

Editing Tips and Tricks

Below are some tips and tricks intended to jumpstart your progress as a GISS trainee. None of these tools or operations are required. This document is simply to make you aware of some of different options available.

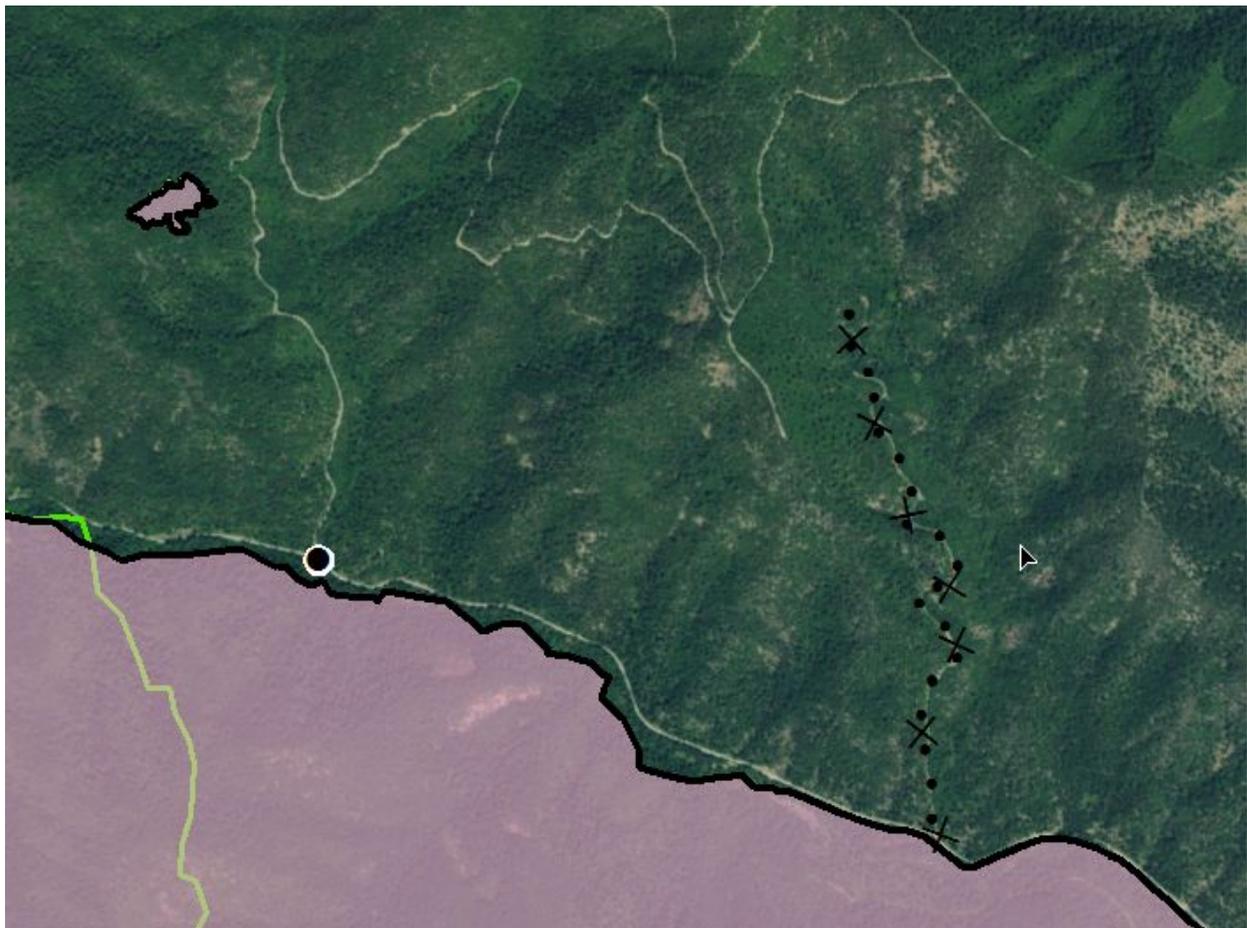
These tips and tricks have been compiled from the suggestions of current GISS who work with Type 1 and 2 Incident Management Teams.

