

## Lesson 18 –The Decision Editor

*Estimated time to complete: 30 minutes*

In this lesson, you will learn how to:

- Access the Decision Editor.
- Use each of the Decision Editor’s three components.
- Access decision content for editing and viewing purposes based on role.
- Display decision content and incident content in the Text Editor.
- Use the Text Editor tools.
- Edit decision content in a pending decision.

When you have completed WFDSS 101 Lessons 1-17, you’ve developed all the required inputs for your training incident. All that’s left to do is submit your decision for review, edit it as needed, and eventually, publish it. This lesson explains how to edit and complete a decision document by providing a guided tour through the Decision Editor and its parts. In Lesson 19, you will continue to edit and complete the decision for your training incident.

### Accessing the Decision Editor

An Incident Owner or Editor can access the Decision Editor from the Decisions tab, but only after you have:

- Created a pending decision by clicking **Create** on the Decisions page, and
- Selected the pending decision or a part of it and then clicked **Edit**.

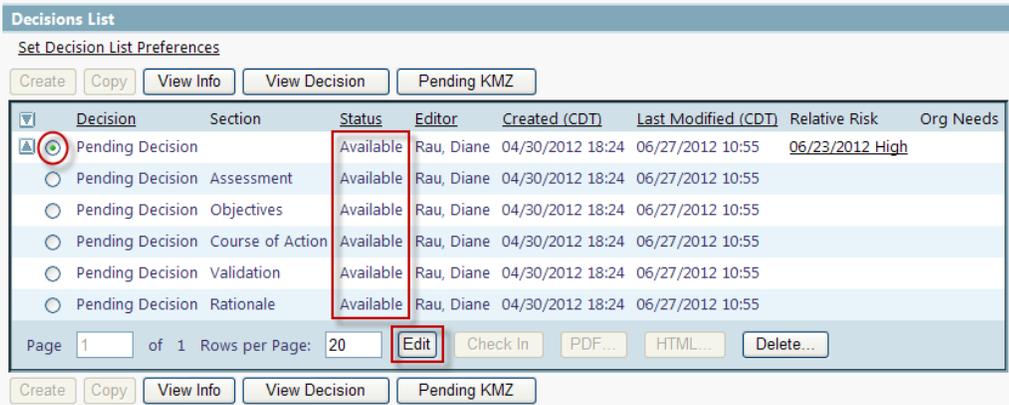
If you completed Lesson 12 in the WFDSS 101 series, you created a pending decision. When you place a decision or any part of a decision in edit mode, the Decision Editor opens and the decision or selected part of the decision is available for editing.

The Decision Editor is set up to allow multiple Owners or Editors to work on a decision simultaneously. This strategy saves time and helps a unit produce a decision document much more quickly than if multiple users work together to develop content from one WFDSS account. Users can check out and edit a portion of the decision and check it back in when they are finished. Checked out portions of a decision can only be edited by the user that checked it out, to eliminate the risk of multiple editors ‘walking’ on each other.

In the following exercise, you will navigate to the pending decision you created in Lesson 12 – Validation and Creating a Pending Decision and open the Decision Editor. As you proceed through the remainder of this lesson, you can follow along on your screen.

**To access the Decision Editor**

1. From the Incident List, select the incident with a pending decision that you want to edit, and then click **View Information**.
2. Select the **Decisions** tab.
3. Locate the pending decision in the list. In the example below, the full decision is selected at the top of the list. The primary parts of the decision are listed beneath it, and are also available for selection. If you don't see the primary parts of your decision, click the  expansion arrow beside the pending decision.



Decision	Section	Status	Editor	Created (CDT)	Last Modified (CDT)	Relative Risk	Org Needs
<input checked="" type="radio"/> Pending Decision		Available	Rau, Diane	04/30/2012 18:24	06/27/2012 10:55	06/23/2012 High	
<input type="radio"/> Pending Decision	Assessment	Available	Rau, Diane	04/30/2012 18:24	06/27/2012 10:55		
<input type="radio"/> Pending Decision	Objectives	Available	Rau, Diane	04/30/2012 18:24	06/27/2012 10:55		
<input type="radio"/> Pending Decision	Course of Action	Available	Rau, Diane	04/30/2012 18:24	06/27/2012 10:55		
<input type="radio"/> Pending Decision	Validation	Available	Rau, Diane	04/30/2012 18:24	06/27/2012 10:55		
<input type="radio"/> Pending Decision	Rationale	Available	Rau, Diane	04/30/2012 18:24	06/27/2012 10:55		

Selecting the full decision allows access to all of the decision content in the Decision Editor. Selecting just a section allows access to just that section in the Decision Editor. Typically, it is best to just edit one section of a document at a time. This enables other users to edit other sections of the decision at the same time. For this exercise, you will check out the entire document so that you will be able to see the entire document in the Decision Editor.

