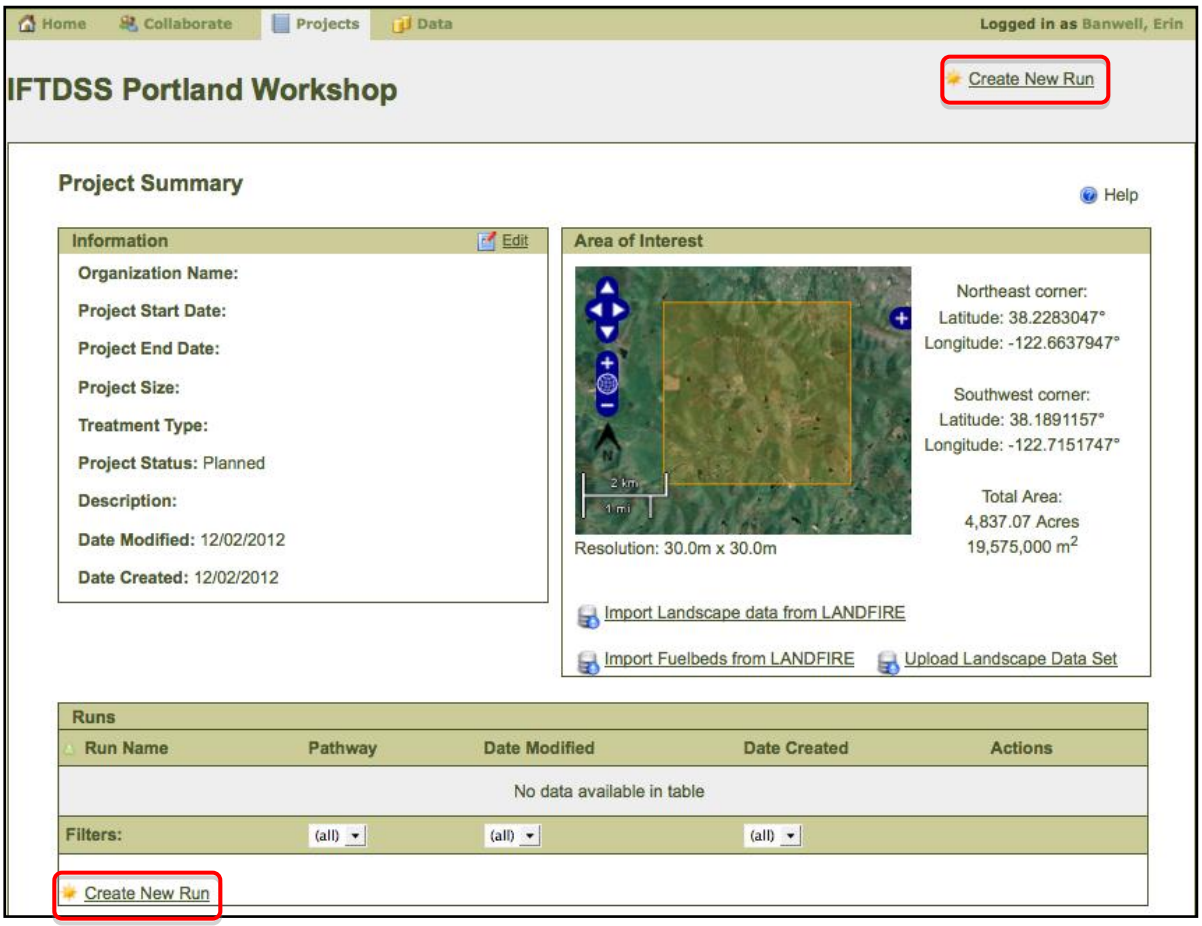
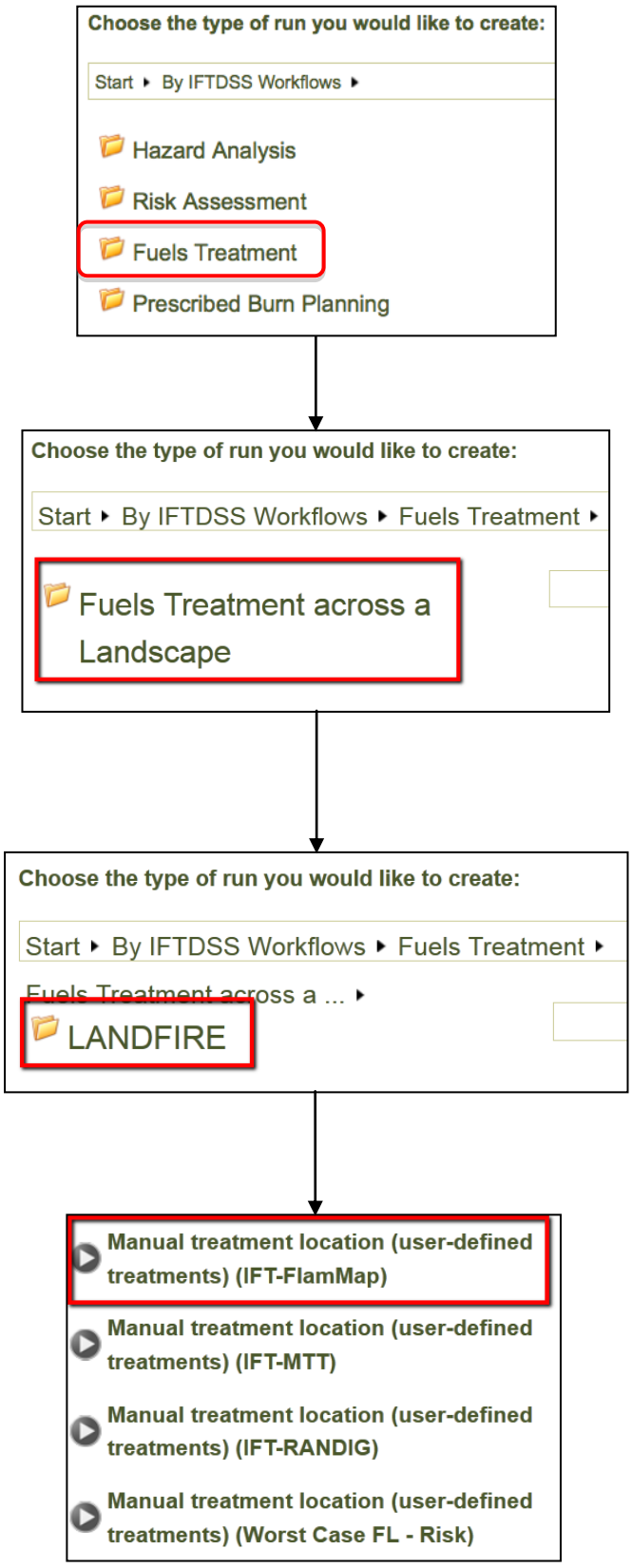
IFTDSS Workshop

