# Project Territory (Markup) Plugin

Project Plugins · https://www.easyterritory.com/documentation/territory-designer/project-plugins/project-markup-plugin/

One of the key benefits of **EasyTerritory** is the ability to make **territory data available through a REST API**. This is accomplished using the **Project Territory (Markup) Plugin**.

The plugin allows users to:

- Persist territory polygon data to SQL Server
- Expose territory data for use by the EasyTerritory REST API
- Create reusable catalog layers based on territory boundaries

This plugin is a foundational component used by other EasyTerritory features, including territory lookups and workflow plugins.

## Step 1. Creating the Source Project

The first step in setting up the **Project Territory (Markup) Plugin** is to create a **source project** containing your territory definitions.

1. Create a new EasyTerritory project.
2. Build your territories using one or more geographic boundary layers, such as:
    - ZIP / Postal Code boundaries
    - County boundaries
    - State boundaries

### Territory Hierarchies

Territory hierarchies can be represented in two ways:

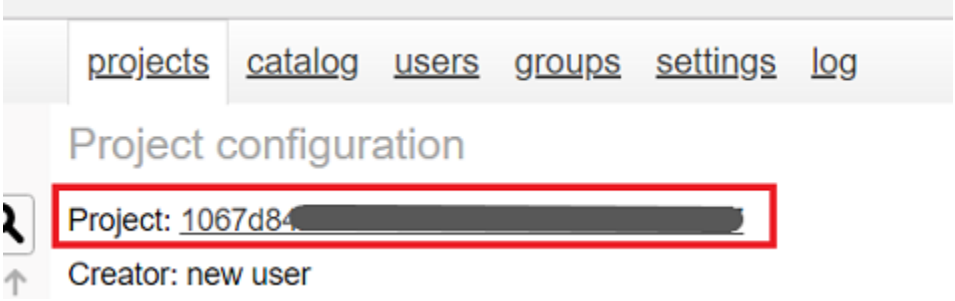
- Using **Groups** in the Markup Panel
- Using **pipe-delimited values** in the territory name

Both approaches are supported and can be used together as needed.

## Step 2: Obtaining the Project ID

Once your territories are built, obtain the **Project ID** for the source project.

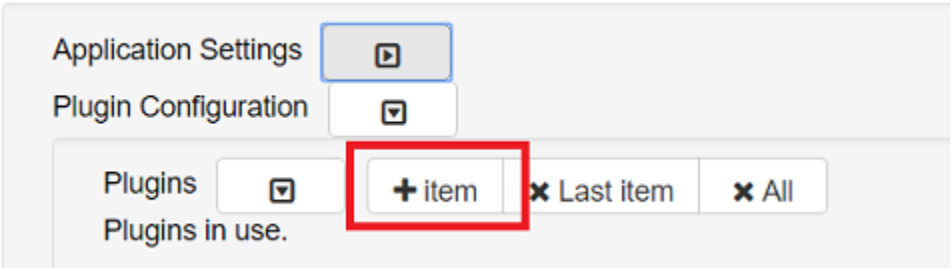
- Copy the **Project ID**.
- Open the **Admin** panel.
- Navigate to the **Projects** tab.
- Select the source project.



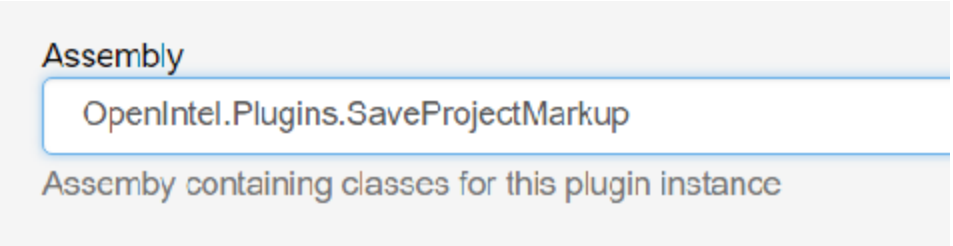

## Step 3: Setup the Plugin

With the Project ID available, configure the **Project Territory (Markup) Plugin**.

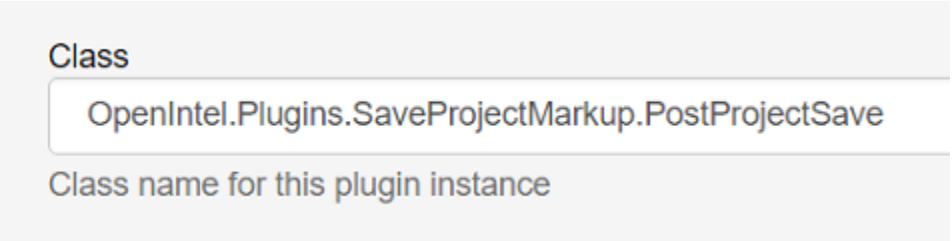
- In the **Admin** panel, go to the **Settings** tab.
- Scroll to **Plugin Configuration**.
- Click **+ Item** to add a new plugin configuration.



