# Using the DG2 Editor to Quickly Draw Areas of Interest
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Let's consider the task where you have some areas of interest (for example, an area of one biological species and another area with another species) you would like to see on your background during operations.

With the rather new option, you can fill the border with a blue color and set different transparencies for different areas as shown in Figure 1 below:

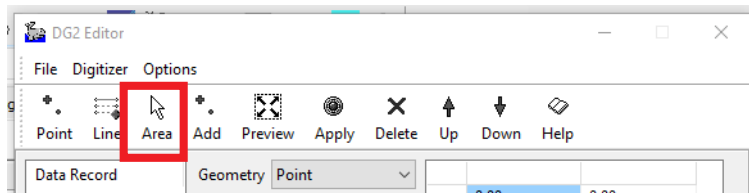*Figure 1 - Using the Borders to Show Different Areas of Interest*
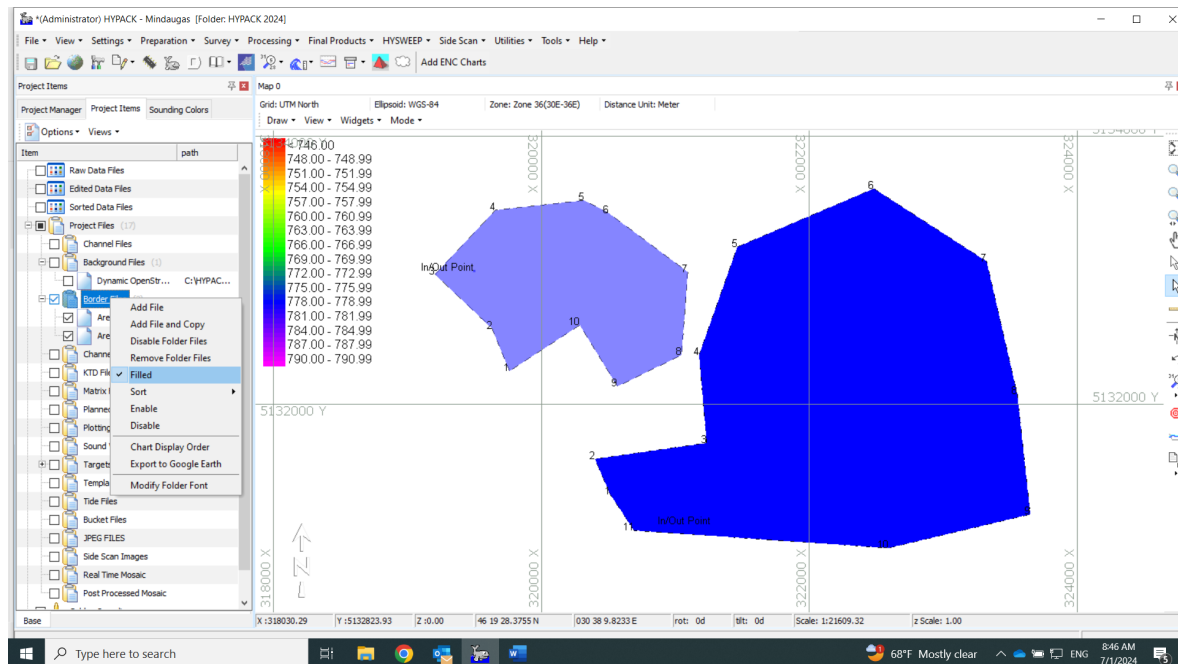
This may work fine if you have two or three areas, but what if you have more? Setting different transparencies won't help much!

Another way is to use the DG2 Editor as a more sophisticated tool for this task.

1. Go to Preparation -> Editors -> DG2 Editor to open the DG2 Editor.

Figure 2 - DG2 Editor Tool Panel

2. Click the Area tool and left click along the area perimeter to draw the area object. Note that the first and last points are connected by a black line which shows how the finished area object border will look. Click [Finish] when you are done.