Handout 7: Fuels Treatment – IFT-FlamMap

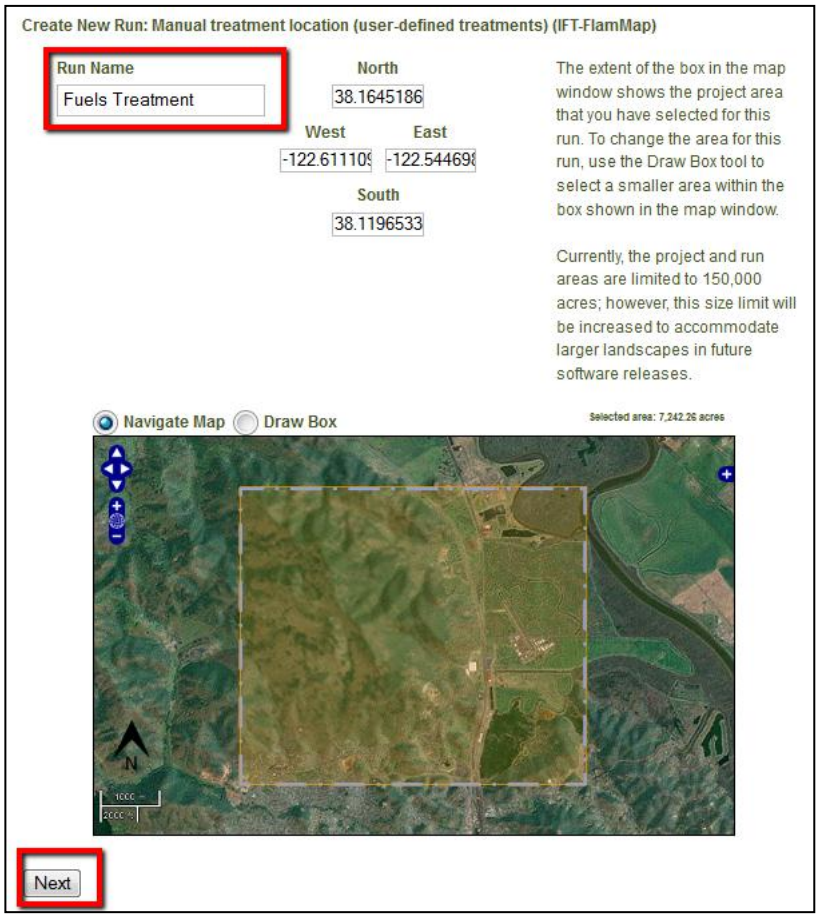
1. From the Project Summary page, select **Create New Run**.