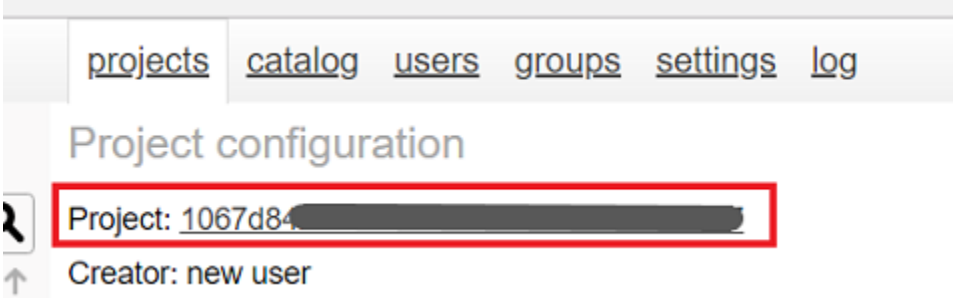

- Enter a name for the plugin.
- In the **Assembly** dropdown, select: OpenIntel.Plugins.SaveProjectMarkup



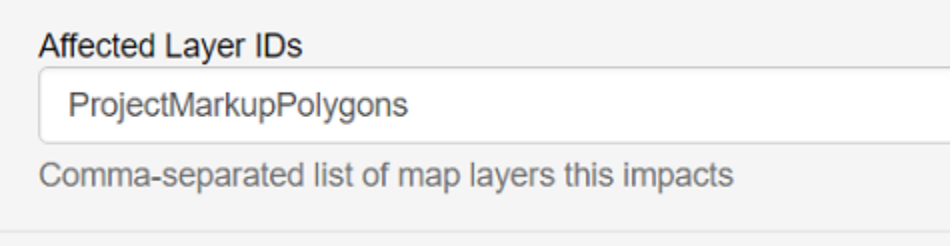

- In the **Class** dropdown, select: OpenIntel.Plugins.SaveProjectMarkup.PostProjectSave




- Enter the Project ID of the source project that you saved for the plugin.




- In **Affected Layer IDs**, enter: ProjectMarkupPolygons




- Under **Configuration**, select: No configuration

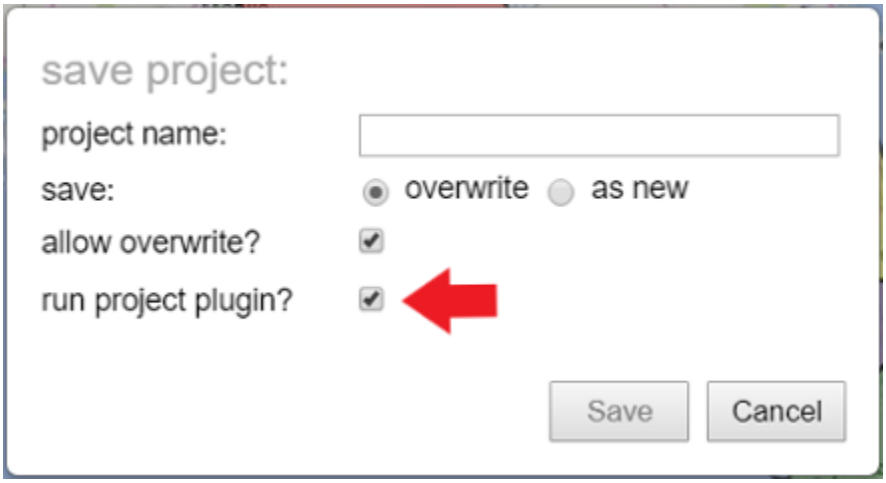



- Click **Save**

## Step 4: Run the Plugin

After the plugin is saved:

- A new checkbox will appear prompting you to **Run the Plugin**.
- Return to the source project.
- Click **Save Project**.




When the project is saved with this option selected:

- Territory polygon data is written to **SQL Server**
- Territory data becomes available via the **EasyTerritory REST API**
- The territory data can be used to create **catalog layers** for other projects

Instructions for creating a catalog layer based on this data are available in the catalog setup documentation.

For additional help please email: support@www.easyterritory.com