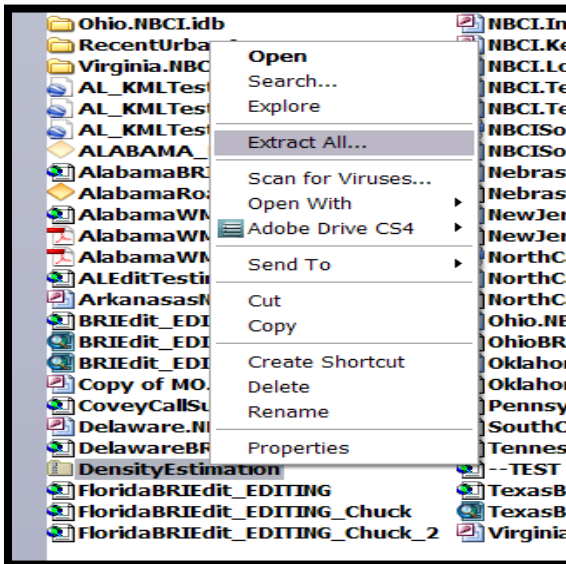
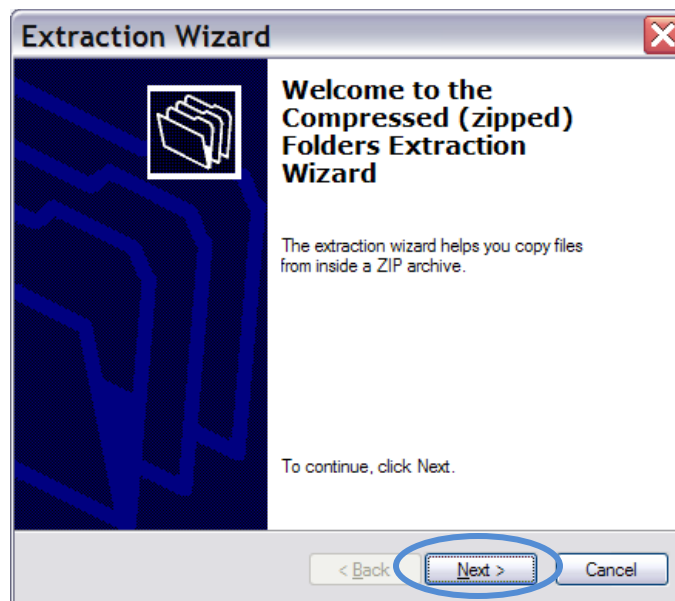


USER GUIDE FOR THE NBCI DENSITY TABULATION TOOL

1. Download (click on link) the Zipped/Compressed folder from the link sent to you via email.
2. Unzip the Density Estimation folder (i.e., DensityEstimation.zip). If you already know how to unzip (extract) files skip to step 3. To unzip a folder in Windows do the following:
 - a. Right click on the DensityEstimation folder and select **Extract All . . .**

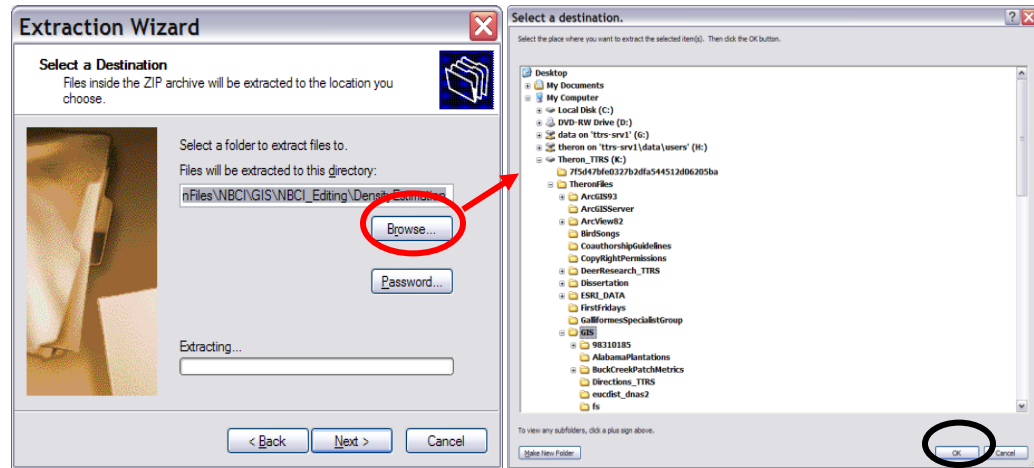


- b. Another window should open: this is the Extraction Wizard. Click **Next** (see blue circle below).

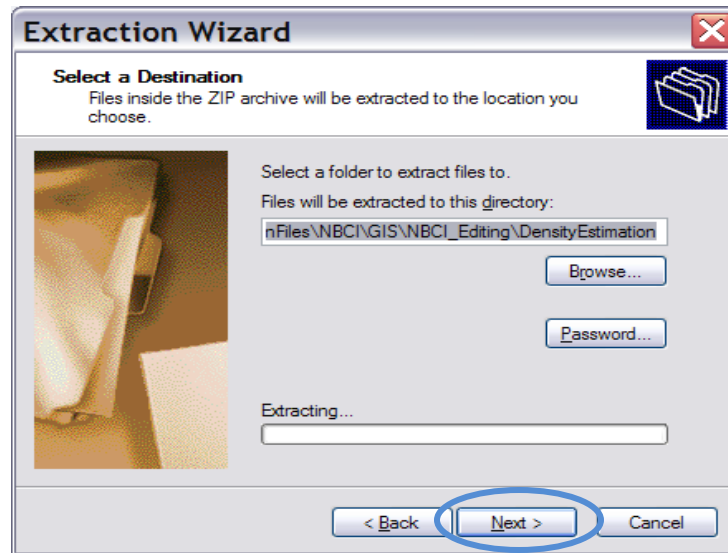


- c. Then Browse to the file (path) location that you would like to place the files. *Note: These files can be deleted after completion of the ranking process.* To browse to a file location click on the **Browse...** button (see red circle below) and select the appropriate

folder location in the Select a destination window to extract the files to. Then click **OK** (see black circle below).



