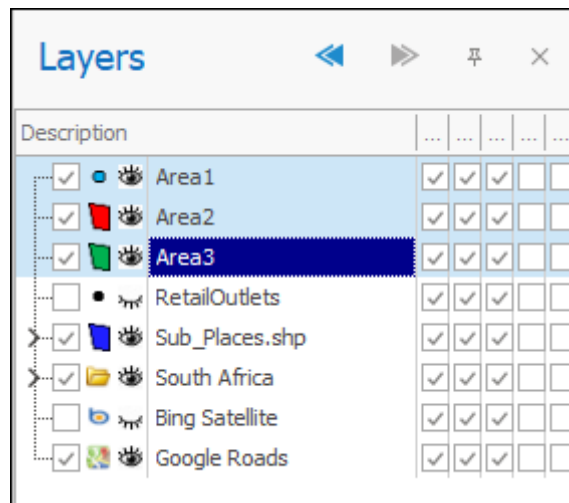


Multi Intersection User Guide

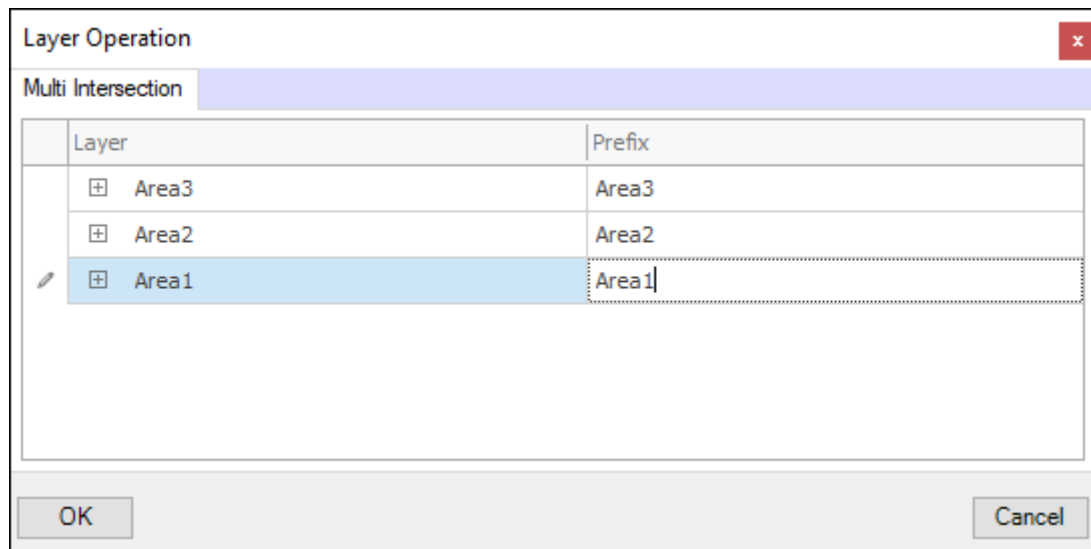


The **Multi Intersection** tool will create a join of multiple layers based on the areas at which they intersect. In this example I will be joining three areas. First select the layers in the layer control by clicking one and then holding down shift and arrow up or down until all desired layers are selected (the layers will need to be next to each other in the layer control):





Next click on the tool and the dialogue will come up, you can then enter in a prefix for the different layers so that their columns can be differentiated in the new joined layer. Then click **OK**:



You are prompted to set the properties for the new layer that will be created, then click **OK**:

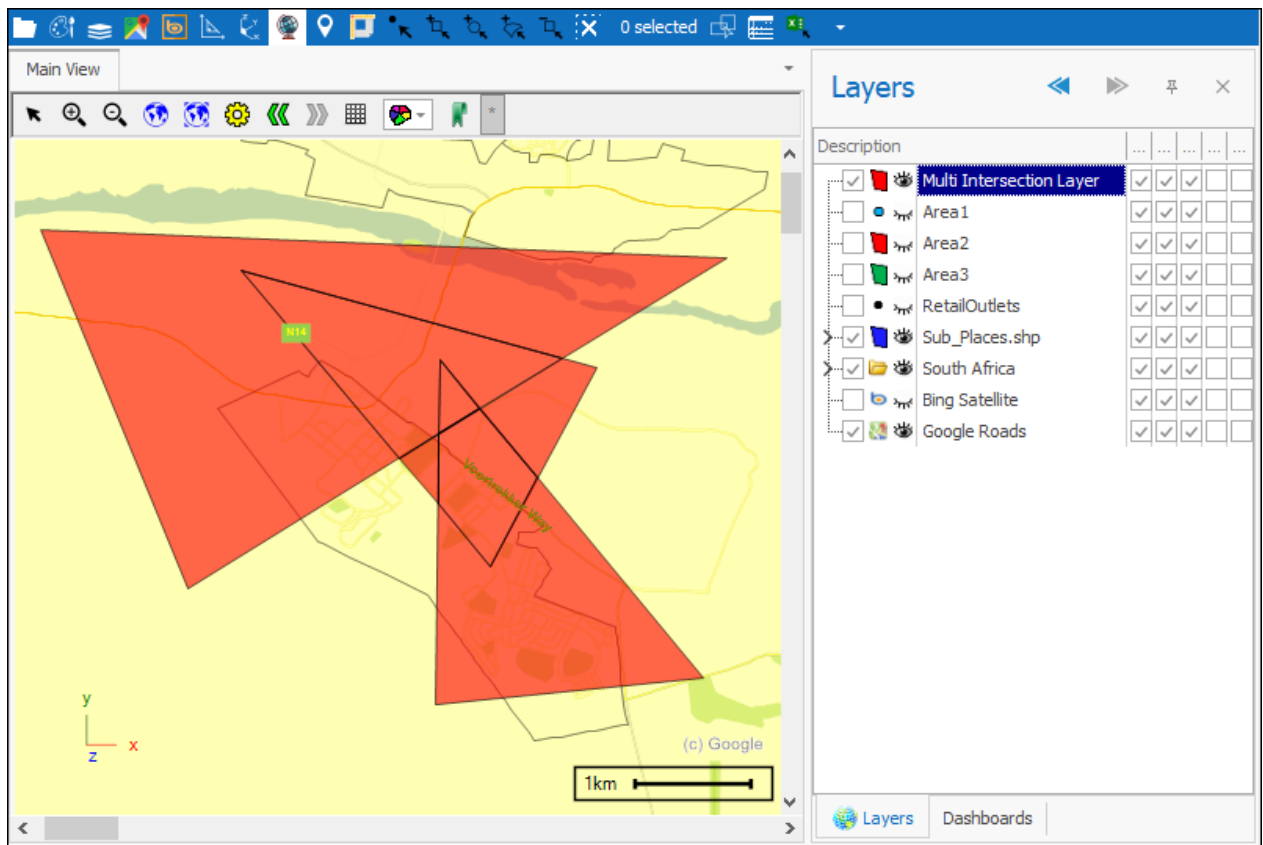
The screenshot shows a software dialog box titled "New layer from Multi Intersection Layer" with a close button (X) in the top right corner. On the left is a vertical sidebar with tabs: "General", "Data", "Styling", "Text", "Thematics", "Links", "Projection", "Input Transform", "Event Scripts", and "Editing". The "General" tab is selected. The main area contains the following settings:

- Description:** A text field containing "Multi Intersection Layer".
- Display Layer:** A checked checkbox with the text "(Will render on Map, otherwise just holds data)". A "Reload" button is to its right.
- Display from Scale:** Two numeric input fields. The first contains "0" and the second contains "6,000,000,0".
- Transparency:** A horizontal slider with a minus sign on the left and a plus sign on the right.
- Layer Properties:** A group of checkboxes:
 - ☒ Selectable
 - ☒ Snapable
 - ☐ Editable
 - ☒ Include in legend
 - ☐ Background layer
 - ☐ Read Only
 - ☐ Data Read Only
- Publishing:** A group of checkboxes:
 - ☒ Publish
 - ☒ Publish Readonly
 - ☒ Publish Data Readonly
- Mnemonic Display:** A sub-section with an "Image:" label and two buttons: "Change" and "Clear".

At the bottom left of the dialog is a "Colour Palette" link. At the bottom are three buttons: "OK", "Apply", and "Cancel".