In the example above, the entire decision and all of its sections are currently **Available**, as noted in the Status column. Available means that the decision and its parts are available for editing and are not checked out by any Incident Owners or Editors. Is your decision available or have portions of it been checked out by other users?

If another Owner or Editor were editing the decision or section of the decision, the decision would be **Locked** and the portion of the decision being edited would have **Being Edited** in the Status column. In the example below, the Assessment section of the decision is being edited and as a result, the pending decision is locked. A locked decision cannot be checked out for editing or submitted for review and publishing, but available sections of a locked decision can still be checked out for editing.

Decisions List

[Set Decision List Preferences](#)

Create Copy View Info View Decision Pending KMZ

<input type="checkbox"/>	Decision	Section	Status	Editor	Created (CDT)	Last Modified (CDT)	Relative Risk	Org Needs
<input type="checkbox"/>	Pending Decision		Locked	Rau, Diane	04/30/2012 18:24	06/27/2012 16:38	06/23/2012 High	
<input checked="" type="radio"/>	Pending Decision	Assessment	Being Edited	Rau, Diane	04/30/2012 18:24	06/27/2012 16:38		
<input type="checkbox"/>	Pending Decision	Objectives	Available	Rau, Diane	04/30/2012 18:24	06/27/2012 16:38		
<input type="checkbox"/>	Pending Decision	Course of Action	Available	Rau, Diane	04/30/2012 18:24	06/27/2012 16:38		
<input type="checkbox"/>	Pending Decision	Validation	Available	Rau, Diane	04/30/2012 18:24	06/27/2012 16:38		
<input type="checkbox"/>	Pending Decision	Rationale	Available	Rau, Diane	04/30/2012 18:24	06/27/2012 16:38		

Page 1 of 1 Rows per Page: 20 Edit Check In PDF... HTML... Delete...

Create Copy View Info View Decision Pending KMZ

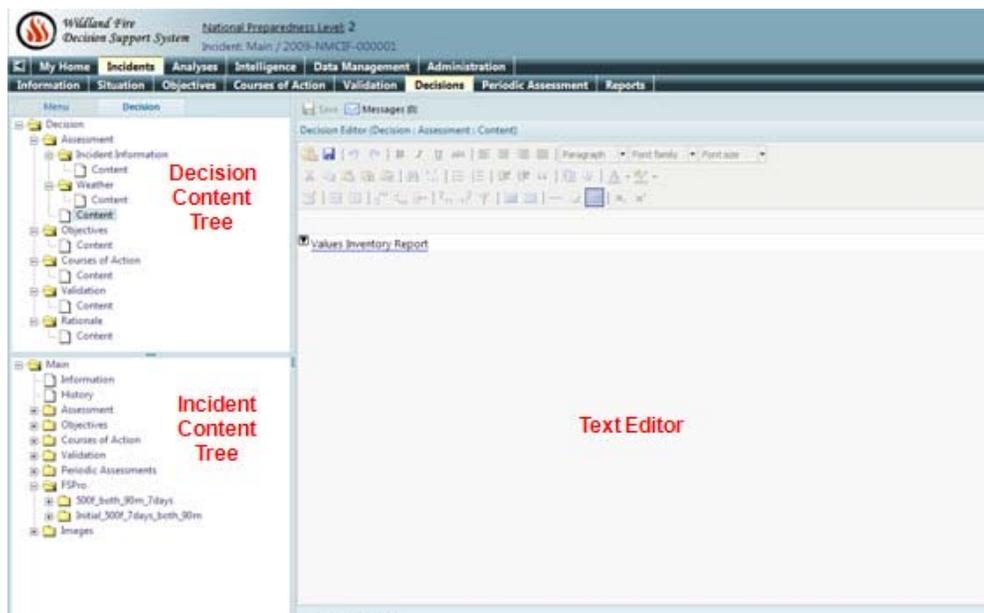
4. Verify that the decision and each of its sections are Available. If any section is Being Edited, you must wait until the person editing that section has checked the content back into the Decision If you are a decision Owner, can override the Being Edited status if needed.
5. Click **Edit**. The Decision Editor opens.