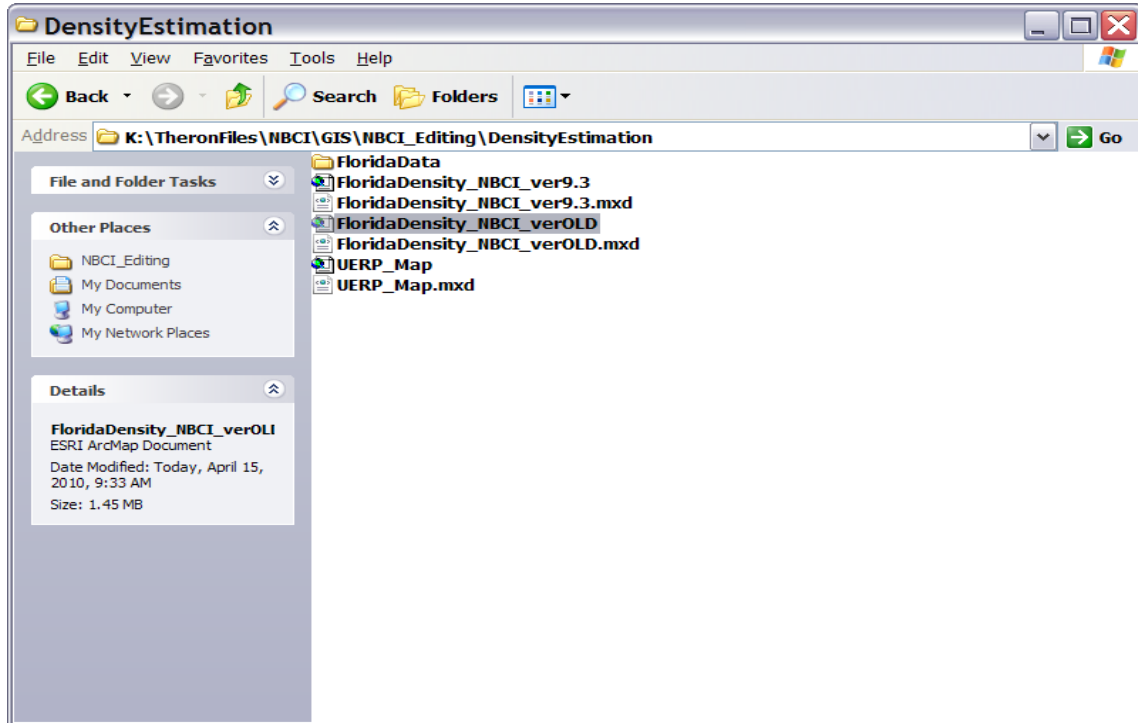
d. Then click **Next** (see blue circle below).



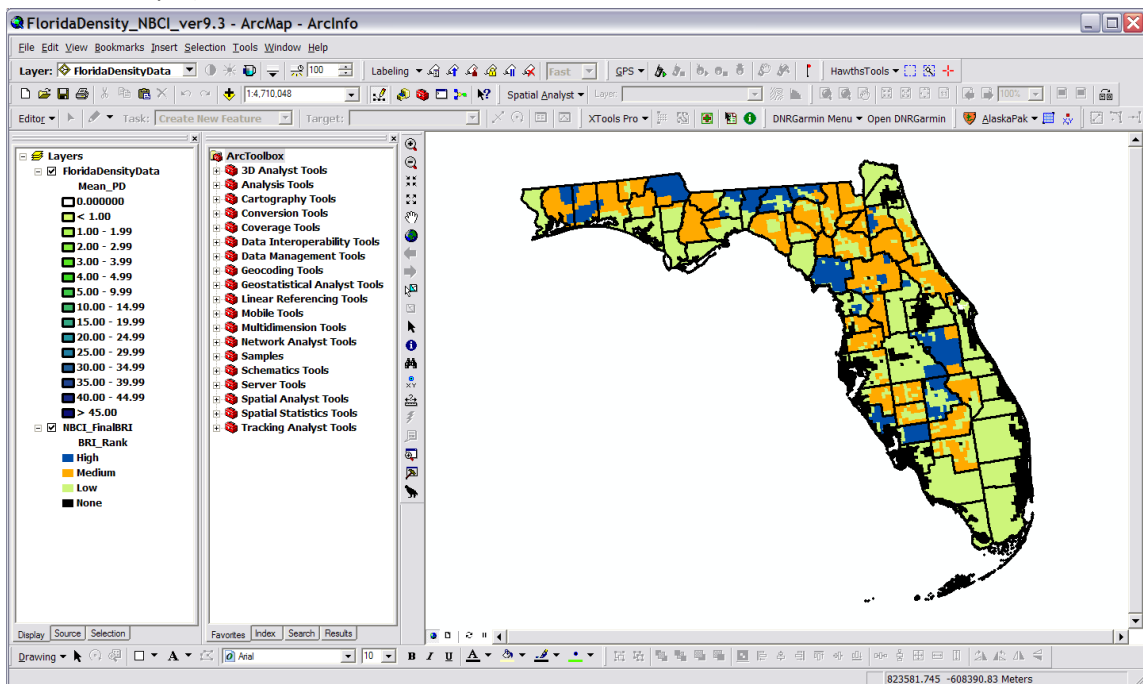
e. Click **Finish** (see orange circle below).



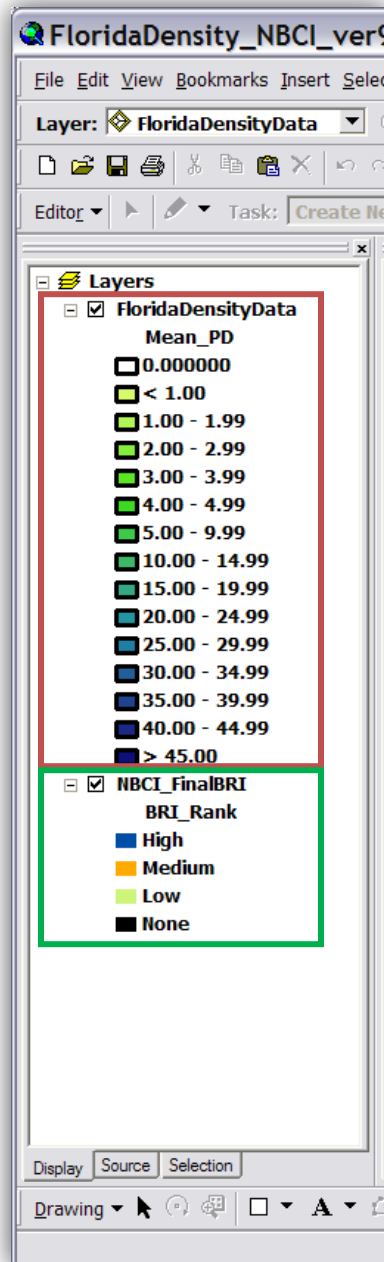
- In Windows Explorer, browse to the folder location where you extracted (unzipped) the Density Estimation folder to – you should see your state’s data folder and 3-4 map document files (see below). Double-click on the appropriate version Map Document (.mxd) to open. For example, if you have ArcGIS version 9.2 you would double click on the _verOLD map document (e.g., in this case, for the state of Florida, you would open the FloridaDensity_NBCI_verOLD map document).



