How to Edit in ArcGIS 10

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Pittsford Community Library

Editing Window Environment

What's New in the ArcGIS 10 User Environment

Dockable Windows

- Pin/Unpin windows to “auto hide” which allows you to organize your display and easily arrange the windows, once the window is pinned it does not redraw data each time window pops out
- Allow user to stack windows as tabs, more windows are stackable in 10 (i.e. Identify and Attribute)
- Open multiple Attribute Tables at once, using one window with tabs along the bottom

ArcCatalog Integration into ArcMap

- ArcCatalog dockable window in ArcMap
- Create geodatabases, new feature classes, etc while still working in ArcMap
- Geoprocessing in background so user may continue working in ArcMap
- Data Locks – same issues as before
  - Now must be careful with leaving ArcCatalog window open in ArcMap
- ArcCatalog is still a standalone application

Base Maps

- Add Base Map provided by ESRI or ArcGIS Online
- Fast and Easy way for map production
- ArcGIS Online also has user created data available for use
- Must have an internet connection, if not then base maps are not available

Create a Base Map

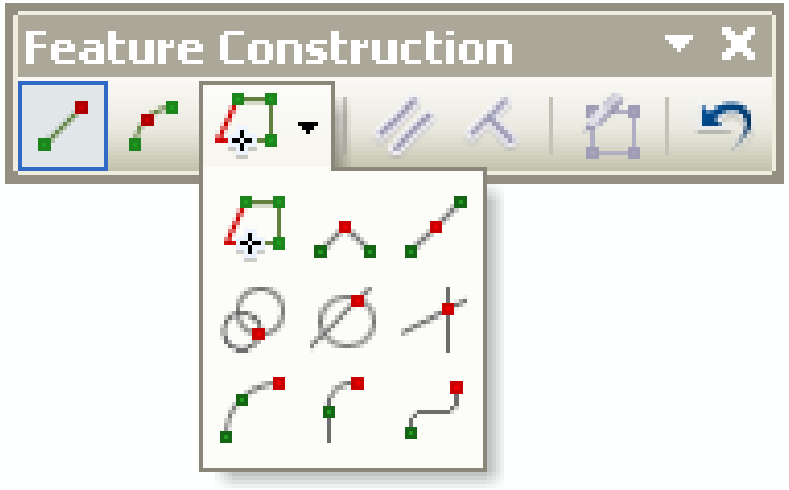
- Turn any layer into a base map
- This uses hardware acceleration to improve drawing speeds
- Creates a local tile cache on your hard drive
- Tips:
  - Layer must draw at all scales
  - On raster catalog – choose ‘Never show wire frame’

Editing Toolbar

- Redesigned at version 10
- Can now start editing by right clicking a layer or table from the TOC, along with on Editor Toolbar
- Easier to add new features using feature templates (discussed later in the presentation)
- Easily select, add, remove multiple vertices by drawing a box on the map, Edit vertices toolbar

Feature Construction Floating Toolbar

- Same Tools that are on the Editor toolbar
- Floating Feature Construction Toolbar allows for quick access to editing tools
- Use TAB to move toolbar while editing, if interferes with your workflow



Feature Templates

The new ArcGIS 10 Template Based Editing Environment

What is a Feature Template?

- Automatically populates data as you edit
- Streamlines editing and helps with repetitive data entry
- Multiple “default” values per layer

- **You MUST have a feature template available in order to edit data**

How do I make a template?

- Automatically created based on symbology the first time you start an edit session
- Also can be created manually: "Organize Templates" button on "Create Features" window.
- "Organize Feature Templates" window… "New Template" Wizard

Templates Continued…

- Set default values and default feature construction tool
- Respects geodatabase domains
- Templates don’t actually store the symbology within the feature class

Templates Continued…

- Multiple templates per layer, multiple layers per feature class.

- Categorical Symbolization – not features symbolized by quantities… or charts….

Dude, where's my template??

- Is the layer turned on?
- Is it out of scale?
- Is it a Basemap layer?
- Is there a definition query that results in no features being drawn?
- Did you add a layer during the edit session or create one from graphics?
- Is there a template filter applied?
- (null values and definition queries can give you grief)

Filtering Templates

- You can filter and group your templates, so you only see a subset
- Tags
- Description
- FC type
- Allows you to store numerous templates in your MXD, but only show certain templates
- Search for tags

So what's the big deal?

- **One click editing** – you should not have to pick a target layer, pick a tool, pick a task, and then modify multiple attributes. The idea is to click a template, and it will know which layer, which attributes, which construction tool.
- You're never "done" with your templates
- Copy/paste templates, and modify them for specific tasks.