### About the Decision Editor

The Decision Editor allows Incident Owners and Editors to add supportive text, images, and information to a decision document to help tell the story of an incident. In essence, this supportive content connects the primary parts of a decision together; it makes a decision easier to read and helps get your message across.

The Decision Editor is comprised of three parts:

- The Decision Content Tree,
- The Incident Content Tree, and
- The Text Editor.



You must complete edits to the primary parts of a decision (Objectives, COA, Validation, etc.) on the individual tabs for each section, but the Decision Editor allows you add additional content to any section of a decision document. You can type text freely, to describe inputs in more depth, or describe the reasons why you developed a particular input (or chose not to for that matter). You can also add images or other items saved or uploaded to Incident Content.

## The Incident Content Tree

The Incident Content Tree is a collection of all content associated with an incident, parts of which will be used in building a decision. It's available to an Incident Owner or Editor when editing a pending decision or just a section, and contains all of the content for an incident that has been:

- Saved or captured from a WFDSS display or map.
- Uploaded from outside of WFDSS.
- Published in past decisions.
- Included in a current pending decision.

When using the Decision Editor, the Incident Content Tree is located in the left pane, beneath the Decision Content Tree. Incident Owners and Editors can access the Incident Content Tree when editing a pending decision and can add content from the incident content to the decision content using the Text Editor tools. To view incident content, you must change the Text Editor view from decision content to incident content by clicking **Incident Content** at the bottom of the page. You can select **Decision Editor** (located above Text Editor tools) to return to the decision content view.

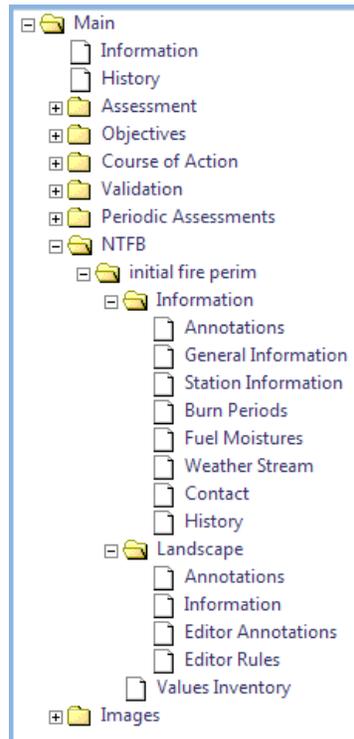
Content captured or saved from a WFDSS display or map, or uploaded from outside of WFDSS is saved to the Incident Content Tree, as it contains the documentation history of the incident. It is not automatically added to the decision content for a pending decision; you will have to add the content manually. For example, if you upload a photo of fire behavior for an incident, the image is stored in the images folder in the Incident Content Tree (see [Uploading Images](#) in the WFDSS online help). From there, you can insert it into the decision content, wherever you see fit. If you do not manually add a saved, captured, or uploaded image to your decision content, the image remains in the incident content, unused.

The Incident Content Tree will include (at a minimum):

- **Incident Information and History:** All the information found on the Incident Information page, and a history of what's happened with the incident
- **Assessment:**
  - *Fire Weather* contains two forecasts:
    - The Ignition Forecast is the current forecast for the fire weather zone that the ignition point of the fire is located in.