- This should open ArcMap with the appropriate data layers already loaded (see below for the Florida example).

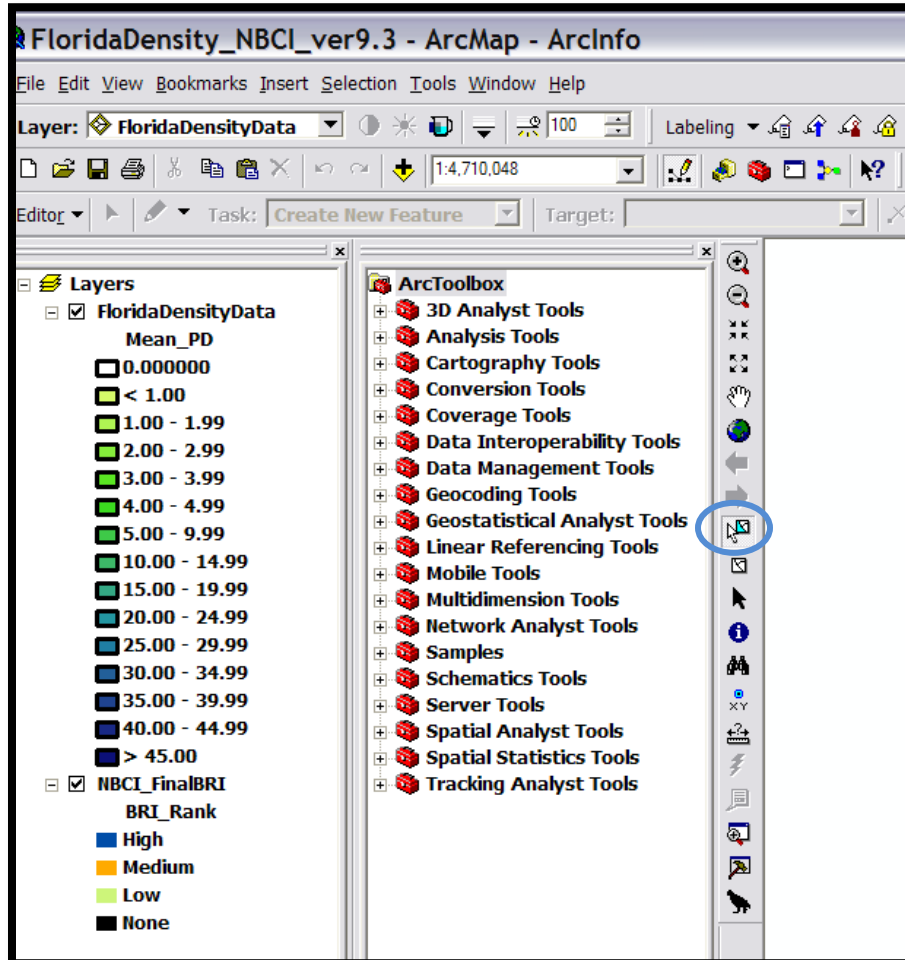


5. You should have two layers (shapefiles): the state's county Density Data (see red box below) and the NBCI_FinalBRI (see green box below) data (categorized High to None w/ different colors).

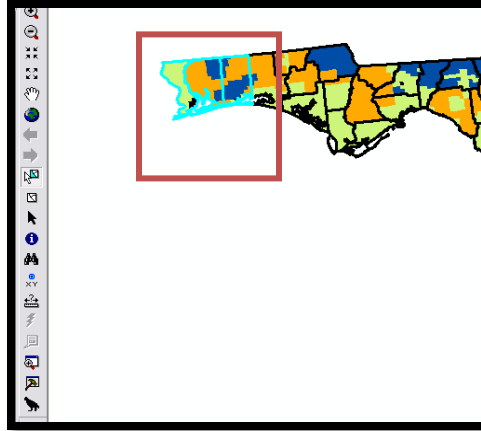


6. You will be informing your estimated density information at the county level. You may select one county or multiple counties to assign density information.

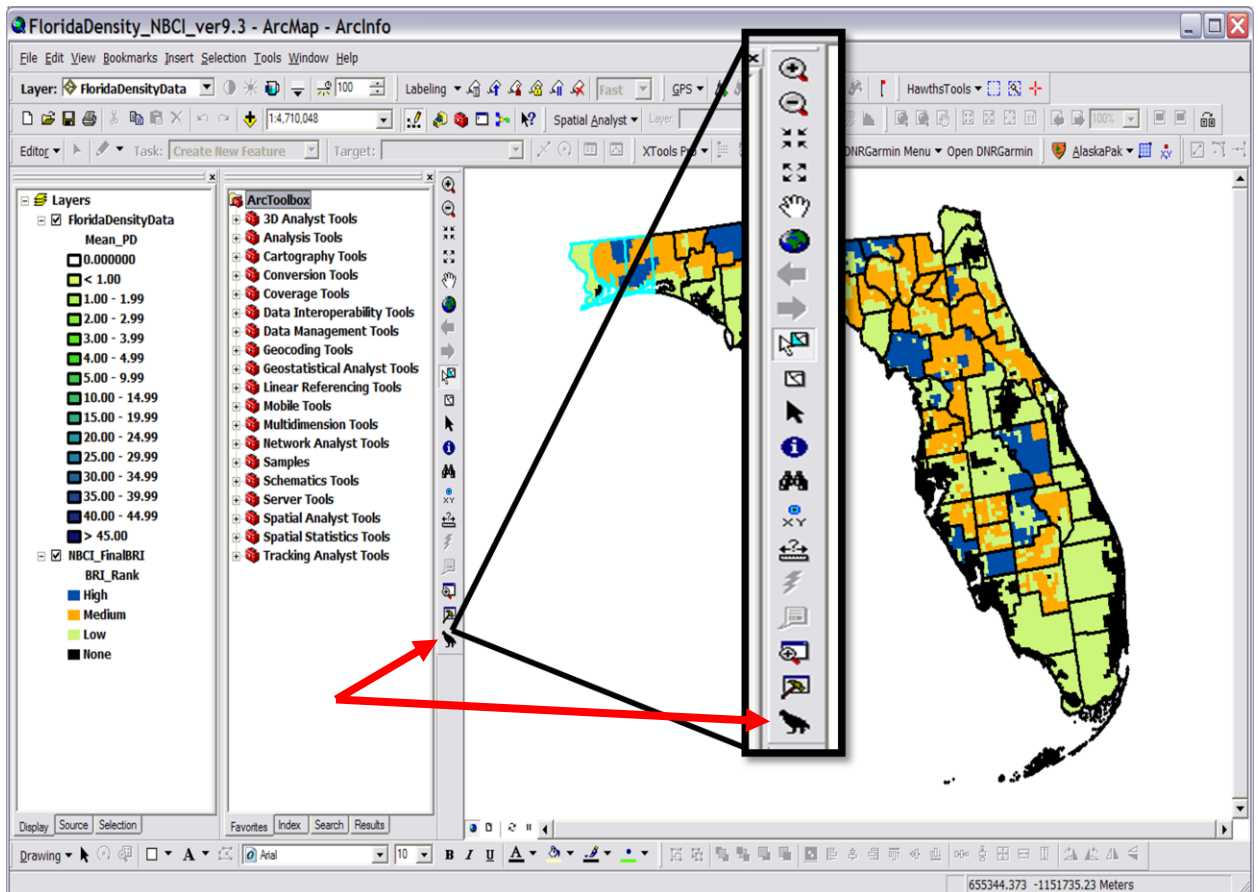
7. To select a county or multiple counties:
 - a. Click the Select Features tool (see blue circle below).



