Editing in ArcGIS 9
Tips and Tricks

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Help & helpful things

• **Context Sensitive help**
  - On command in pulldown menu or button on toolbar, click the *What's This?* tool
  - On command in context menu
    - highlight command, press *Shift + F1*
  - On control in dialog box, click *What's This?* button from top of the dialog box

• **Editing Documentation**
  - Editing in ArcMap book

• **Training Course**
  - Data Production and Editing Techniques
Productive editing techniques

• Typical challenges when editing features
  – Sketching efficiently
  – Managing feature selections
  – Controlling feature snapping
  – Assuring Coincidence
Sketching challenge

• How can you quickly switch from a sketch tool to another tool and back to the sketch tool again...

...instead of interrupting your sketch to visit the toolbar?
Shortcut keys: E, C, X, Z

- Use the “E” shortcut key to toggle between the Sketch tool and the Edit Tool.
- Use the “C” shortcut key to pan
- Use the “X” shortcut key to zoom out
- Use the “Z” shortcut key to zoom in

To see a list of all the editing shortcut keys, in ArcGIS Desktop help, on the Index tab enter “shortcuts, for editing in ArcMap”
Sketching challenge

- How do you ensure that you accurately create an edit sketch using other features?
Use Sketch tool constraints

- Constraints -> Sketch Tool context menu
- Add sketch segments
  - Parallel
  - Perpendicular
- At
  - Absolute XY
  - Delta XY
- With specific
  - Length
  - Direction
  - Direction and Length
  - Distance
  - Deflection angle
  - Tangent curve
Use the Trace Tool

- Adds sketch segments by tracing along selected features

![Trace Tool Interface](image)

- Mitered
- Beveled
- Rounded
Sketching challenge

- How can you use units different than the map units when you’re specifying distance for a sketch segment?

Map units are feet but you need to specify the length in meters.
Use unit abbreviation after distance value

- Distance units are interpreted from entered value
- Distance entered is used regardless of map units

<table>
<thead>
<tr>
<th>Unit</th>
<th>Abbrev.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Meter</td>
<td>m</td>
</tr>
<tr>
<td>Kilometer</td>
<td>km</td>
</tr>
<tr>
<td>Millimeter</td>
<td>mm</td>
</tr>
<tr>
<td>Foot</td>
<td>ft</td>
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<tr>
<td>Mile</td>
<td>mi</td>
</tr>
<tr>
<td>Nautical mile</td>
<td>nm</td>
</tr>
<tr>
<td>Chain</td>
<td>ch</td>
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<tr>
<td>Yard</td>
<td>yd</td>
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<td>Inch</td>
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<tr>
<td>Survey Foot</td>
<td>ftUS</td>
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<tr>
<td>Survey Chain</td>
<td>chUS</td>
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<tr>
<td>Survey Mile</td>
<td>miUS</td>
</tr>
<tr>
<td>Survey Yard</td>
<td>ydUS</td>
</tr>
</tbody>
</table>
Sketching challenge

- How do I change the radius of a curve that has already been created?
 Traverse Tool

- Load sketch into the traverse tool to modify

Steps:
- Select Sketch tool
- Right click feature to change
- Open Traverse dialog
- Right click in dialog
- Choose “Load Traverse From Sketch”
- Modify the radius or parameters of segment

NOT available with ArcView license. Instead you can use the sketch constraints for accurately creating features.
Selection challenge

- How can you make sure you’re selecting the right feature from overlapping selectable layers?
Use the Select “next” function

- With Edit Tool, Select feature, then press the N key
- Must point to first feature within the Selection tolerance

Use this technique with overlapping features
Selection Challenge

- How do I select features within an odd shape?
Use the “Fence Select” ArcScript

Look under “ArcScripts” in the Customize dialog to add to interface

Note: The Fence Select tool is for Selections only, not for Editing
Editing Select for “odd” shaped areas

- Use the “Select Features Using an Area” edit task. Works just like the Fence Select – but within an Edit Session.
Selection challenge

- How can you avoid accidentally moving selected features?
Set the Sticky move tolerance

- Helps avoid accidental movement
- Prevents feature movement within tolerance

100 pixels
Snapping challenge

• How can you visualize the snapping environment while you’re editing?

Snapping to vertex or edge?
Snapping to which layer?
Snapping tolerance?
Snap agents, tips and a shortcut key

- **Snapping Indicator**: Snapping indicator

- **Snap tips**: If snap tips are turned on

- **Snapping distance**: View by depressing "T" shortcut key

  - Snapping tolerance: 10 pixels
Snapping challenge

• How can you get more control over how features snap to one another?

Parcels: Vertex
Zoning: Edge
Snapping tolerance and priority

• Set snapping tolerance in the Editing Options dialog
• Or use the Snap Tolerance tool to interactively set the tolerance.

You can also:

• Prioritize layers in the Snapping Environment dialog

Remember:
• Press the ‘Spacebar’ to temporarily suspend snapping
• Use the ‘V’ shortcut key to locate where vertices are
Snapping challenge

- How can you over-ride the snapping environment?

Snap to vertex, edge or endpoint of features irregardless of snapping environment

OR

Avoid snapping to vertex, edge or endpoint of features even though snapping environment is set
Snap To Feature

- Snapping on-the-fly
- Overrides snap environment settings
- Snap to feature geometry without setting individual snap agents
- Snap to midpoint of a line or polygon boundary
Coincidence Challenge

• How can I edit feature boundaries and assure that they are coincident with other boundaries?

From This

To This
Use the “Zipper Task”

“zip” the boundary of one or more features to the traced boundary of another feature!
What questions do we get asked?

- How do you update the attributes of many features?
- How do you ‘flip’ the direction of a feature?
- How do you change the coordinates of a feature?
- How do you create and remove donut holes in polygons?
How do you update the attributes of many features?

- Batch update of feature attributes
  - Select target features
  - Open attributes window
  - Choose layer
  - Choose target field
  - Type new attribute value

Select Layer

Enter attribute value for selected features
How do you ‘flip’ the direction of a feature?

- Flip command on the Edit Sketch context menu
  - Double click feature to modify it’s shape
  - Right click shape to open the Sketch context menu
  - Click on the ‘Flip’ command

- Developer Samples ->
  - Flip Command
    - Bulk flip of selected features
How do you change the coordinates of a feature?

- **Edit Sketch Properties dialog**
- **Highlight a vertex**
- **Works with “Parts” of multipart features**
- **Context menu options**
  - Insert vertices
  - Zoom to vertex
  - Delete
- **Can edit X, Y, M, and Z values**
Creating & filling donut holes in polygons

• Creating a Donut hole:
  – Double click on the feature to modify shape
  – Click on the Sketch tool
  – Right click to ‘Finish Part’
  – Sketch the hole feature

• Filling the donut hole
  – Add a feature where you want the hole
  – Select that “Holed” feature
  – Choose Editor menu -> Clip
  – Choose ‘Discard the area that intersects’ option
Removing donut holes in polygons

- Removing a Donut hole:
  - Double click on the feature to modify its shape
  - Open the Sketch Properties
  - Right click on “Donut Hole” part and choose ‘Delete’
Open for Questions
Additional training classes

Virtual Campus course

Creating and Editing Geodatabase Features with ArcGIS 9
Creating and Editing Linearly Referenced Features with ArcGIS 9
Creating and Editing Geodatabase Topology with ArcGIS 9

Instructor – led training

Building Geodatabases II
Creating and Editing Parcels with ArcGIS
Introduction to ArcGIS II
Data Production and Editing Techniques