Your layer has been created:

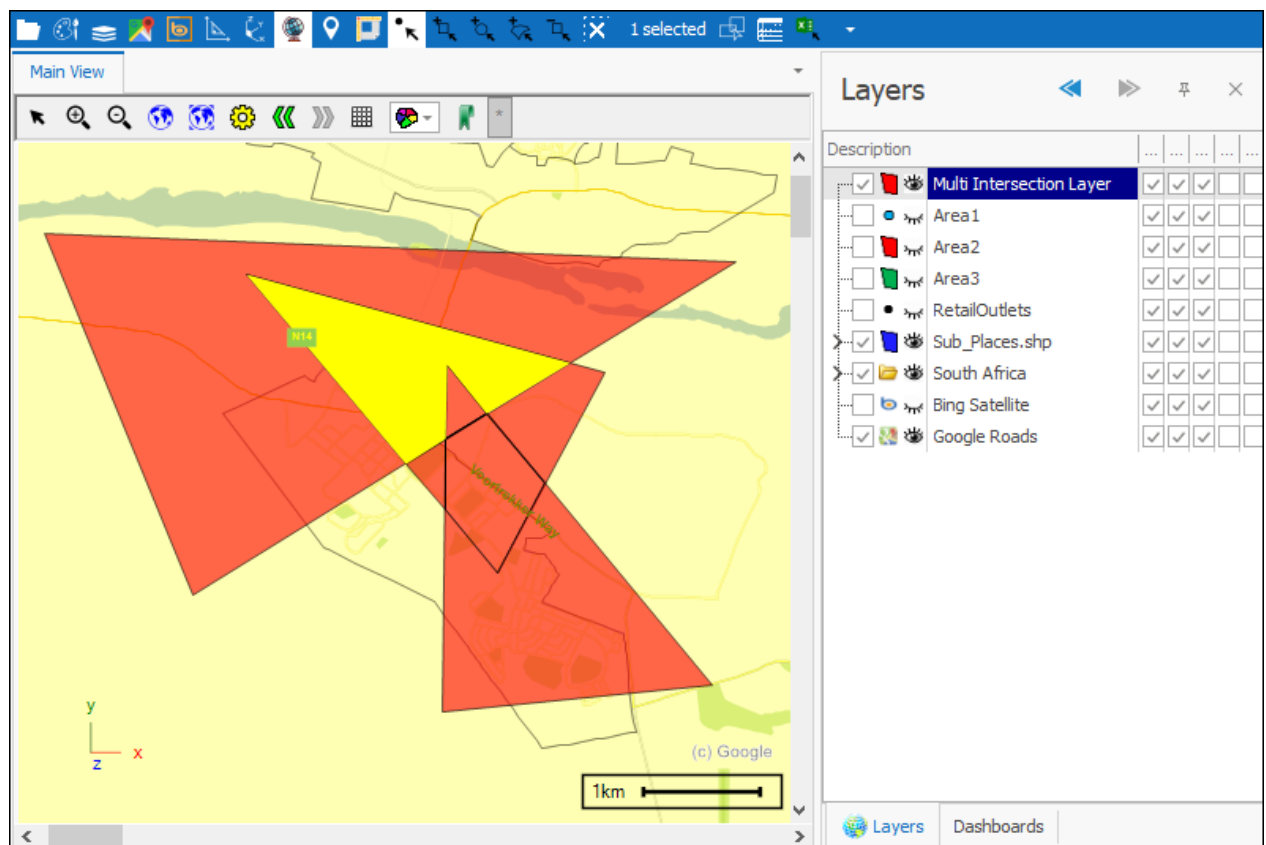
Multi Intersection User Guide



By going into the layer data, you can see all the points at which intersections occur:

	Area1ID	Area1Description	Area2ID	Area2Description	Area3ID	Area3Description
▼	=	n0c	=	n0c	=	n0c
▶	0	Area1	0	Area2	0	Area3
	0	Area1	0	Area2		
	0	Area1				
			0	Area2	0	Area3
			0	Area2		
					0	Area3

Furthermore, each point at which intersection occurs has been made into a new separate polygon which you can see by selecting:



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