

# Work areas

The GopherGolf edit mode has two work areas, The course area and the palette area.

## A. Course area

The course is created in the course area. It will appear exactly the same in game mode as it does in edit mode. The course area is located on the left side of the screen.

## B. Palette area

The palette area is where you get all the pieces that you need to build your course. This section is not shown in game mode. The palette area has multiple pages. To move to a different page click on the pointing hands at the top of the palette area. Each page contains different pieces that you can use on your course. The other two icons at the top of the palette area are the blank and the outline icons. The blank icon (left) will clear the course area of all objects for the hole you are working on. The outline icon (right) clears the course area and creates the biggest rectangle border allowed on your monitor size.

There are two types of things on the palette you can use to create your course, grid pieces and object pieces.