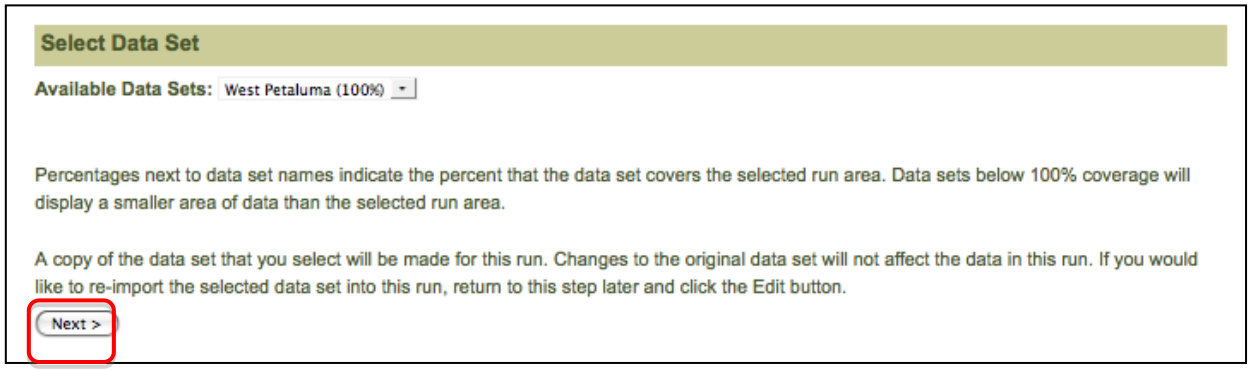
2. Select **Fuels Treatment**, then **Fuels Treatment across a Landscape**, then **LANDFIRE**, and finally, select **Manual treatment location (user-defined treatments) (IFT-FlamMap)**.



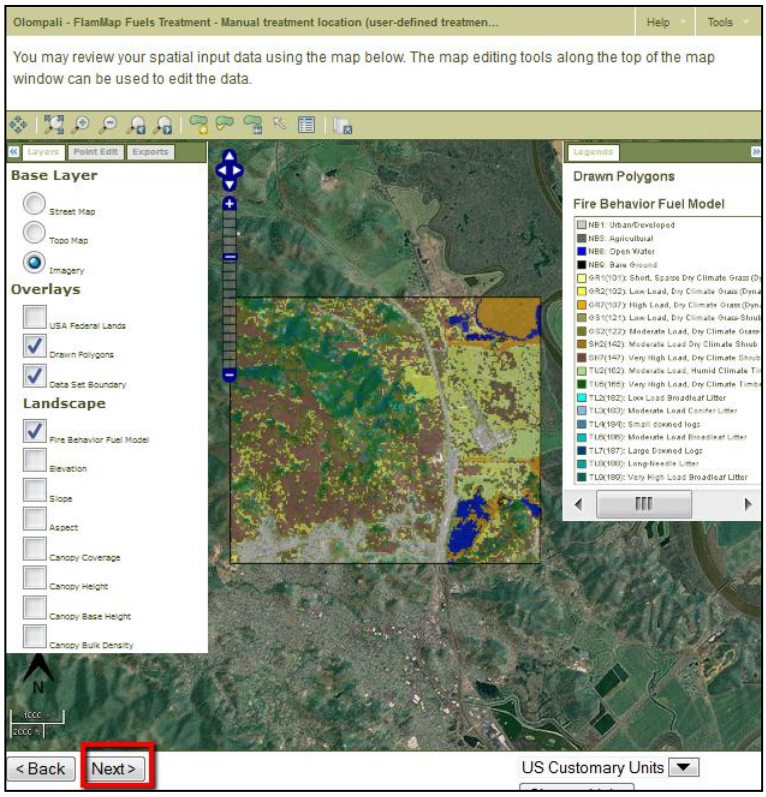
3. Name your run and select **Next**.