- b. Then click a county by moving the mouse-cursor over the county and left-clicking. To select multiple counties you can hold down the shift-key and left-click more counties. To deselect a county that is already selected hold down the shift-key and left-click the county you wish to deselect. Selected counties will be highlighted in a neon-ish blue color (see red box below).

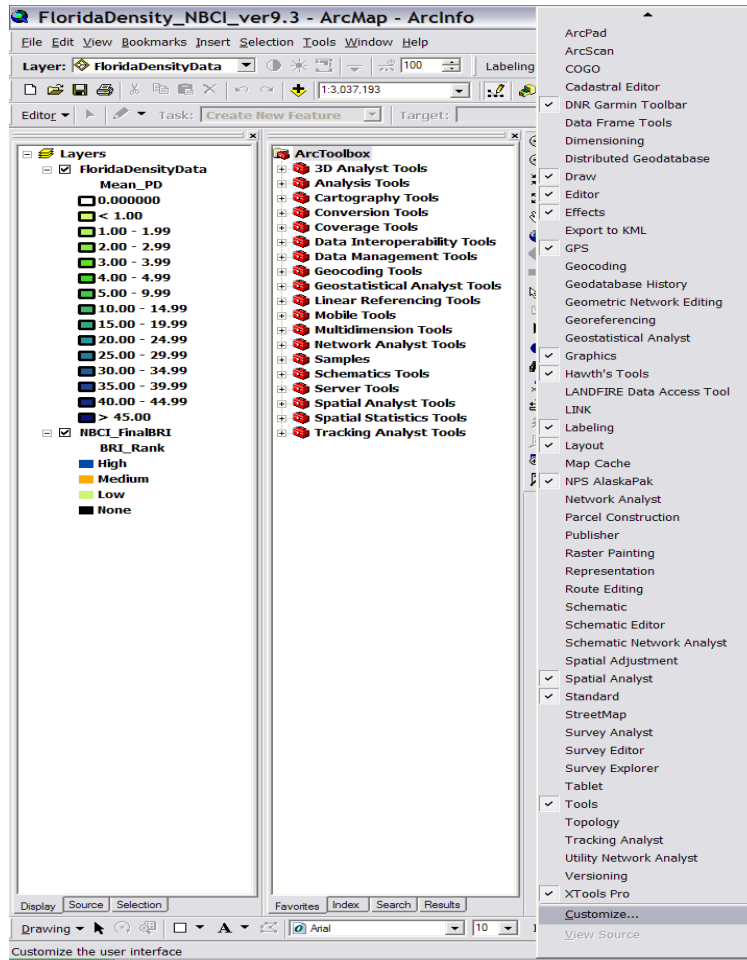


- To add estimated density information you will be using a Density Tool included as a GUI (graphical user interface) within ArcGIS/ArcMap. To access this GUI, click on the quail-bird in the standard toolbar (see red-arrow below) – also known as “punch the bird”.

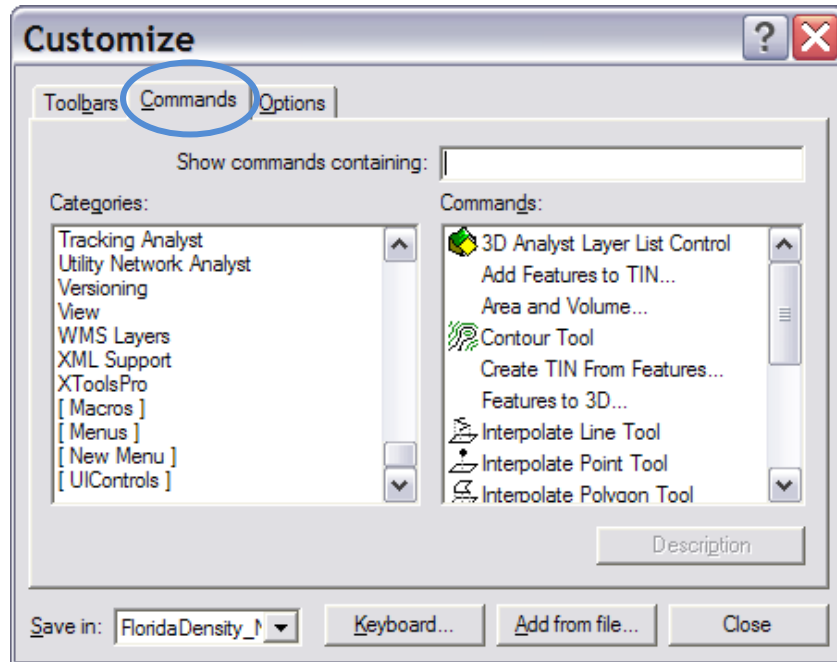


- If you see the Quail-bird button and you can click on the Density Tool GUI then you can skip to Step 10.
 What to do if the Quail-bird Density Tool Button is not there?? Sometimes the button gets lost in translation; this mostly occurs when using an older version (e.g., 9.2, 9.1, 9.0, 8.x). If you do not see the Quail bird button follow these steps:

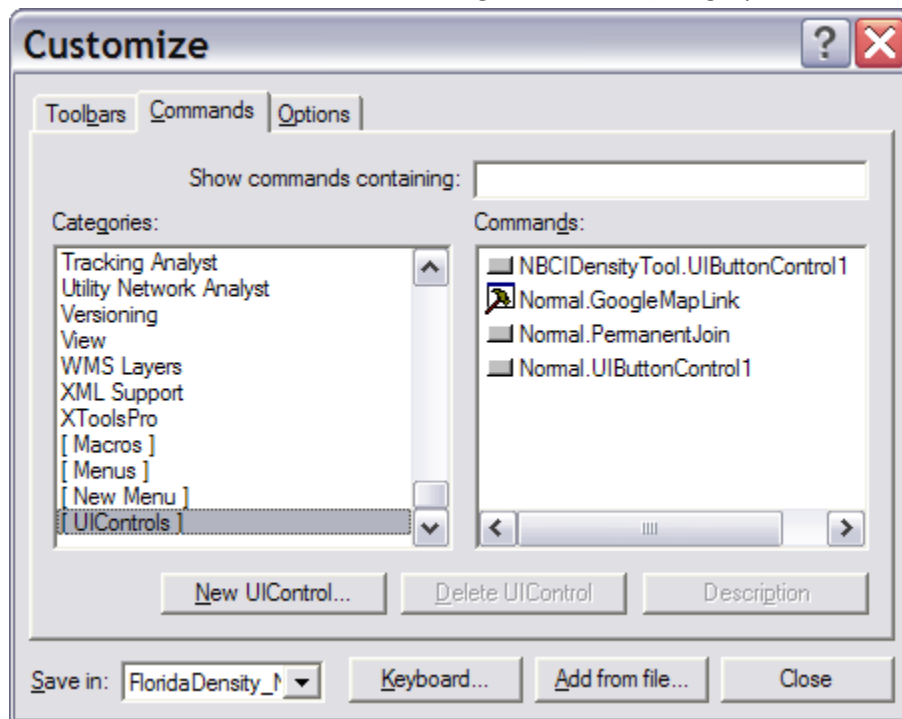
- a. Right-click where the quail bird should be (see red-arrows above in step 8).
- b. Select Customize... (see grey shaded region below)



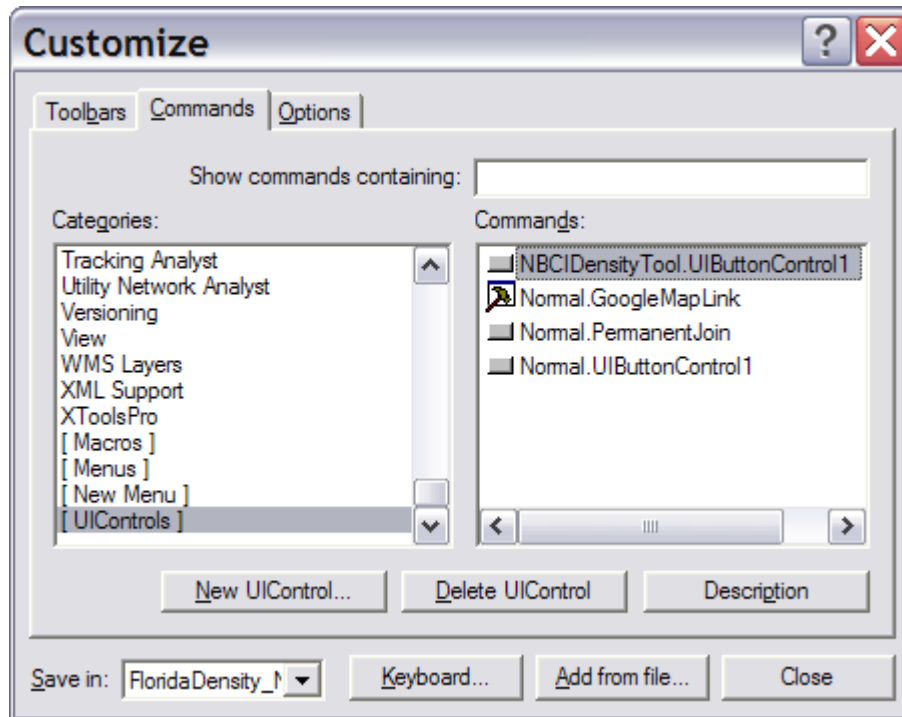
This should spawn a new window:



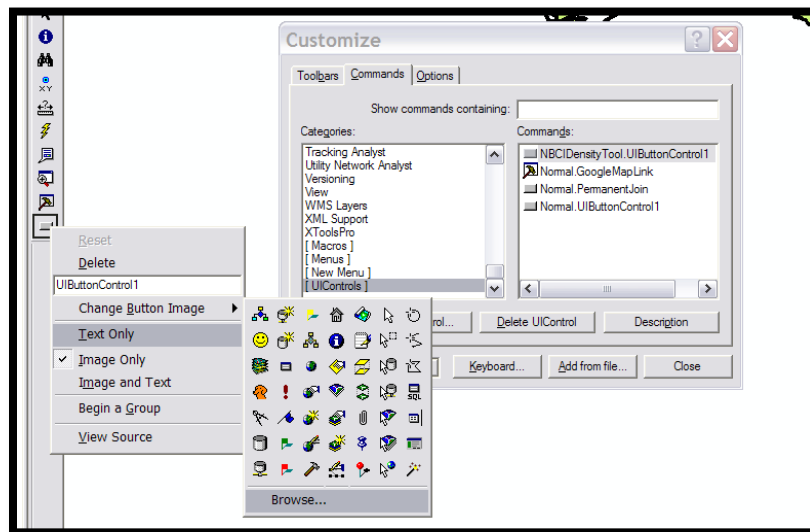
- c. Select the Commands Tab (see blue circle above).
- d. Then click on the UIControls in the Categories section (see grey-shaded area below).