1. [Replace Geometry tool](#) for redrawing features

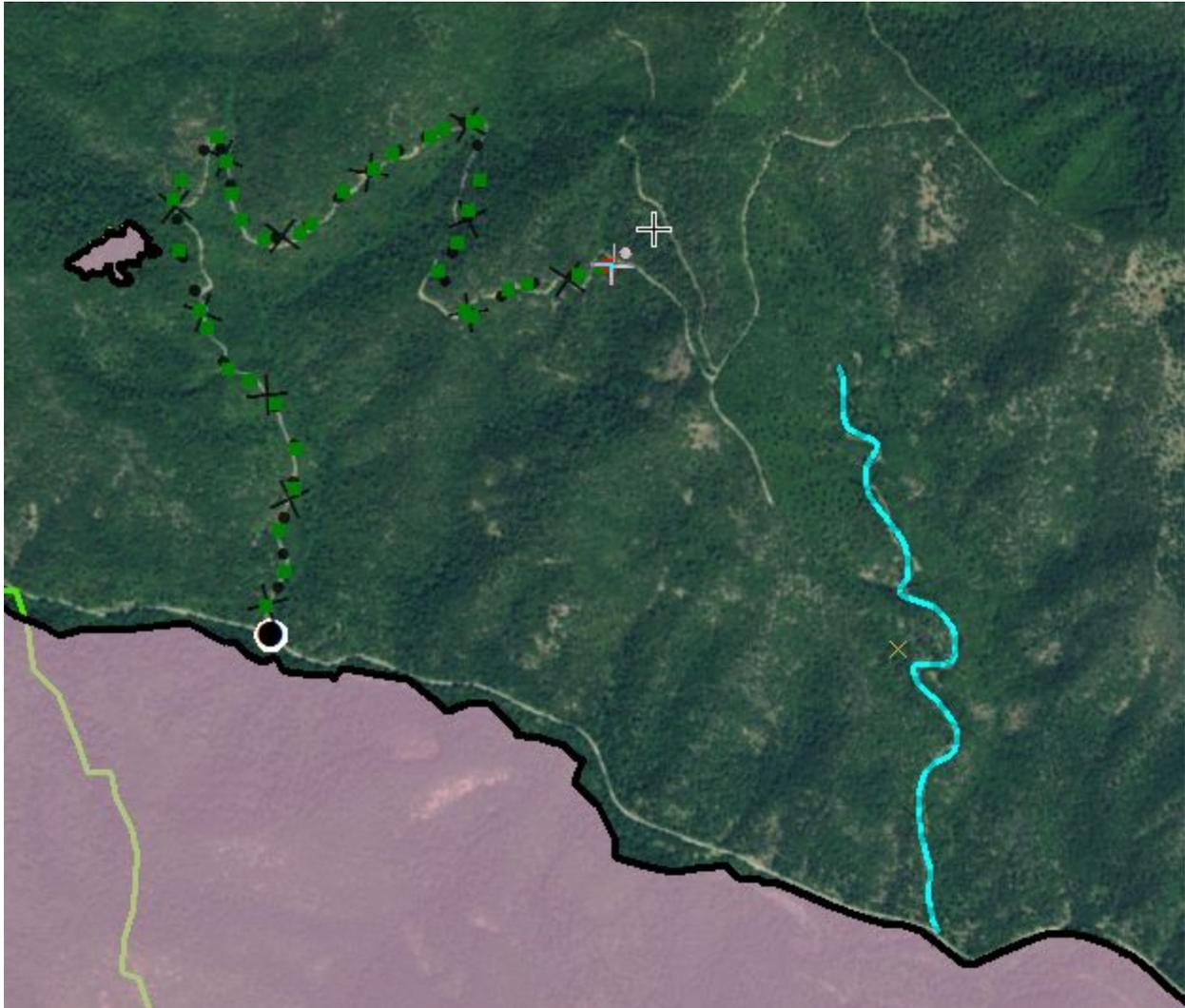
If you need to make big changes to a feature, sometimes it's easier to simply redraw it. The Replace Geometry tool on the Advanced Editing toolbar allows you to redraw a feature while keeping all the attributes the same.



