

Spatial View Editing - Tools and Toolbars

Land Resource Manager

Developed from the LRM User Guide & LRM Config Guide
(/Task Teams/!Common-Reference/LRM_userGuide2.0.PDF)

Revision History

Revision	Date	Author	Description of Change
1.0	2018-05-09	L. Ronan	Initial Version

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1. Spatial View Editing Rules & Tips

- 1.1. Select *Edit* then *Start Editing* to start an edit session.
 - a. Spatial Editing tools and commands are visible only when you are in an Edit session and you must have either an ArcEditor or ArcInfo licence and Edit privileges.
- 1.2. Editing can only be performed on one layer at a time. Select the layer to be edited from the Edit Feature Layer drop-down list.
 - a. The Edit Feature Layer drop-down list automatically populates with the object selected in the Tree View.
- 1.3. The layer must meet two conditions to appear in the list:
 - a. The layer must be loaded in the Spatial View (the Table of Contents list the layers that are loaded);
 - b. The layer must be editable.
- 1.4. The Edit Feature Layer drop-down list also contains three layers that allow the user to create and edit temporary geometry: Temporary Point, Temporary Line, and Temporary Polygon.
- 1.5. To modify the symbology (by default, it is displayed with a crosshatch pattern), right-click in the Spatial View and select Options.
- 1.6. The Options Spatial View dialogue will open with the node selected. Select Colours to change the colour and pattern.

Tip:

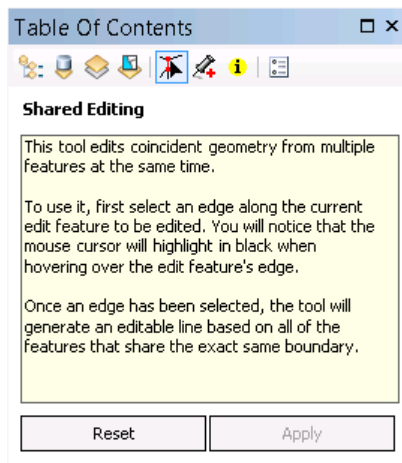
When you change the edit feature to a different layer the following rules are applied:

- If one or more features of the current layer type are selected, they will remain selected;
- If no feature is currently selected, the last feature of this layer that was selected during the edit section will be selected.
- If no feature in the edit layer has been selected during the edit session the user will be prompted to select a feature.

Editing Sequences and Tips

- Start Edit
- Stop Edit
- Post Versions
- Must be stopped editing to post versions and edit tabular data.
- NEW - Must be on feature in TOC to edit spatial data and feature.shape on tabular

2. Table of Contents Dialogue Box



	<p>Shared editing - function enables layers with shared vertices to be edited simultaneously. Select an edge along the current feature to be edited (the mouse cursor will highlight in black when hovering over the edge of the feature). Once an edge has been selected, the tool will generate an editable line based on all of the features that share the exact same boundary.</p>
	<p>Spatial bookmark - identifies a particular geographic location that you want to save and refer to later. For example, you might create a spatial bookmark that identifies a particular cut block or mapsheet. As you pan and zoom around your map, you can easily return to the area by accessing the bookmark. Creating a spatial bookmark is much like marking a location on the internet as a favourite.</p> <p>The list of bookmarks you create is unique to your user name.</p>
	<p>Selection Info - view a snapshot of descriptive information associated with your set of selected objects.</p> <p>If you have more than one selected feature, you will notice two small arrows at the top right-hand corner of the Selection Info window. These arrows allow you to scroll through the selected set of features. Buttons allow users to Zoom To and Flash the selected feature.</p>

3. LRM Toolbars

- Tools (Land Resource Manager) – default
- Editing Commands (Land Resource Manager) – must activate
- Editor (Land Resource Manager) – must activate

Spatial editing toolbars are visible only when you are in an edit session. To edit spatial data you must start an edit session. You can undock, dock, and float the toolbar anywhere in the Spatial View. If the Land Resource Manager Editor toolbar is not visible when an edit session is started, select View then Toolbars and Land Resource Manager Editor.