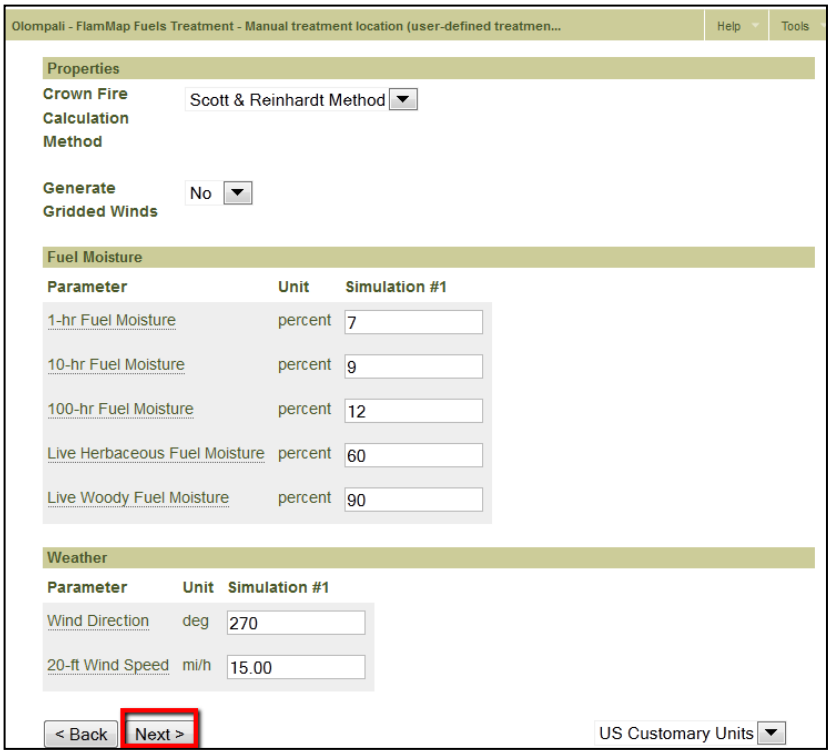
4. The LANDFIRE data set you acquired will be selected as your data set. Select **Next**.



5. Now, you can review your spatial landscape data using the Overlays panel on the left. After reviewing your data, select **Next**.