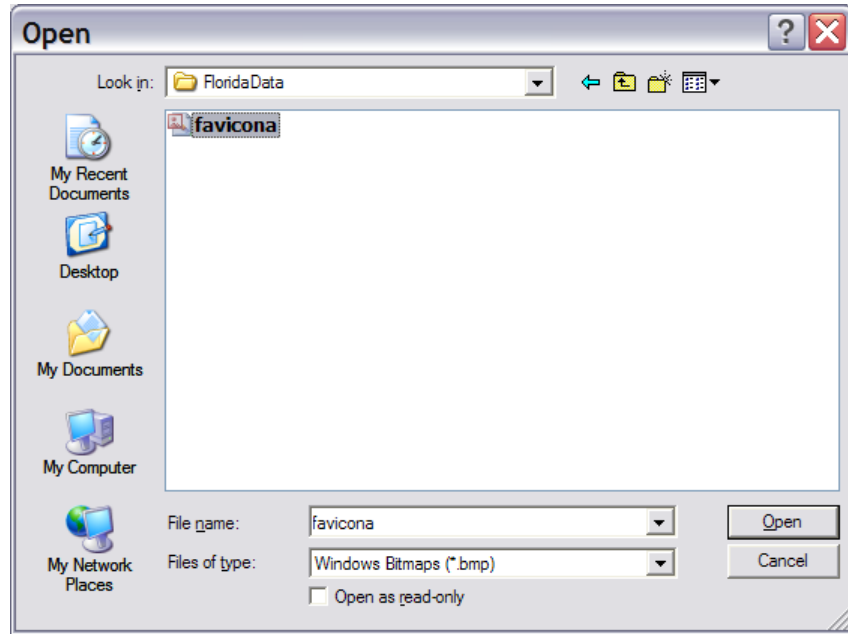
- e. Then right-click and hold the right-mouse button down on the NBCIDensityTool.UIButtonControl1 (grey-shaded region below) and then drag the NBCIDensityTool.UIButtonControl1 to where the quail-bird should be.



- f. The button should now work, but if you'd like to add the quail bird picture do the following:
 - i. Right-click and Select the Change Button Image and Select Browse (see grey-shaded region below):

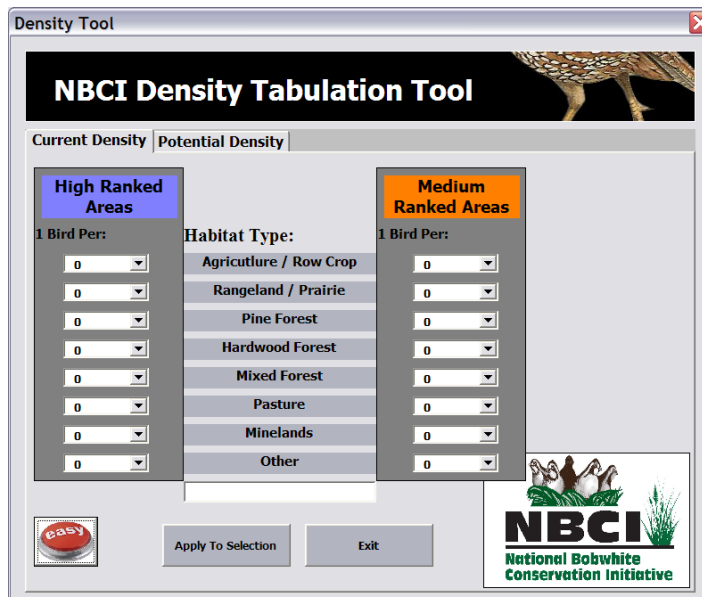


- ii. A new window will appear (the Open window). Browse to the DensityEstimation folder that you extracted earlier.
 - iii. Click the favicona image (.bmp) file.



- iv. Click Open.
- v. If this did not work or you are having problems, email me (theron@trs.org) or call me (850.508.4673).

10. This should spawn a new Density Tool Window – see below.



- 11. There are 2 tabs within the Density Tool GUI:
 - a. Current Density tab

Density Tool

NBCI Density Tabulation Tool

Current Density | Potential Density

High Ranked Areas

1 Bird Per:

0

0

0

0

0

0

0

0

Habitat Type:

Agriculture / Row Crop

Rangeland / Prairie

Pine Forest

Hardwood Forest

Mixed Forest

Pasture

Minelands

Other

Medium Ranked Areas

1 Bird Per:

0

0

0


0

0

0


0

0



Apply To Selection

Exit



b. Potential Density tab.

Density Tool

NBCI Density Tabulation Tool

Current Density | Potential Density

High & Medium Ranked Areas

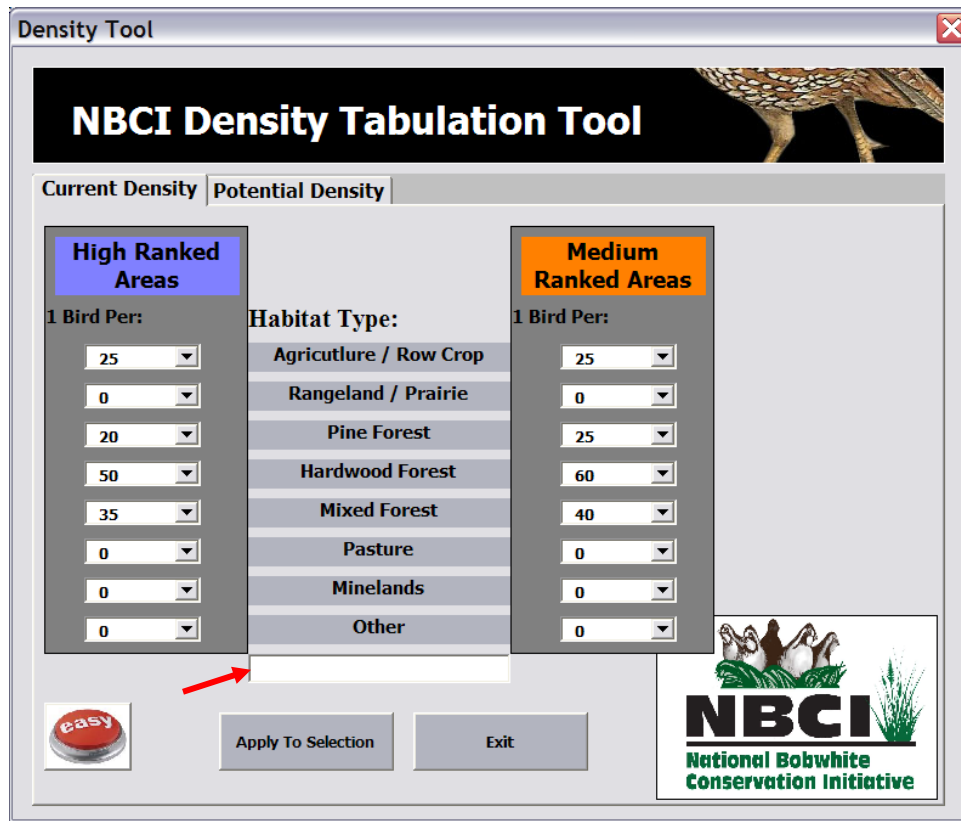
Reset

Check

	1	2	3	4	5	10	15	20	25	30	35	40	45	50+	
Agriculture / Row Crop	•	•	•	•	•	•	•	•	•	•	•	•	•	•	0
Rangeland / Prairie	•	•	•	•	•	•	•	•	•	•	•	•	•	•	0
Pine Forest	•	•	•	•	•	•	•	•	•	•	•	•	•	•	0
Hardwood Forest	•	•	•	•	•	•	•	•	•	•	•	•	•	•	0
Mixed Forest	•	•	•	•	•	•	•	•	•	•	•	•	•	•	0
Pasture	•	•	•	•	•	•	•	•	•	•	•	•	•	•	0
Minelands	•	•	•	•	•	•	•	•	•	•	•	•	•	•	0
Other	•	•	•	•	•	•	•	•	•	•	•	•	•	•	0

