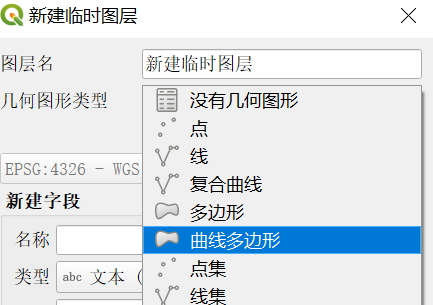
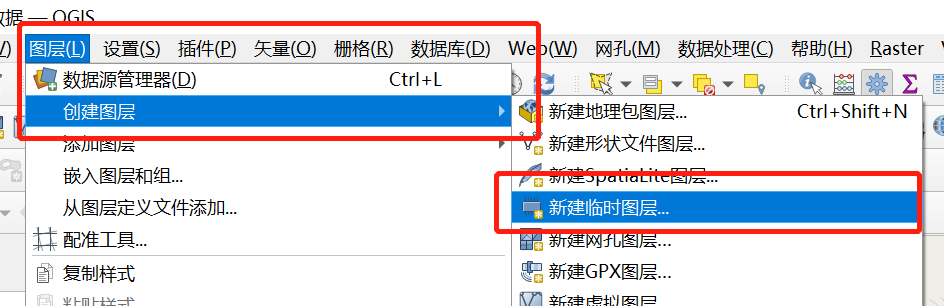
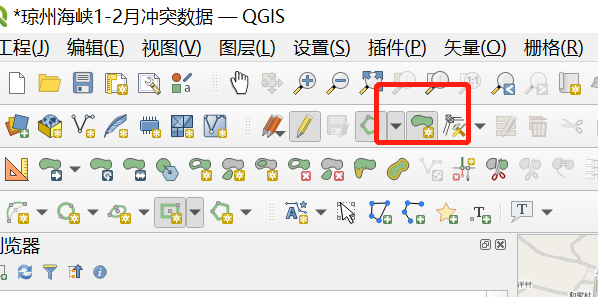
## 新建临时图层绘制区域