6. Now, you are on the Inputs step. Customize the IFT-FlamMap inputs and select **Next**.

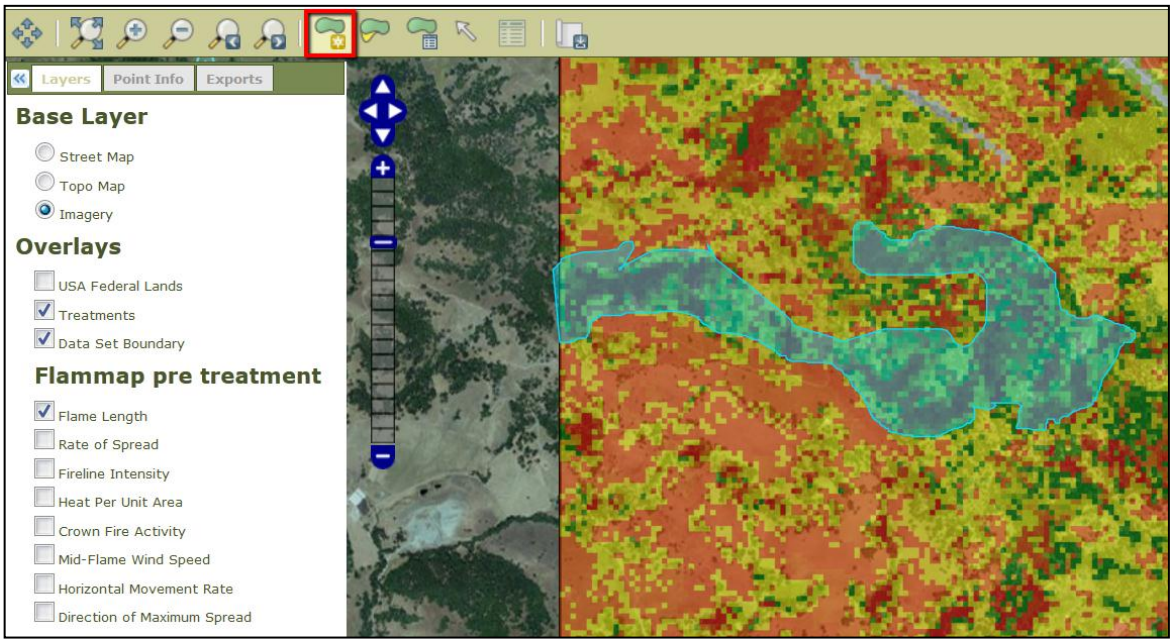


7. Now, you are on the Pre-Treatment Output step. In this step, you can review the spatial fire behavior overlays, as well as the landscape data. Find areas across your landscape that are at risk for high fire behavior (indicated in red). You can draw fuels treatments in these areas. Select the **Draw Polygon** tool on the toolbar. 

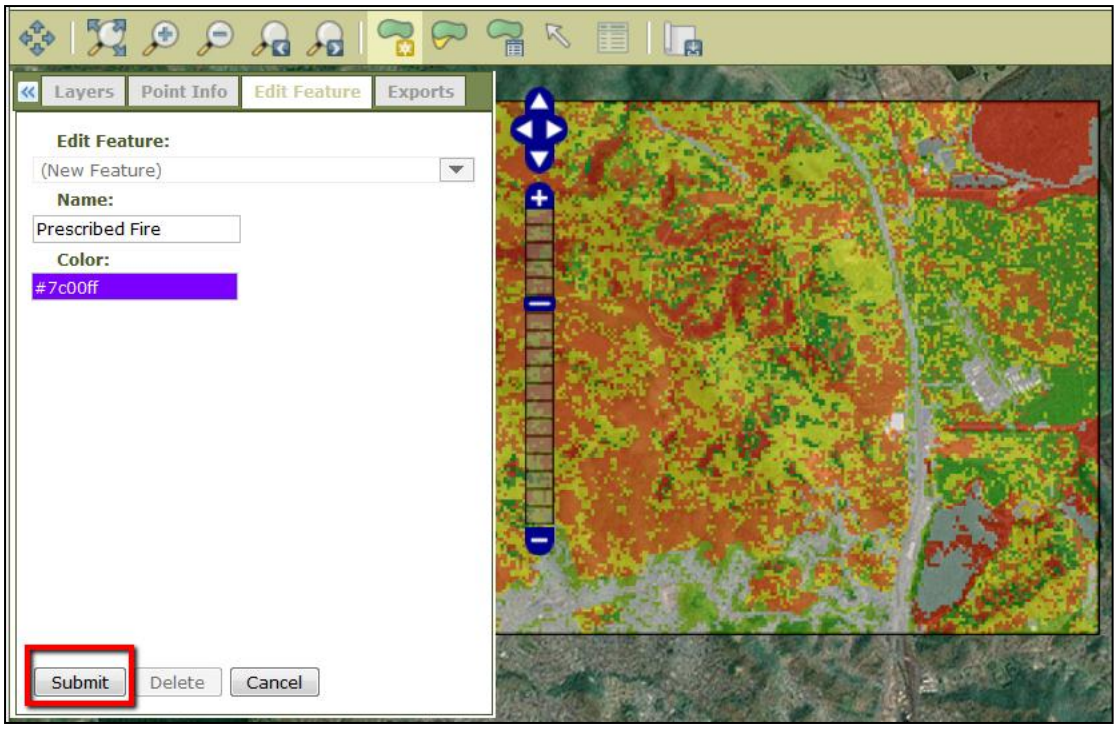
   There are two methods for using the map tools to draw polygons: the freeform method and the point-and-click method.