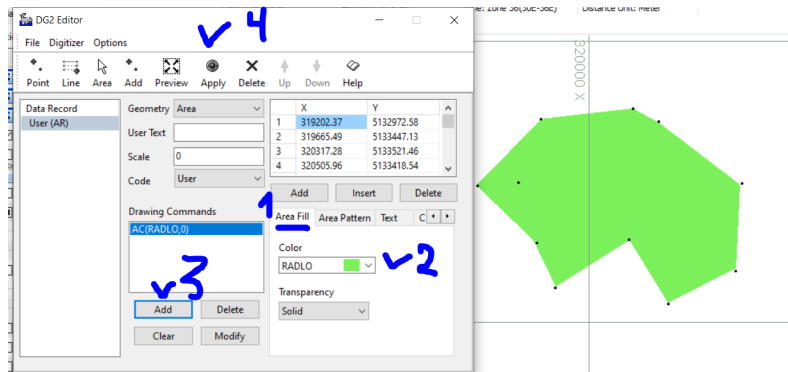*Figure 3 - Digitizing an Area in DG2 Editor*
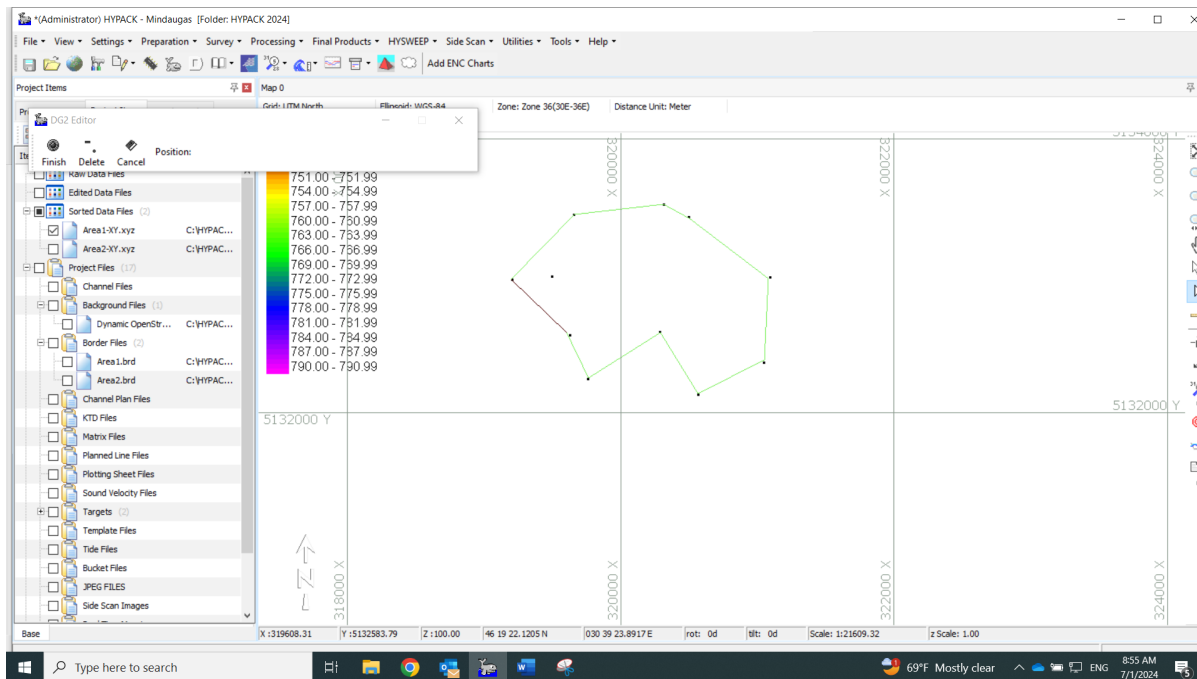
3. Now there is an area object (User (AR) under the Data Record column to the left) in the editor but with no features assigned to it:
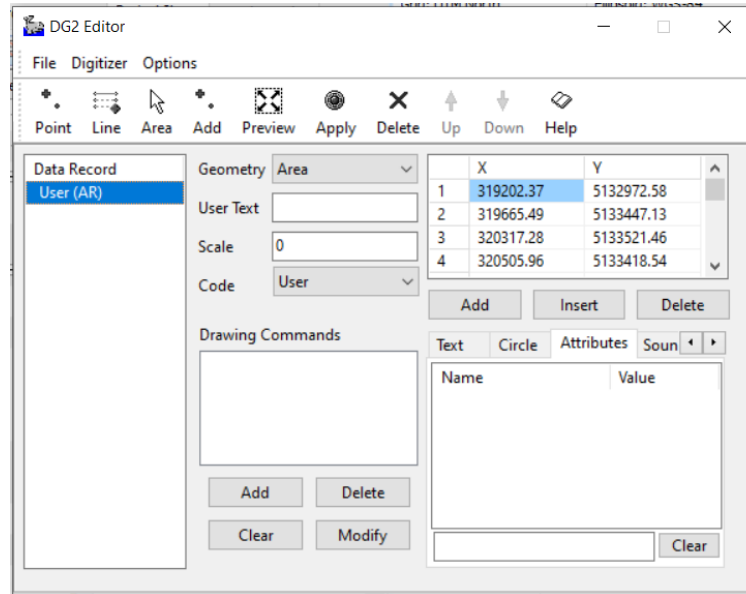
4. In the bottom right section of the editor there are features available for the area object.