- The Planning Forecast is the current forecast for the fire weather zone that the majority of the planning area is located in (the Planning Forecast is the forecast included in the Decision Content Tree).
  - *Fire Danger* includes an ERC-G Fire Danger Rating Chart for the nearest recording weather station.
  - *Planning Area* contains a list, by date and time, of published decisions. Selecting a date reveals the planning area size and associated Values List for that decision, as well as the list of values queried that produced no results.
- **Objectives:**
  - The *FMU List* contains a list of all FMUs that intersect the planning area in the current pending decision.
  - Incident Objectives, Incident Requirements, Strategic Objectives and Management Requirements for that decision.
- **Course of Action (COA):**
  - A list, by date and time, of published decisions. Selecting a date reveals the COA and its estimated cost for that decision.
  - *Management Action Points* contains a list, by date and time, of published decisions. Selecting a date reveals the list of MAPs included in that decision, as well as associated MAP costs, conditions, actions and resources. If no MAPs were created for an incident, no MAP folder will exist.
- **Validation:**
  - *Validation History* documents the Validation history for the incident.
  - *Current Relative Risk* documents the current Relative Risk for the current pending decision.
  - *Current Organizational Needs* contains the current Organizational Needs Assessment (ONA) information for the current pending decision. Unlike the Relative Risk assessment information, the ONA is not automatically included in the decision content.
- **Periodic Assessments (PA):**
  - Assessment History contains the Periodic Assessment History List. The list documents the periodic assessment history for the incident.
  - Information contains the periodic assessment status and settings information:
    - Documents if the decision is still valid and if the PA is overdue.
    - Tells when the next assessment is due
    - State the number of days between assessments
    - Specifies if an email reminder is sent before the next assessment is due
- **Images:** Contains all saved, captured or uploaded maps, photos, weather-related images or miscellaneous images. The Images folder contains a folder for each type of image, and within each individual folder, the images will be saved to a folder named after the Incident Owner or Editor who saved, captured or uploaded the image.

The Incident Content Tree may contain fire behavior analysis input and some output information if those particular analyses for an incident are accepted as complete. Fire Behavior model settings and inputs are saved to Incident Content, as well as lists of known values that intersect model outputs such as Values Lists or Values at Risk inventories. In the example below, specifics related to a NTFB run that was accepted as complete are available for viewing as well as reuse in the incident content.



Carefully evaluate the incident to determine what types of information would be appropriate for inclusion in a pending decision.

For instance, maybe an accepted FSPRO run shows the potential for fire growth in a direction not previously considered. If you are including the model outputs in your pending decision, you may also add the Wind Rose for the weather station used for winds by the FSPRO run if it demonstrates that historical wind patterns affected model outputs and could potentially affect fire growth.

Fire behavior analysis content saved to the Incident Content Tree is textual in nature and does not contain images of fire behavior outputs. These types of Images must be captured by an Incident Owner or Editor, and then manually added to the Decision Content Tree from the Images folder in the Incident Content Tree. Doing this ensures the images are included in a pending decision.

### The Decision Content Tree

The Decision Content Tree contains all the content included in a particular pending or published decision and is available to:

- Incident Owners and Editors when viewing or editing a pending decision.

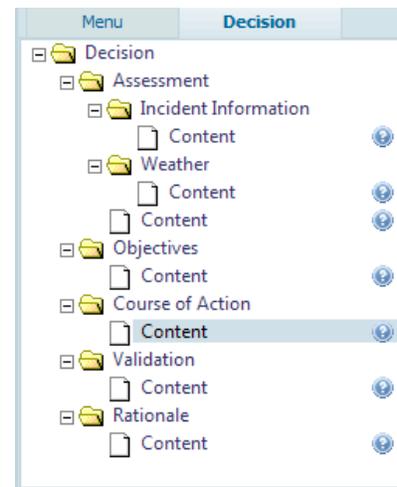
- All WFDSS users when viewing a published decision.

You can select an entire decision for viewing or editing, or just a section, and the Decision Content Tree will contain only the content you've selected.

Within the Decision Content Tree, each section of a decision has its own Content folder, and this folder contains the content for that part of the decision. When you open the Content folder, you can view and/or edit the contents of that folder in the Text Editor. In these folders, you can add text or other supportive information to help tell the story of the incident.