3.1. Tools (Land Resource Manager)



The *Land Resource Manager Tools* toolbar provides basic data exploration tools (feature selection and identification, and distance measurement) and spatial navigation tools.

Tool	Description
 *	Select Features - If admin units have been configured and a shape is selected with the Select Feature tool, the corresponding record will not be displayed in the Tabular View if you don't have access to the admin unit associated with the feature.
 *	Clear Selected Features
 *	Pan
 *	Zoom in
 *	Zoom out
 *	Fixed Zoom in
 *	Fixed Zoom out
	Zoom to selected features
	Pan to selection - centres the view on the current selection without changing the scale of the spatial view.
	Zoom to parent - If you have a feature selected, Zoom to Parent will zoom to the parent object. For example, if you have a harvest activity selected, Zoom to Parent will zoom to the parent cut block. Or, if you have a bridge selected, Zoom to Parent will zoom to the parent road. To use this tool, click Zoom to Parent on the Land Resource Manager Tools toolbar. Alternatively, it can be accessed by selecting View then Zoom and Zoom to Parent Features on the Land Resource Manager Tools toolbar.
 *	Full extent
 *	Go back to previous extent
 *	Go to next extent
 *	Identify

Tool	Description
	Hyperlink
 *	Measure
	Redlining Clicking this tool automatically loads the <i>Redlining</i> layer and launches the <i>Draw</i> toolbar.
1:4,058,722 ▾ *	Map Scale
	Refresh the Active View
	Populate – various overlay processes that have been configured for a particular managed layer

*These tools behave similar to the tools in ArcMap.

3.2. Editor (Land Resource Manager)



	New - from a drop-down list, users can create a new feature: temporary point, temporary line, temporary polygon; plus, add features to all editable layers that are currently loaded. From the Current Edit Feature dialogue. The user can then use tools from the Editing Commands toolbar to create the new feature. New drop-down list, users can create a new feature based on the editable layers that are currently loaded. A user can also create a temporary point, line, or polygon. Once the edit feature layer is defined, it will be reflected in the Current Edit Feature dialogue. The user can then use tools from the Editing Commands toolbar to create the new feature.
	Delete Feature - deletes the spatial geometry of the current edit feature and its associated tabular information. A <i>Confirm Delete</i> message will pop-up to confirm the feature should be deleted.
	Save Edits
	Undo
	Redo
 <div> Snapping ▾ Snapping Toolbar Options... </div>	Snapping - from a drop-down list, users can access the Snapping toolbar or the Snapping Options dialogue

3.3. Editing Commands (Land Resource Manager)



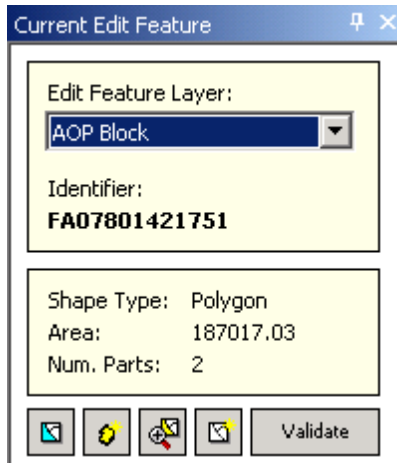
The Land Resource Manager Editor toolbar enables you to perform a range of editing functions on spatial features. Each of the editing tools is enabled if the necessary conditions are met. For example, many tools are disabled until you have selected at least one feature, and some tools are disabled if you select more than one feature.