For example, let's say we drew some proposed dozer line along a trail and we've filled in all the attributes and put in some important notes but we then find out that we were given the wrong trail from the field and it needs to be moved.



Simply select the line to move, click Replace Geometry, and draw the line where it should be.



Double-click to finish drawing and the line will be moved without changing any attributes.

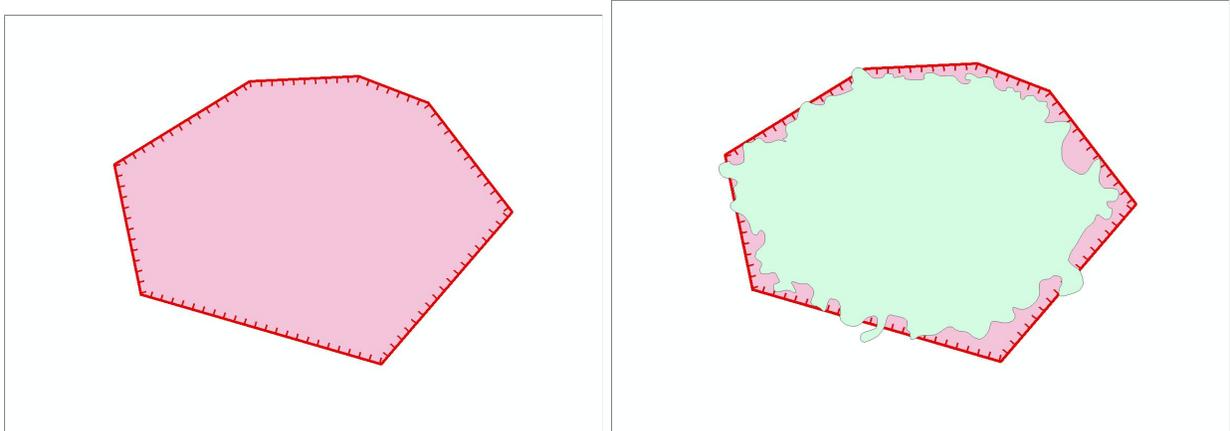
This tool works on both lines and polygons.

2. [Replace Geometry tool](#) + Replace Sketch

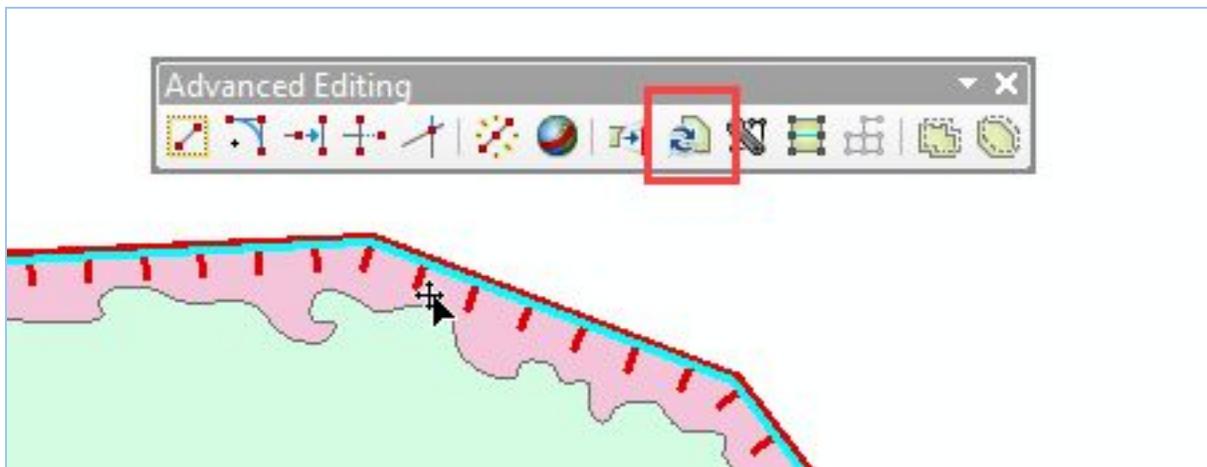
Replace Geometry can also be used in conjunction with the Replace Sketch function (shown in the [Editing the Event GDB in ArcMap](#) how to document).