12. Assigning Densities.

- a. On the Current Density tab you can assign density information specific to habitat types for both High and Medium ranked areas. You do not need to ascribe a current density estimate for habitat types not found in the county (counties) being ranked. For example, we would suggest for the 3 counties highlighted in step 7b agriculture, Pine Forest, Mixed Pine Forest, and Pasture are the only 4 relevant habitat types. As such, we will only assign current density estimates to those habitat-types and leave the others as 0 (the default) – see below.



High Ranked Areas	Habitat Type:	Medium Ranked Areas
1 Bird Per: 25	Agriculture / Row Crop	1 Bird Per: 25
0	Rangeland / Prairie	0
20	Pine Forest	25
50	Hardwood Forest	60
35	Mixed Forest	40
0	Pasture	0
0	Minelands	0
0	Other	0

- b. Note: You may also add your own habitat type using the “Other “ category (see red arrow above). Simply type in your habitat type (e.g. WMAs).
- c. After filling in the Current densities as above, click On the Potential Density tab.
- i. Then select the radio(option)-buttons for the same habitat types used on the Current density tab (above from part 11a).

Density Tool

NBCI Density Tabulation Tool

Current Density Potential Density

High & Medium Ranked Areas Reset

1 2 3 4 5 10 15 20 25 30 35 40 45 50+ Check

Agriculture / Row Crop	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	0
Rangeland / Prairie	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	0
Pine Forest	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	0
Hardwood Forest	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	0
Mixed Forest	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	0
Pasture	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	0
Minelands	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	0
Other	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	0

Note: at this point only the radio-buttons are selected (see red arrows above) and the actual potential densities are still 0 (see red box above).

- ii. After you are happy with your selections for potential densities for each habitat type click the **Check** button (see green arrow below). This should change the potential densities (see purple box below) for each habitat type selected using the radio-buttons.