   a. The **freeform drawing method**
      - While holding down the Shift key, click on the map, hold down the left mouse button, and start drawing your first polygon. While still holding down the Shift key and left mouse button, move the mouse as if it were a pencil to draw your polygon.
      - Release the left mouse button when you are done drawing the polygon. This creates the polygon and opens the Edit Feature panel.

   b. The **point-and-click method**
      - To start drawing your first polygon, click on the map and release the mouse button.
      - Move the mouse to a new point and click and release to add another point. Before moving on, make sure the point is established by moving the mouse away from the point.
      - Continue this process until you are done drawing your polygon.
      - When you are done drawing the polygon, double-click to create the polygon and to open the Edit Feature panel.



8. In the Edit Feature panel, name your polygon and choose a color. Click **Submit** to save your polygon.

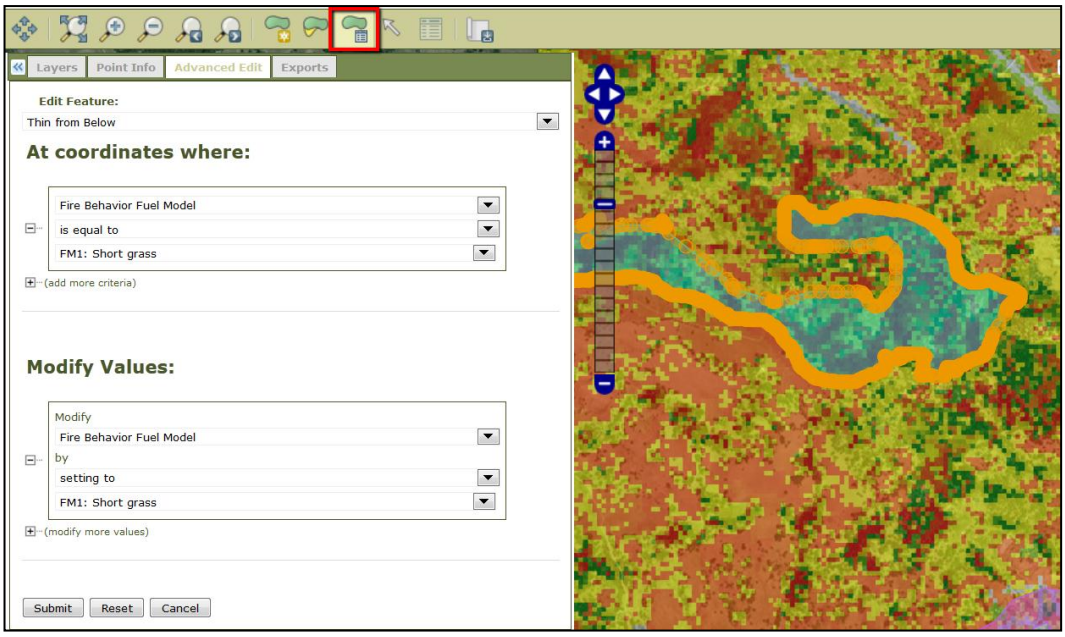


9. Repeat steps 7 and 8 to make more fuels treatment polygons if desired.

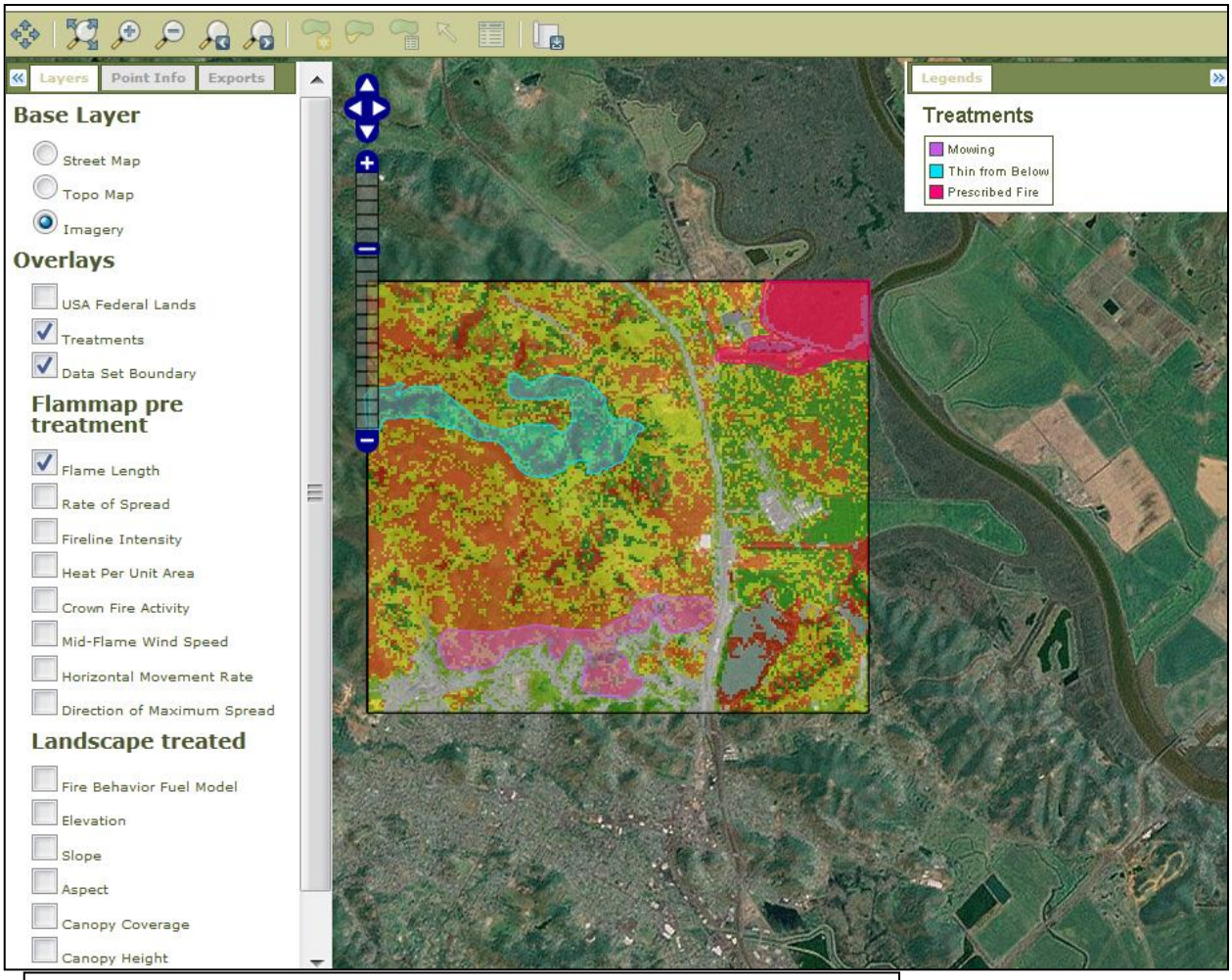
10. Next, select the **Polygon Advanced Edit** tool from the toolbar. 

    In this step, you will edit pixels within your polygon to simulate a fuels treatment (e.g., change the fire behavior fuel model from “SH2 (142): Moderate Load Dry Climate Shrub” to “SH1(141): Low Load Dry Climate Shrub”). Click on a polygon you have created. The Advanced Edit panel will appear.