Templates

- A .lyr saves it's templates, too!
- So does a layer package, and a map package.
- Think about creating templates for other editors to use (ArcGIS Server web editing…)
- Be careful with your MXD if you're publishing a map to ArcGIS Server – editors will get the feature templates when they start an edit session (web editing, too…)

Snapping

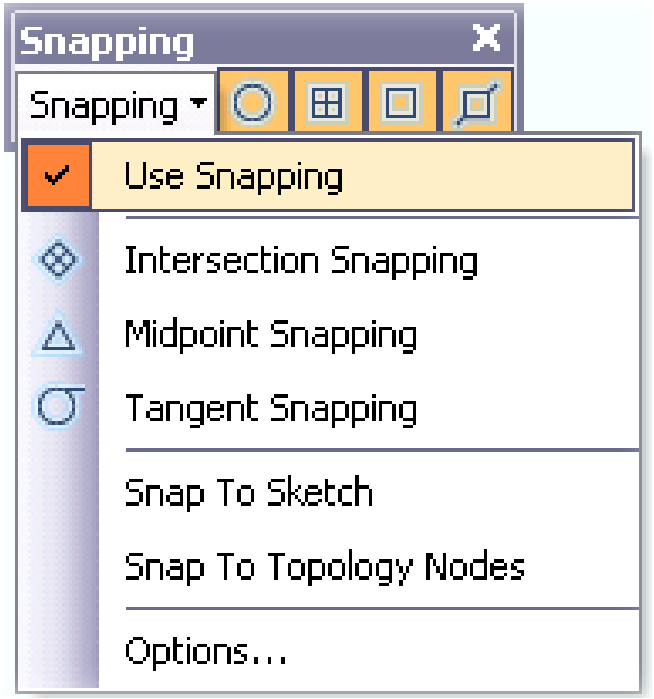
What's New in the ArcGIS 10 Snapping Environment

Snapping Changes

- Snapping allows you to create features that connect to each other so your edits are more accurate
- New Snapping Toolbar but ‘Classic Snapping’ still available
- Snapping enabled by default
- Snapping Toolbar can be utilized outside of editing!
  - Measure Tool or Georeferencing
- Snapping Toolbar settings are saved in registry

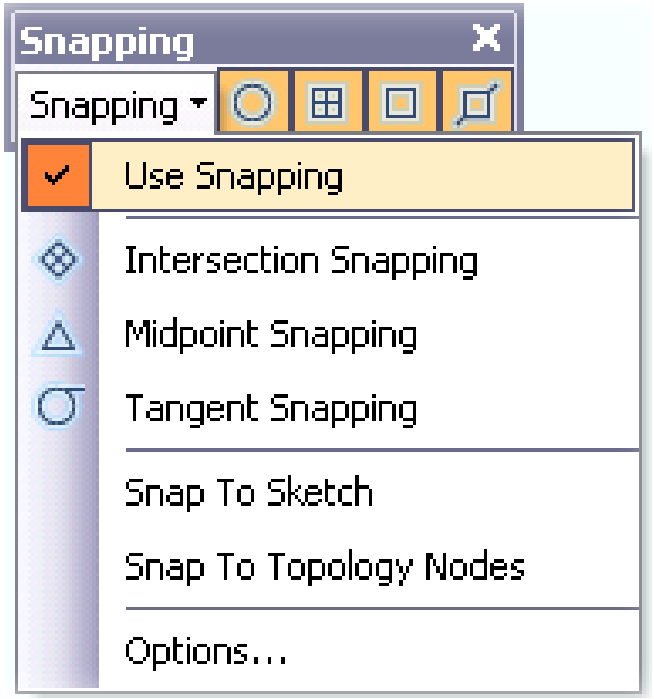
New Snapping Toolbar

- Turn snapping on/off
  - Check/uncheck ‘Use Snapping’
- Snapping Types
  - Points, endpoints, vertices, and edges
  - Turn on/off specific types
  - Cursor changes & tool tip appears as you move pointer over nodes/edge to let you know how you are snapping & what you are snapping too



