

## The Tool Palette

The tool palette allows you to place different objects on the map. After clicking an icon in the tool palette, your cursor turns into a crosshair. By just single-clicking on a valid polygon on the map, an instance of that object is created.

Note that each icon in the tool palette represents an object on the map has a small colored square in the upper right hand corner. This is the color of the object represented in the window. After positioning the object on the map, a dialog box immediately pops up asking you what type of object you want this to be. See chapter 4 for more info.