A common use for this would be replacing an fire polygon with a perimeter provided by NIROPS.

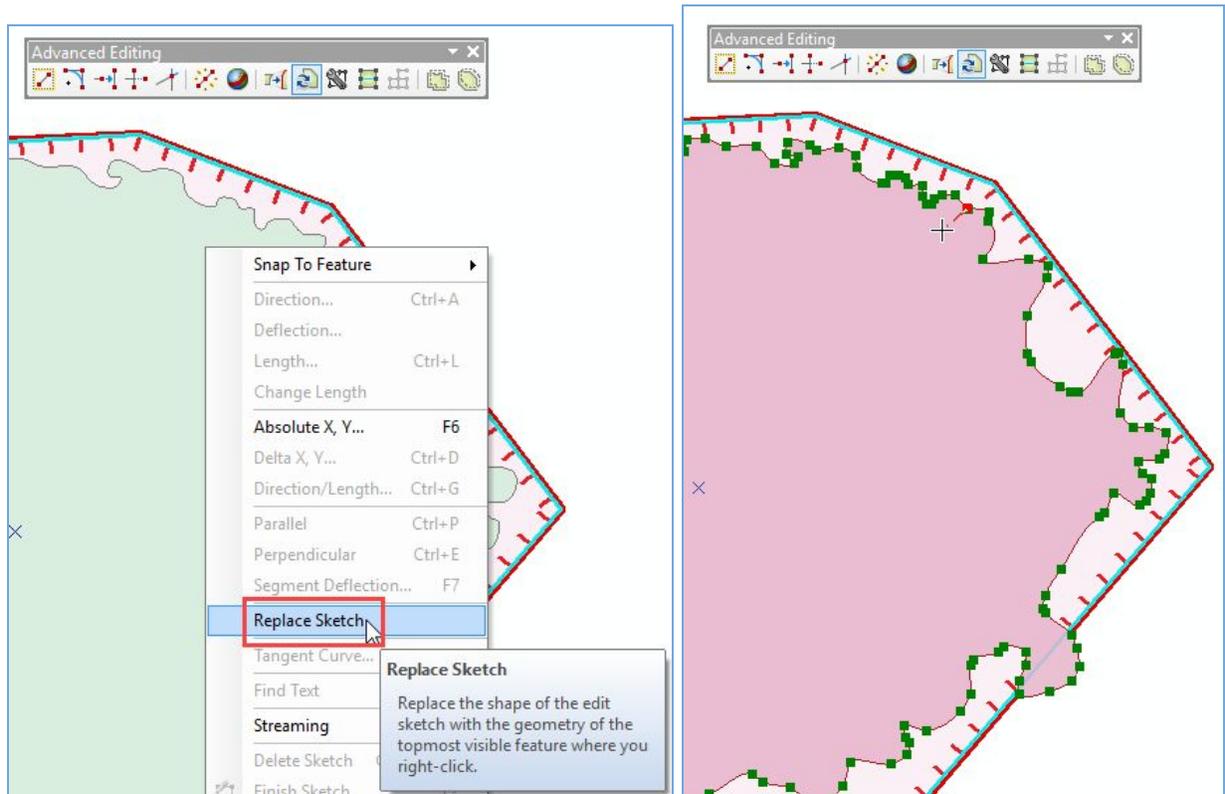
Beginning with a simple fire polygon, roughly drawn from satellite heat detections, add the new NIROPS perimeter to the map.