Figure 5 - Adding an Area Fill Feature to our Area Object

Navigate to the Area Fill tab (Fig. 5, 1), pick the color you like from the Color dropdown menu (2), click the [Add] (3) button to add it as a feature to our area object - you will notice it has been added under the Drawing Commands section, then click [Apply] (4). You will want to save your DG2 file to see it on the map on the right side of Figure 5.

5. If you add another area object, it will inherit the same features listed under Drawing Commands. For this new one I want an orange infill. Delete the existing Drawing Command by clicking [Delete] under the Drawing Command section. Then we'll pick the APLRT ENC color and click [Add]. Also, I have set the transparency to 50 percent.

Figure 6 - Changing the Area Fill for the Area Object
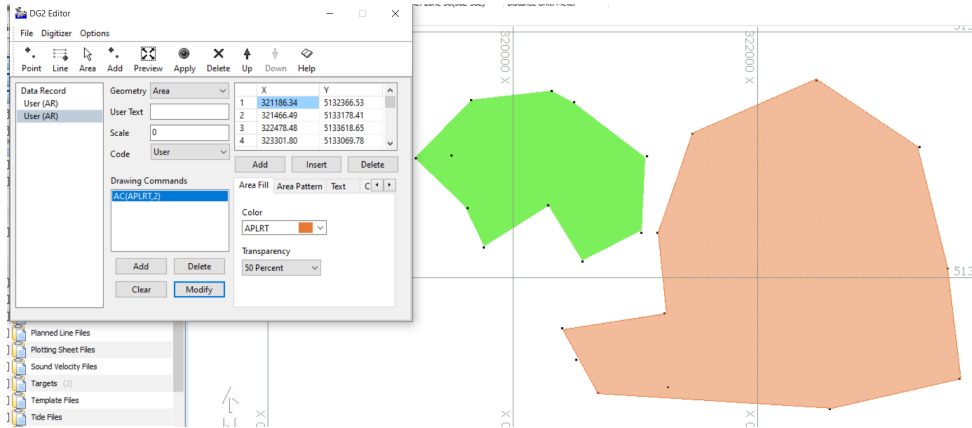
6. Also, I would add some textual information to be displayed on the map.

Figure 7 - Adding Text to the Area Object
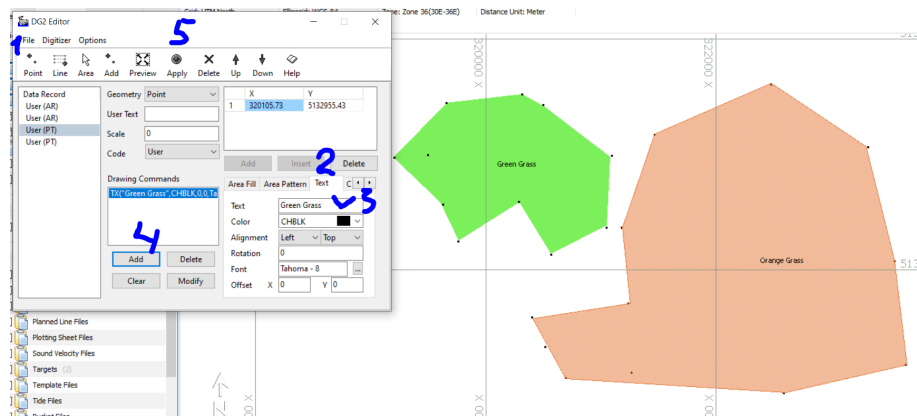
Click the Point icon on the Tool panel (Fig.7, 1), then left click in the middle of the area. Go to the Text tab on the right side of the editor (2), enter the text you like (3), and click [Add] (4). Delete any features which carried over from placing the area object (4). Click [Apply] to see the changes on the map (5).

If you have a list of XYZ points of your area, you can speed up the process. Go to File -> Import in the editor, then pick the XYZ file with the list of waypoints (they must be consecutive!)

Figure 8 - Importing an XYZ File as Your Area Object