

Task: Making Donuts in ArcGIS 8.X

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Making donuts in 8x is not as simple as in 3x, but at least the attributes of the remainder polygon(s) are preserved in 8x. There are other ways to do this operation; here is what I do:

To create donut features simple situation (you only have a couple holes to create): In an edit session, select only the interior polygon you wish to clip (you may only select one at a time). From the Editor, choose Clip & leave buffer distance as 0. In Clip it will give you the option to delete or preserve the remainder. Hit OK. You may need to hit an additional "delete" to fully erase the inner polygon.

To create donut features when you have many holes & many polygons: In an edit session select all of inner polygons. From the Editor, choose Merge & pick any one of the polygons as the base to merge to. Now you can go to the Editor, Clip function and use as described above.

If you want to create donuts while creating the new features do the following: Sketch the outside of the polygon with the create new feature task. When you've got it the way you want, rather than double-clicking or saying finish sketch, right-click and pick "finish part". You can then draw the hole using the same task. When done with one hole, you can use "finish part" again and start drawing another, or you can double click or pick "finish sketch" to finish the polygon.