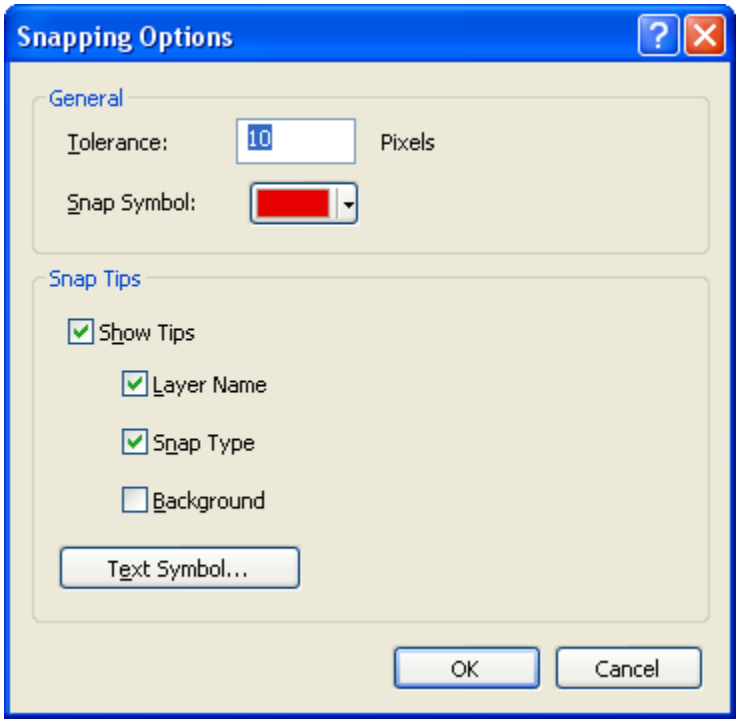
New Snapping Toolbar

- New Snapping Options
  - **Intersection** – Snap where 2 or more lines/polygons intersect though no vertex may be present
  - **Midpoint** – Snap to the midpoint of a line or polygon segment
  - **Tangent** – Snap to a point of tangency on a curved line or polygon segment



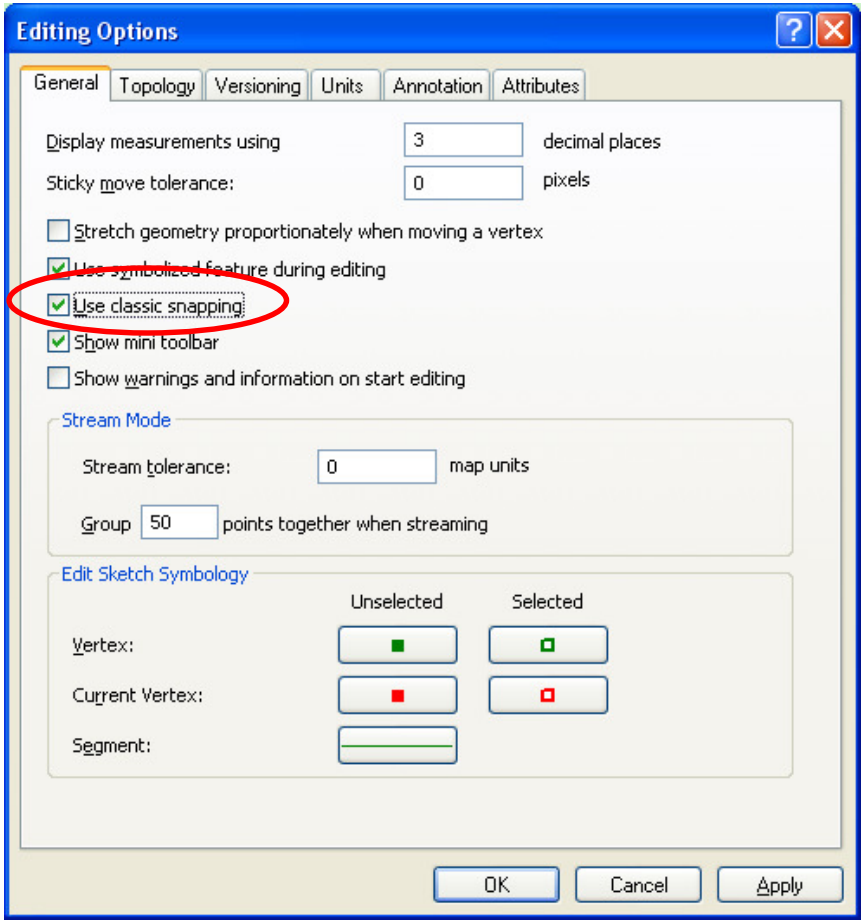
New Snapping Toolbar

- Snapping Options
  - Tolerance
  - Color
  - Snap Tips
    - Layer name/Type
    - Text Style



Give me my Classic Snapping Back!

- Define snapping to specific layers & snapping types
- Editor Toolbar > Options > ‘Use classic snapping’
- Editor Toolbar > Snapping > ‘Snapping Window’



Live Demo

Putting It All Together