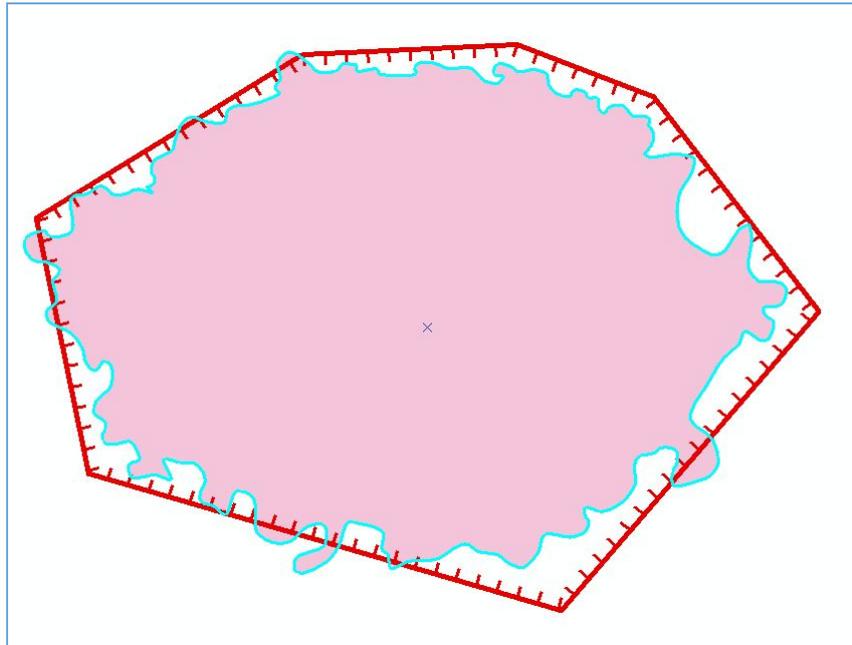
Begin editing on Event Polygon, select it and click the Replace Geometry button.



Right-Click on the **new polygon** and select Replace Sketch. Press F2 or *Finish Sketch* to complete the edit.



Edit the Event Line as necessary to match.



NOTE: This method is best suited to early polygon edits when all or most line is still Uncontrolled Fire Edge and can just be copy/pasted.

3. [Align Edge tool](#) for adjusting fire line and polygon

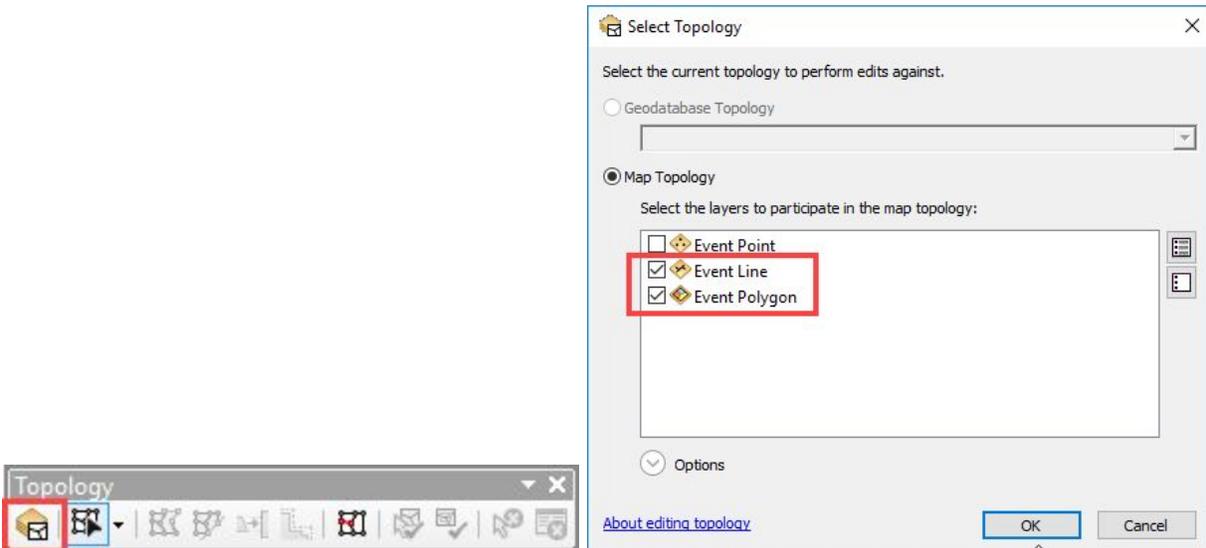
This tool is very useful for quickly and accurately adjusting one feature edge to match another. A good example of this would be moving the fire polygon and line to match portions of the latest IR Heat Perimeter.