The Decision Content Tree is located at the upper left of the Decision Editor if you are editing a pending decision, and in the left pane if you are viewing a pending or published decision. If the entire decision is selected for viewing or editing, the Decision Content Tree includes (at a minimum):

- **Decision (published decision only):**
  - *Decision Summary* contains published date, estimated cost, Incident Owners, Editors, Reviewers, Approvers, and National Preparedness Level.
  - *Decision History* documents when a decision has been created, reviewed, approved, and published.
- **Assessment:**
  - *Incident Information* contains Incident Information and an Incident Map (Incident Map auto-populates in Decision Content if a planning area is drawn and a fire perimeter is saved.)
  - *Weather* contains a current Fire Weather Zone Forecast for the planning area and is a place you can put long-term assessment information.
  - *Assessment Content* contains a *Values Inventory Report* that displays a list of values located in the planning area, and a list of values that were queried, but produced no results.
- **Objectives:**
  - *Incident FMU List* contains a list of all FMUs intersected by the planning area.
  - *Incident Objectives* contains a list of Incident Objectives included in the current pending or published decision.
  - *Incident Requirements* contains a list of Incident Requirements included in the current pending or published decision.
  - *Strategic Objectives* contains a list of Strategic Objectives specific to the FMUs that intersect the planning area in a pending or published decision.
  - *Management Requirements* contains a list of Management Requirements specific to the FMUs that intersect the planning area in a pending or published decision.
- **Courses of Action (COA):**



- *Course of Action* contains a list of all Action Items included in the current pending decision.
- *Management Action Point Map Image* is a map of the current MAPs and the planning area.
- *Management Action List Report* contains a brief summary of each MAP included in a pending or published decision.
- **Validation:**
  - *Validation History* captures when a COA was validated, by whom, and associated comments.
  - *Relative Risk* contains the overall Relative Risk rating, potential incident duration, who completed the Relative Risk assessment and when, and notes for each rating chart. The rating charts themselves do **not** carry over into a decision document.
- **Rationale:** Contains the reasons why an agency administrator has chosen to create a decision and documents the dialog between Agency Administrators and the next level of line up the chain of command (see Lesson 17 for more information about Rationale).

An Incident Owner or Editor can edit content in or add content to the Decision Content Tree until a decision has been submitted for review. Content displayed in the Decision Content Tree is automatically included in the decision document. To add decision content, you must use the Decision Editor to manually add the appropriate content from the Incident Content Tree to the Decision Content Tree, as needed for your particular incident.

### To Access Pending Decision Content for Editing Purposes

To edit content in a pending decision, you must be an Incident Owner or Editor. For additional information about editing a decision, see [Editing Decision Content](#).

1. From the decisions page, click the pending decision or the part of the pending decision you would like to edit.
2. Click **Edit**. The decision editor opens to reveal the Decision Content Tree, Incident Content Tree, and Text Editor.
3. Locate the decision content folder(s) in the upper left area of the screen and click a Content folder to reveal its contents in the Text Editor.
4. Make edits as needed by typing text, copying/pasting text, or inserting content and/or images from the incident content.
5. Click **Save** after each edit.

### To Access Decision Content for Viewing Purposes

To view content in a pending decision, you must be an Incident Owner, Editor, or Reviewer. Any WFDSS user can view content in a published decision.

1. From the Decisions page, click the pending or published decision or section of a pending or published decision you would like to view.

2. Click **View Decision**. The decision editor opens to reveal the Decision Content Tree and Text Editor.
3. Locate the decision content folder(s) in the upper left area of the screen and click a Content folder to reveal its contents in the Text Editor.
4. When you are finished viewing the pending decision or a section of it, click the **Decisions** tab to return to the decisions page where you can check out a different decision or section of a decision if needed.

### The Text Editor

The Text Editor is both a display and a set of editing tools that are available to Incident Owners and Editors to develop a decision document. Specifically, the Text Editor allows you to:

- Display content from the Decision and Incident Content Trees, and
- Edit content in the Decision Content Tree:

The decision is more than just a sum of its parts, it’s a document and like any document, if it’s organized and formatted, it will clearly communicate its intent and its content will be easy to read and interpret.

When you’re editing a decision, think about what types of information would be appropriate and pertinent for you to add that will explain your strategy for managing the fire and are evidence of sound risk management. Make your case and support your decision with text and supporting images that justify selections made on the Relative Risk and Organizational Needs Assessments.

The Text Editor is a powerful decision editing tool that enables you to create an effective decision document that contains whatever type of information you want it to contain. When the published decision is downloaded, a reader previously unfamiliar with your incident should be able ‘see’ your fire and why you’ve chosen the objectives and COA that you did.

A brief summary of the Text Editor tools follows, along with detailed instructions of how to add content to your pending decision.