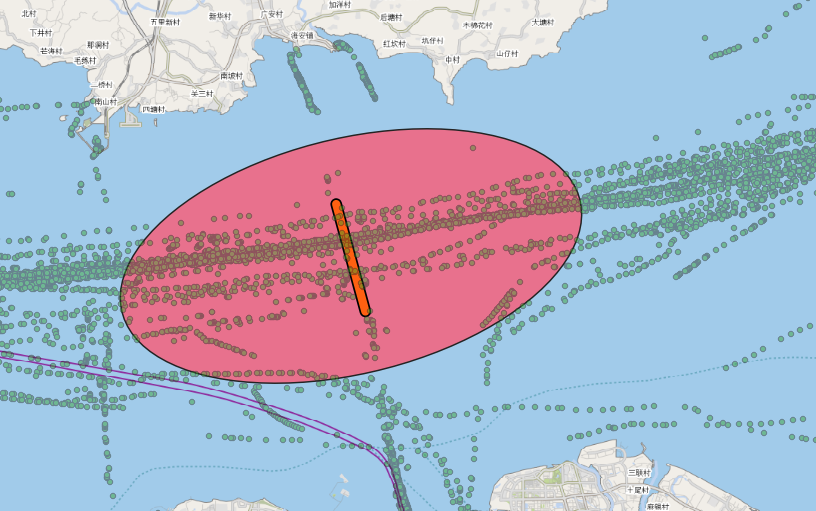


## 选择添加多边形要素

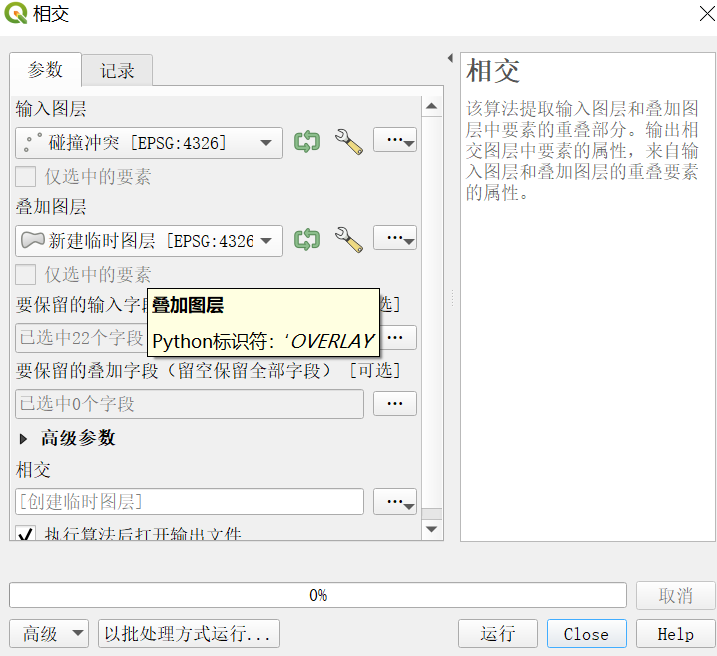


选择多边形类型

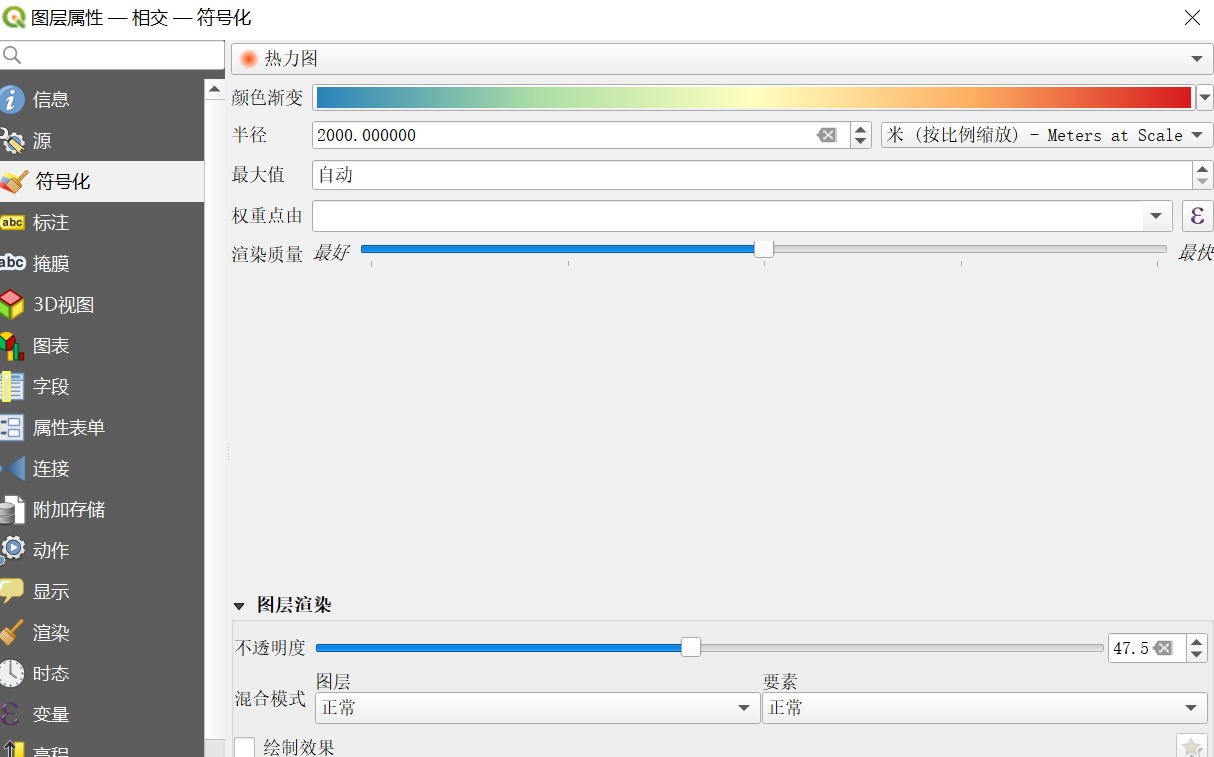




## 两图层取交集



## 用热力图渲染



## 新建打印布局