Unfortunately, shapefiles do not honor topology so in order to use the tools on a new IR perimeter, it must first be imported to the Event GDB. This can be done with a simple Copy/Paste or the Replace Sketch method. Set the new polygon to the Feature Category IR Heat Perimeter and populate the appropriate attributes.

NOTE: *There is an added burden of data management when maintaining multiple polygons in the Event Polygon feature class. You will need to ensure that the correct polygon is displayed in maps which can be accomplished by using a definition query and the `IsVisible` field. You will also need to be sure you are calculating the correct acreage and providing only the current perimeter to external sources such as EGP and your IRIN.*

It is perfectly acceptable to import a polygon for editing and then remove it afterwards.

In an edit session, turn on the Topology toolbar and enable Map Topology for Event Line and Event Polygon (if you're aligning a line feature to another line feature, only Event Line needs to be enable. The same goes for polygons)



Let's say, in the images below, the fire has burned to the road and simple red line shows the latest IR Heat Perimeter. The Align Edge tool will make adjusting our Uncontrolled Edge and Fire Polygon simple without the need to draw, trace, or move vertices.



Select the Align Edge tool from the toolbar and hover over the edge you wish to move.



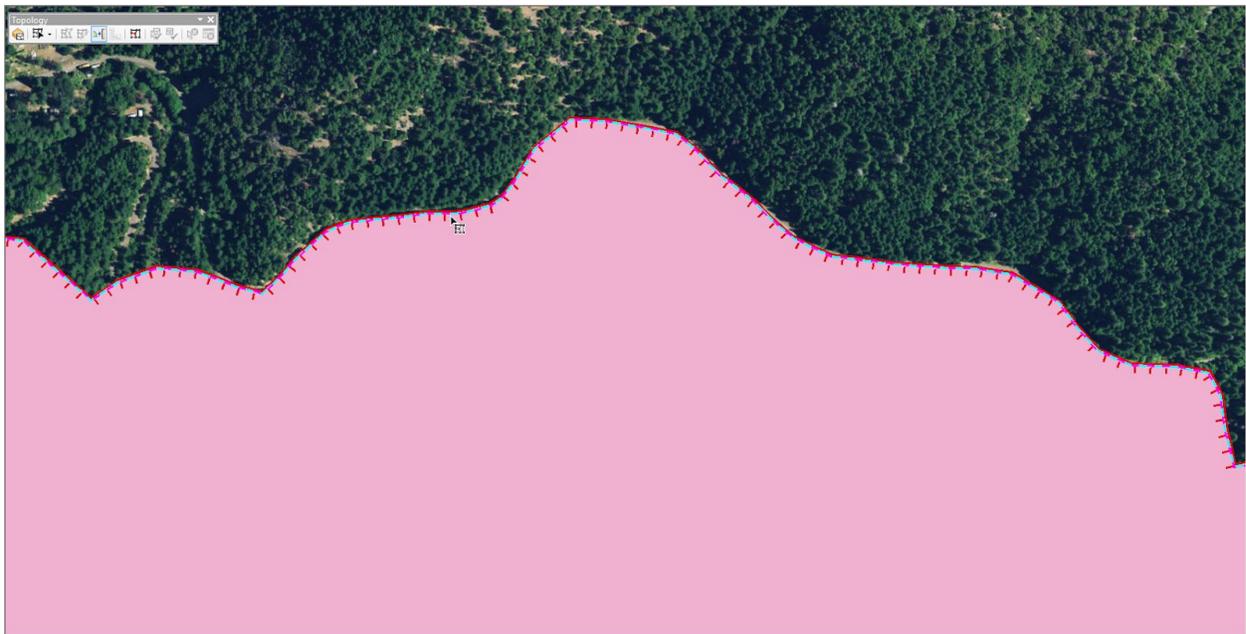
Notice the pink dashes along the edge. Click to select this edge.