### Using Text Editor Tools

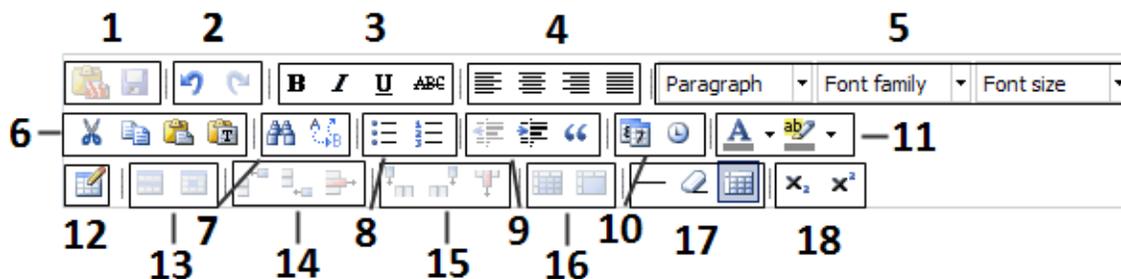
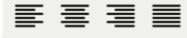


Figure 1: Text Editor Tool Bar

Toolbar Number	Toolbar Icon	Description
1		<b>Insert WFDSS content:</b> Used to insert incident content into the decision content. Click the decision content folder that you want to add content to, highlight the content in the incident content tree that you want to insert, place your cursor in the Text Editor where you want to insert the content, click the Insert WFDSS content tool.
		<b>Save:</b> After each edit, click <b>Save</b> to save your changes. If you fail to click <b>Save</b> and you navigate to another section of the decision or you leave the decision editor, all edits since the last save are lost (Ctrl + S).
2		<b>Undo</b> recent changes (Ctrl + Z) or <b>Redo</b> (Ctrl + Y) recent changes
3		<b>Font Options:</b> Bold (Ctrl + B), Italicize (Ctrl + I), Underline (Ctrl + U), or Strikethrough
4		<b>Alignment Tools:</b> Align your text Left, Center, Right or Full;
5		<p><b>Style and Font Size:</b> Change the Style, Font, or size of font. These options allow you add more than just words to a decision, you can:</p> <ul style="list-style-type: none"> <li>• Assign styles to text you manually add such as subject headings or titles; these types of additions will help delineate your document and get your message across. For instance, in your pending decision, you can type “Fire Behavior Analysis Outputs” above images of model outputs and assign it a Heading 1 so that the audience knows that Fire Behavior Outputs are to follow, or</li> <li>• Increase font size or modify font face to emphasize a point or make content stand out. For instance, if predicted weather calls for deteriorating conditions for an extended period, you could add a phrase above the Fire Weather Zone Forecast in the Weather Content folder that summarizes the expected weather severity, and assign it a different font and a large size so it stands out in the document.</li> </ul> <p>To restore font family and size to defaults, highlight the text and click the Remove  Formatting button beneath it (17).</p>
6		<b>Cut, Copy and Paste:</b> The WFDSS application accepts a wide variety of cut, copy, and paste options and you can use the tools to add text from within WFDSS or from outside of WFDSS. You can typically use any combination of cut and paste tools in this display as well as Ctrl +X, Ctrl +C, and Ctrl +V for cut, copy and paste. Since WFDSS was designed to work with Internet Explorer, various combinations may/may not work with other browsers.