Density Tool

NBCI Density Tabulation Tool

Current Density Potential Density

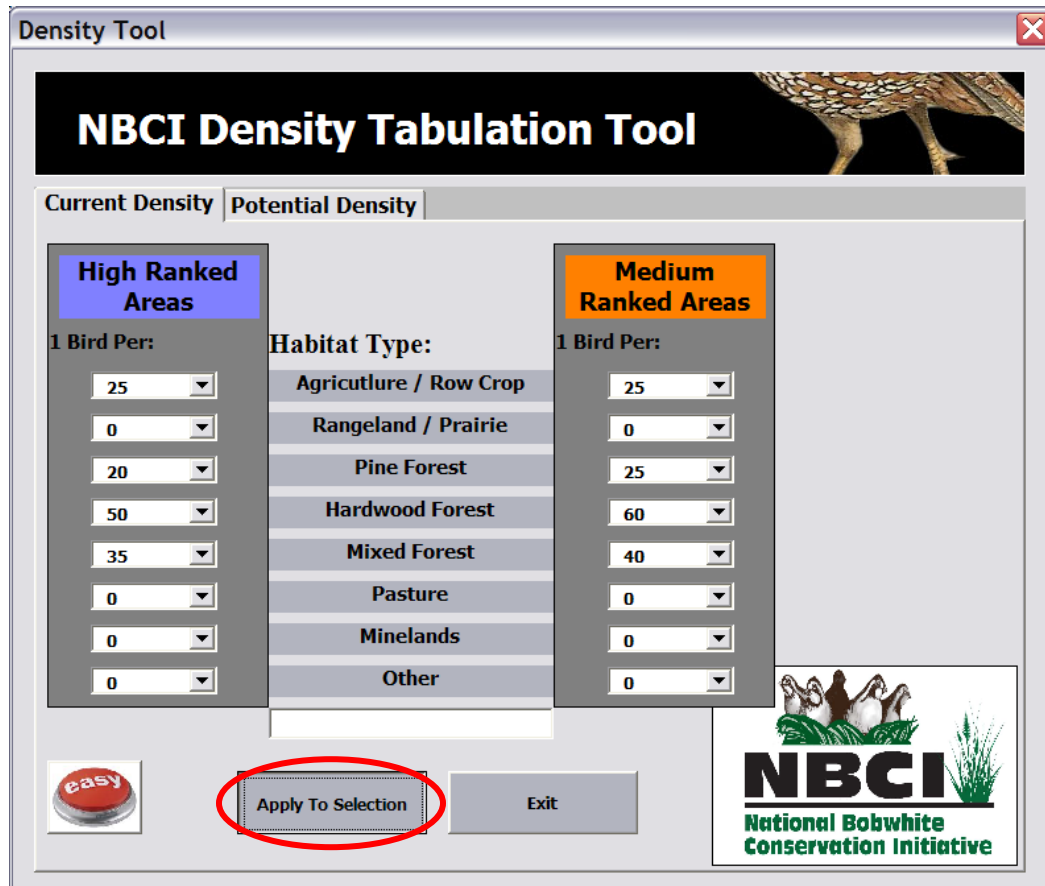
High & Medium Ranked Areas Reset

1 2 3 4 5 10 15 20 25 30 35 40 45 50+ Check

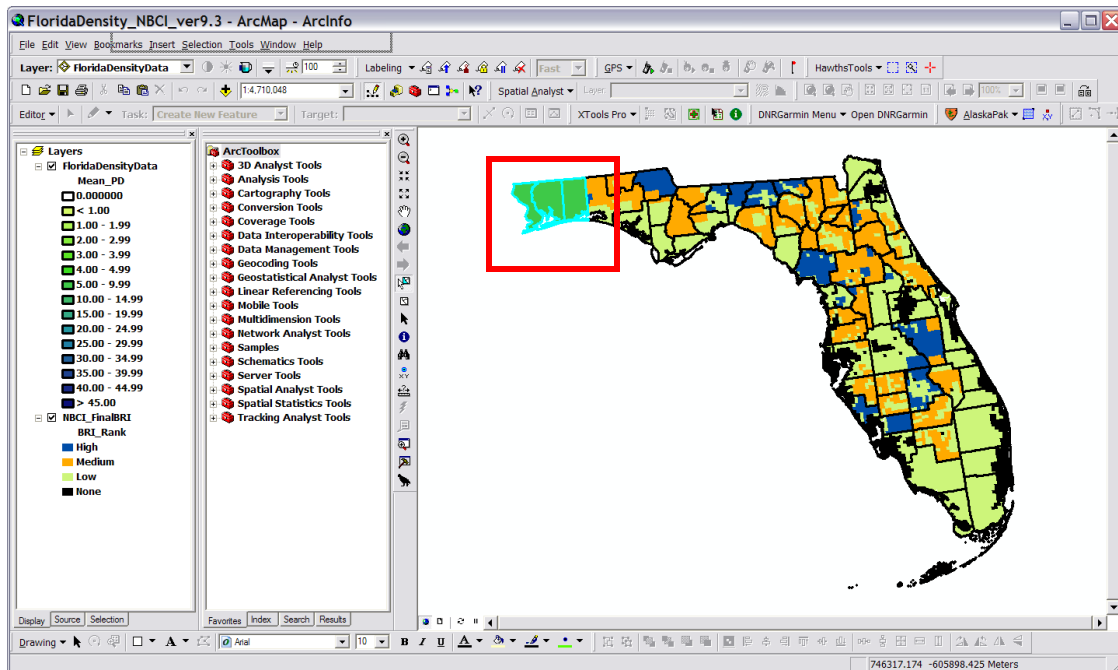
Agriculture / Row Crop	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	10
Rangeland / Prairie	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	0
Pine Forest	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	3
Hardwood Forest	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	15
Mixed Forest	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	5
Pasture	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	10
Minelands	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	0
Other . . .	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	0

- iii. If you change your mind and want to change these densities Click the Reset button and start over at selecting the potential densities using the radio-buttons followed by clicking the Check button.

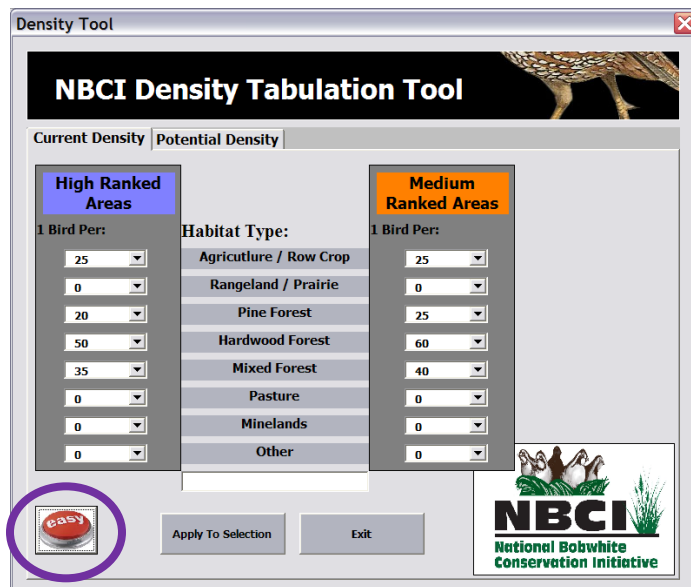
- 13. After you have assigned all the current and potential densities by habitat types. Click on the Current Density tab again.
- 14. Click Apply To Selection (see red circle below) to apply all the estimates assigned to the selected counties.



- 15. Notice that the Counties selected and assigned densities change colors – as seen below (see inside red box).



16. Click the Clear Selected Features button to deselect all features.
17. Repeat steps 7-15, selecting NEW counties, to complete density assignment for all counties in your state/region.
18. Finally, if you would like to change assigned density value:
 - a. Simply select the county;
 - b. Punch the bird (to open the Density Tool GUI);
 - c. Click the easy button (see purple circle below) – this will populate the GUI with previously entered values as seen below;



- d. Change the desired data/density values; and
- e. Click Apply To Selection.

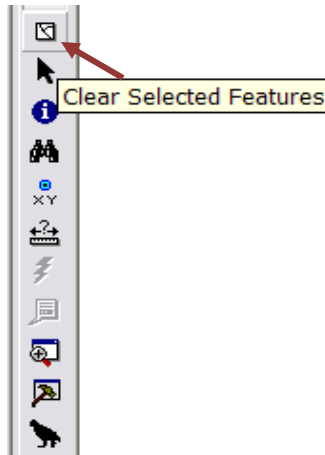
19. After you have made all current and potential density assignments zip/compress the StateData folder and send it to me (theron@ttrs.org) or your state contact via email.
20. If the file is too large to email follow the instructions below to upload the zipped/compressed StateData folder to our FTP site:
 - a. Step 1: Open Microsoft Windows INTERNET Explorer (Firefox does not seem to work for this protocol)
 - b. Step 2: Type in the following address: <ftp://mail.ttrs.org/Theron/NBCI/>
 - c. Step 3: Click View (on the Menu bar) and click Open FTP site in Windows Explorer
 - d. Step 4: You will be prompted to supply a username and password. Please use the following:
username: wildfire
password: ttrs
 - e. Step 5: Within the folder "DensityEstimates" are separate folders for each state. Copy and Paste your zipped/compressed StateData (e.g., FloridaData.zip) into your state's folder.
 - f. Then email me (theron@ttrs.org) to let me know you have uploaded your file(s) to the FTP site.

THANK YOU!!!! This process wouldn't be possible without your help and expertise!

EXTRA TIPS FOR EXPEDITING DENSITY TOOL USE

1. Using the EASY button:

- a. To change information already applied to a county. Here click the county that has already had density estimates applied, click the Density Tool GUI, and then click the EASY button. This will populate all values based on current values. Then simply change the density estimates as appropriate.
- b. To copy Information from one County to another county (or multiple counties). Select the county that you wish to copy values FROM, then click the Density Tool GUI and click the EASY button. Now click a new county (or multiple counties) that (Note: if you do not want to change the density values for the county that you are copying FROM first click the Clear Selected Features button – see below) you would like to copy the values TO.



2. Entering Values Manually:

- a. By using the Tab key and number keys. Click the Tab key on your keyboard to advance to the next density value and type in the density estimate using the number key pad on your keyboard.
- b. Decimal Places – you can enter number values that have multiple decimal places (e.g., 3.14, 5.66787, etc.)

3. Resetting Values:

- a. On the Current Density Tab/Form – Click the black Reset ALL Values button to reset values back to the default “NA”.
- b. On the Potential Density Tab/Form – Click the yellow Reset button to reset values back to the zero default value.