Tool	Description	Shortcut
	Select edit feature - select one feature at a time from the current edit layer. Select a feature by clicking on it with your mouse.	[Ctrl + W]
	Flatten - intersects polygons from different layers and creates a temporary <i>Flattened Geometry</i> layer from the output (i.e., the intersected / merged features).	[Ctrl + F]
 Link Layer ▾	Link Features - allows you to link a copy of the geometry of a feature to the current edit feature. This tool is valuable when you are creating multiple features that share the same geometry. For example, if a planting activity and a harvest activity share the same boundary, use the tool to link a copy of the shape of the planting activity to the harvest. <ul style="list-style-type: none"> • Link functions as copy, replace, delete, add • Link Shift – add features to existing feature • Link Ctrl – subtracts features from existing feature 	[Ctrl + L]
	Digitize Shape - allows users to digitize points, lines, and polygons.	[Ctrl + D]
	Edit Feature – modify the shape of a feature by moving, adding, or deleting, one or many vertices.	[Ctrl + V]
	Reshape - allows portions of lines and polygon boundaries to be re-sketched.	[Ctrl + R]
	Shared edit – enables layers with shared vertices to be edited simultaneously.	[Ctrl + T]
	Rotate edit feature - rotates features (points, lines, polygons, and annotation).	[Ctrl + Q]
	Split - splits the temporary feature into multiple temporary features. The original shape is deleted and replaced by the resultant split shapes.	[Ctrl + P]
	Merge - merges the selected temporary features into one feature. The original input features are deleted and replaced by the single merged shape. This is useful for making multi-part shapes.	[Ctrl + G]
	Delete Shape - The spatial geometry will be removed but the tabular information will be retained.	[Ctrl + Delete]
	Buffer - creates temporary or permanent geometry by buffering one or more selected features.	[Ctrl + B]
	Explode Multi-part - Converts a multi-part feature into several temporary geometry elements.	[Ctrl + X]

	Edit point coordinates — opens a window where you can enter or edit the absolute XY coordinates of the current point edit feature.	[Ctrl + A]
Tool	Description	Shortcut
	Reverse measure direction - flips the direction of a line by reversing the from-measure and the to-measure.	[Ctrl + U]
	Reposition events on route — single xy events only (structures) - reposition an event spatially within the Spatial View.	[Ctrl + F6]
	Transfer route events – transfer the events from one route to another (must have 2 features selected)	[Ctrl + J]
	Edit Annotation – select and edit geodatabase annotation features	
	Clear temp geometry - deletes all shapes from a user's <i>Temporary Geometry</i> layers.	[Ctrl + C]
	Sync current edit feature to selected feature	[Ctrl + F10]
	Copy selected features	[Ctrl + C]
	Paste selected features	[Ctrl + V]
	Enable the object loader dialogue. Used to bulk update a feature class	

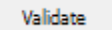
4. Current Edit Feature Dialogue

Displays the current edit layer and current edit feature (its Shape, Identifier, etc.). There are tools to select a feature, flash the edit feature, and zoom to the edit feature. The Validate button is also located here.



Attributes and Buttons

- *Edit Feature Layer* – select the layer to be edited.
- *Identifier* – displays the unique identifier for the current edit feature. This is the same label as shown in the Tree View.
- *Shape Type* – displays the type of shape, e.g., polygon, of the current edit feature.
- *Area* – displays the area or length of the current edit feature.
- *Num. Parts* – displays the number of unique polygons composing the current edit feature. If this is greater than one, it is a multi-part feature.

	Select the current edit feature – allows the user to select an edit feature and copy it to the selection set (i.e. forces coordination between the current edit feature and the selection set).
	Flash the current edit feature – flashes the current edit feature (at the current scale).
	Zoom to the extent of the current edit feature – zooms to the extent of the current edit feature.
	Clear the current edit feature – allows the user to clear the current edit feature.
	Validate – click to validate that your edits have not broken any business rules. If you have broken a business rule, a pop-up window describing the business rule violation will appear. Read the violation(s), click • Validate – click to validate that your edits have not broken any Close then make the suggested changes.