Toolbar Number	Toolbar Icon	Description
		<b>Paste as Plain Text:</b> Allows you to paste text, typically from outside of WFDSS, that has been stripped of formatting like headings, font styles and hyperlinks.
7		<b>Find and Find/Replace:</b> The Find and Find/Replace tools work when you are trying to locate a word or words that you manually typed within a section of a document or want to replace those words with something else. You must use the tool within each section individually, as the application does not search the entire document, but only the content folder selected for display/editing in the Text Editor.
8		<b>Lists:</b> Unordered and Ordered lists allow you to create simple bulleted or numbered lists.
9		<b>Outdent and Indent:</b> Helps you align content the way you want it.
		<b>Blockquote:</b> Helps you define a block quotation within the text. A Block quotation is used to identify a large section of content from another source.
10		<b>Timestamp:</b> Allows you to insert a date and/or a time stamp within the content. This could be helpful if numerous Editors are editing content and a timeline is necessary.
11		<b>Select Text Color:</b> This tool allows you to change the color of the font.
		<b>Select Background Color:</b> This tool allows you to highlight text. To remove highlighting, you can use the Remove formatting  button beneath it (17).
12		<b>Insert New Table:</b> Allows you to insert a new table. Although you can cut, copy, and paste simple tables into the Text Editor, it's recommended that you build new tables using this tool. Table's cut/copied/pasted into WFDSS can contain hidden formatting that can corrupt content. When you create a table, try modifying the properties to get some practice using the various table tools available.
13		<b>Table Row Properties:</b> This tool allows you to modify a row or rows in a table. You can modify row type, alignment properties, or assign color if you choose.
		<b>Table Cell Properties:</b> This tool allows you to modify a cell or cells in a table. You can modify cell type, alignment properties, or assign color if you choose.
14		<b>Insert Row Before:</b> This tool allows you to insert a row above a cell or row you've selected in a table.

Toolbar Number	Toolbar Icon	Description
		<b>Insert Row After:</b> This tool allows you to insert a row below a cell or row you've selected in a table.
		<b>Delete Row:</b> Allows you to delete a row in a table.
15		<b>Insert Column Before:</b> This tool allows you to insert a column to the left of a cell or column you've selected in a table.
		<b>Insert Column After:</b> This tool allows you to insert a column to the right of a cell or column you've selected in a table.
		<b>Delete Row:</b> Allows you to delete a row in a table.
16		<b>Split Merged Table Cells:</b> Allows you to split table cells that have been merged either in WFDSS, or before copying into WFDSS.
		<b>Merge Table Cells:</b> Allows you to merge cells in a table. You can undo the merge with the <b>Split Merged Table Cells</b> tool beside it.
17		<b>Insert Horizontal Line:</b> Allows you to insert a horizontal line anywhere in a document or table. To delete a horizontal line, position your cursor at the start of the line near the left margin and click <b>Delete</b> on your keyboard.
		<b>Remove Formatting:</b> Allows you to remove formatting applied to text or a table. Select the content you want to modify, and then click the tool.
		<b>Show/Hide Guidelines/Invisible Elements:</b> Allows you to show or hide elements, such as table framework, within a document. If you choose to hide all such elements, the change applies to the entire document. Click the tool a second time and the elements are available for viewing.
18		<b>Subscript:</b> Allows you to display text as Subscript, as $x_2$ in this example.
		<b>Superscript:</b> Allows you to display text as Superscript, as $x^2$ in this example.

Figure 2: Text Editor Toolbar Icons

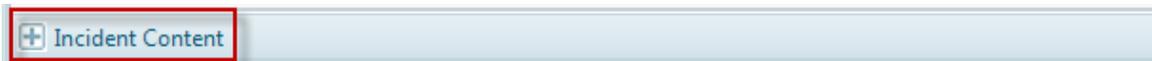
## Displaying Content in the Text Editor

Within the Text Editor, you can easily switch from viewing decision content to viewing incident content and vice versa. This is helpful because:

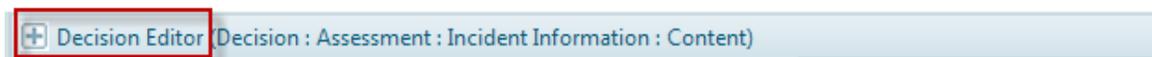
- You can view incident content before adding it to your decision content, so that you can be sure you are adding the correct image or text.
- You can access and review published decision content without having to return to the **Decisions** tab and open a published decision.

### To display incident content:

1. Select the incident content you would like to view, and then click the plus sign to the left of the **Incident Content** option at the bottom of the page. Doing this changes the view from decision content to incident content.



2. Click the **Decision Content** option above the Text Editor tools to return to the decision content display.



## Editing Decision Content

The Text Editor provides a set of tools that allow you to edit content in a pending decision. Specifically, you can add content to a pending decision to help tie the sections of your decision together. Additional text can help you:

- Strengthen your decision document.
- Describe your incident in greater detail.
- Justify choices you've made in selecting inputs.

After each addition or edit, make sure you click **Save**. You can add text and other types of content to pending decision content using the Insert WFDSS Content  (1\*) and the Cut, Copy and Paste

 tools (6\*).