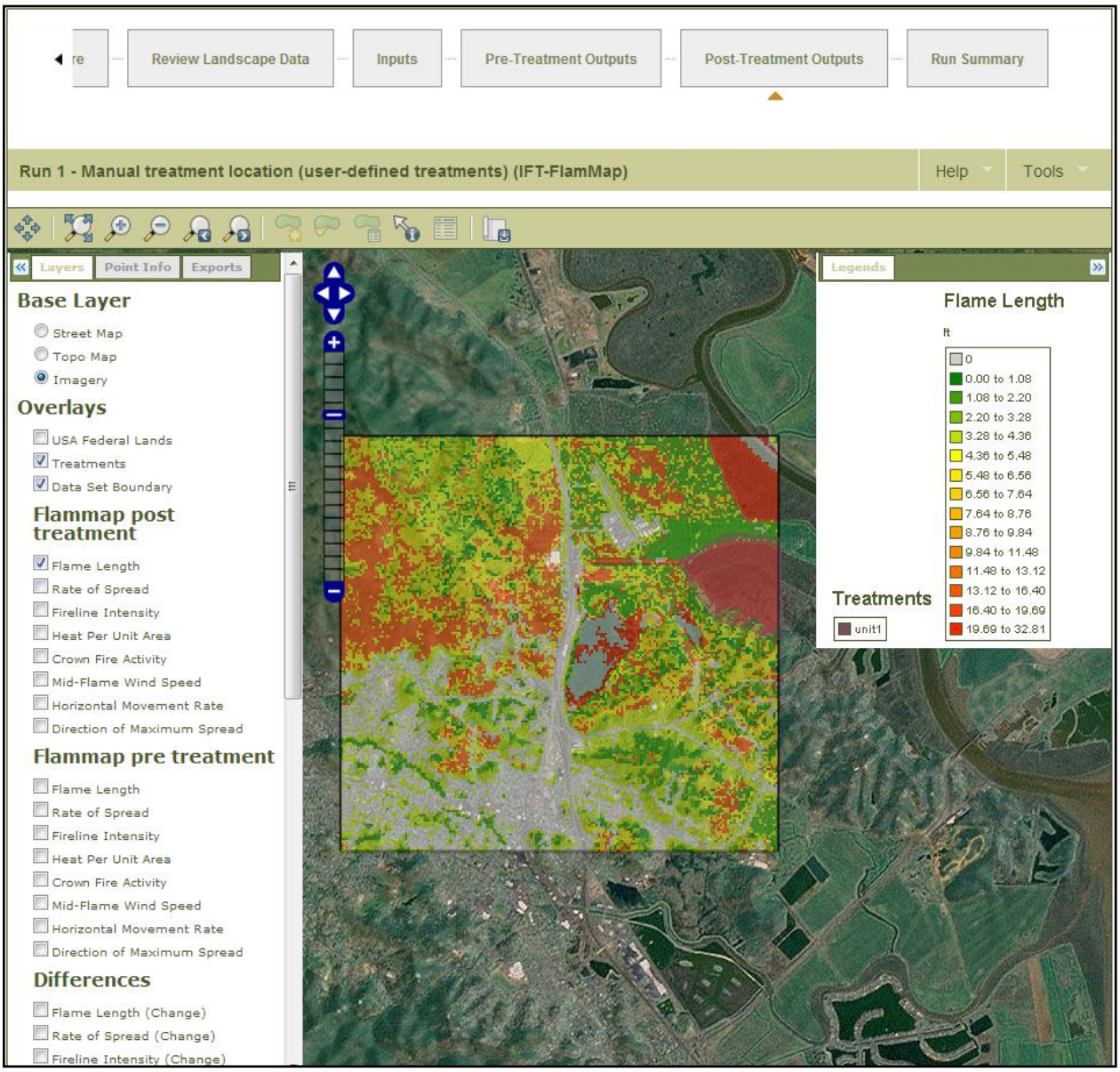
    - Under **At coordinates where:**, set the criteria for selecting pixels to be edited.
    - Under **Modify Values:**, set the change to be made to the pixels selected.
    - Click **Submit** to save changes.



11. After you are done creating and editing your fuels treatment polygons, you can save the polygons by assigning a name in the **Save Polygons As:** space below the map. Saving the polygons allows you to use them in different runs. Select **Next** to save the polygons and continue.



12. Now you are on the Post-Treatment Outputs step. In this step, you can view post-treatment fire behavior layers, pre-treatment fire behavior layers, and “difference” layers between pre- and post-treatment fire behavior outputs.



13. Click **Finish** to end the run and go to the Run Summary page.