*\*See above table for additional information about these tools.*

## What types of content can I add to a pending decision?

You can add the following to your decision content:

- Text or tables developed using the Text Editor tools or copied/pasted from outside of WFDSS, or
- Images or other types of content from the Incident Content Tree.

You can edit sections of a pending decision that are Available (not being edited by someone else) until the decision is submitted for review/approval. Submitting a pending decision for Review/Approval locks a decision until it is either Approved or Rejected. Rejected decisions return to pending status and for additional content and edits.

#### To add text or a table to a decision:

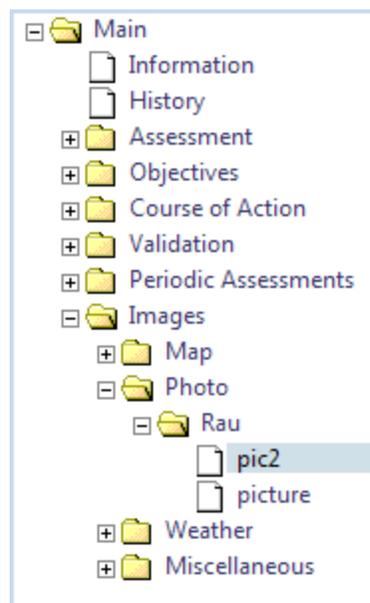
1. From the Incident List, select the incident with a pending decision that you want to edit, and then click **View Information**.
2. Click the **Decisions** tab.
3. Locate the pending decision or section of decision you want to edit, select it from the list, and then click **Edit**. The Decision Editor opens.
4. Place your cursor in the text editor where you'd like to add text, and:
  - Manually type content,
  - Cut or Copy text or a table from inside or outside of WFDSS and paste using Ctrl + C, Ctrl + V or the cut, copy and paste tools (6), or
  - Click the Create/Edit table tool to create a table (12), and add content to the table cells.
5. Click **Save**.

*\*See above table for additional information about these tools.*

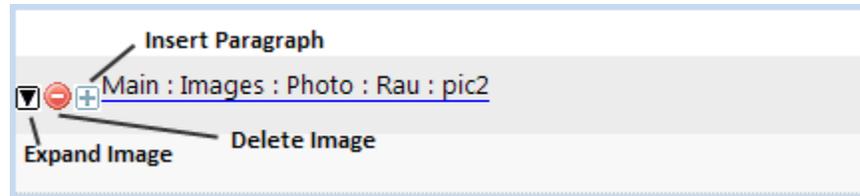
#### To add images and/or content from the Incident Content Tree:

1. From the Incident List, select the incident with a pending decision that you want to edit, and then click **View Information**. The Incident Information page appears.
2. Click the **Decisions** tab.
3. Select the pending decision or section of decision you want to edit, and then click **Edit**. The Decision Editor opens.
4. Select the Decision Content file (in the Decision Content Tree in the upper left) that you would like to add content to. The current contents of the file display in the Text Editor.
5. Locate the incident content (in the Incident Content Tree, lower left) that you want to add to your decision content and select it. In the example below, an image titled **pic2** is selected.

Note that the Insert WFDSS Content  tool in the Text Editor toolbar activates and is no longer greyed out.



6. Place your cursor in the Text Editor where you want to add the content.
7. Click the Insert WFDSS Content  tool. The content is added where you placed your cursor in step 6.



Once an image is added, it can be expanded for viewing, deleted, or you can add text above or below it.

8. Click **Save**. The content is now part of the pending decision document. If you navigate away from the page before saving your content, your edits are lost.
9. When you are finished with your edits, navigate back to the **Decision** tab to check-in the pending decision or section of the decision you were editing.

## Summary

Together, the Decision Content Tree, Incident Content Tree, and the Text Editor combine to create a powerful decision editing tool that helps an Incident Owner or Editor develop effective and thorough documentation for an incident. In this lesson, you've gained the skills to do this and in Lesson 19, you will create a decision document for your training incident.

### Search for these related topics in the help:

- [Decision Making: An Analytic Deliberative Process](#)
- [Uploading images](#)
- [Editing a Decision](#)
- [About the Decision Content Tree](#)
- [Decision Content Tree](#)
- [Incident Content Tree](#)