Next, click on the edge that you wish to match. Again, pink dashes will indicate the edge when you hover over it.



As you can see, we have moved both the Uncontrolled Fire Edge (Event Line) and Daily Fire Perimeter (Event Polygon) at the same time, to perfectly match the IR Heat Perimeter.



TIP: Align Edge can also be used as an easy way to match Event Line to Event Polygon after perimeter edits are made

4. Pause Labels button for faster drawing

A times, when panning and zooming frequently at smaller scale or in label rich areas, the drawing speed can be increased by pausing labels if they are not needed.

On the Labeling toolbar, the button with a pause symbol on it will turn stop the labels from drawing until clicked again.



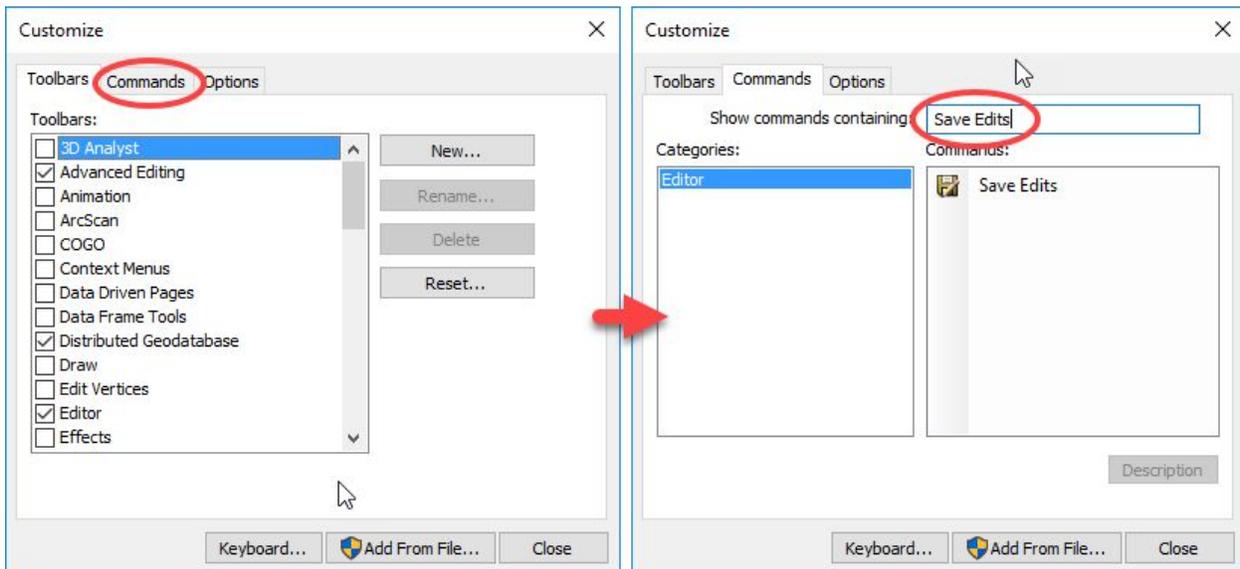
5. Pull the Save Edits button out of the drop-down menu and onto the Edit toolbar

Commands (Tools/Buttons) can be placed on multiple toolbars or even custom toolbars created with the Customize Mode.

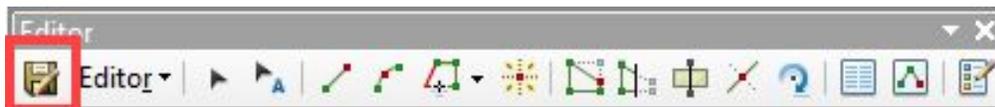
From the top menu, under Customize, select Customize Mode... (This window can also be opened from the tab at the end of each toolbar)

Click the Commands tab and type Save Edits into the search bar.

Drag and drop the Save Edits button onto whichever toolbar you would like.



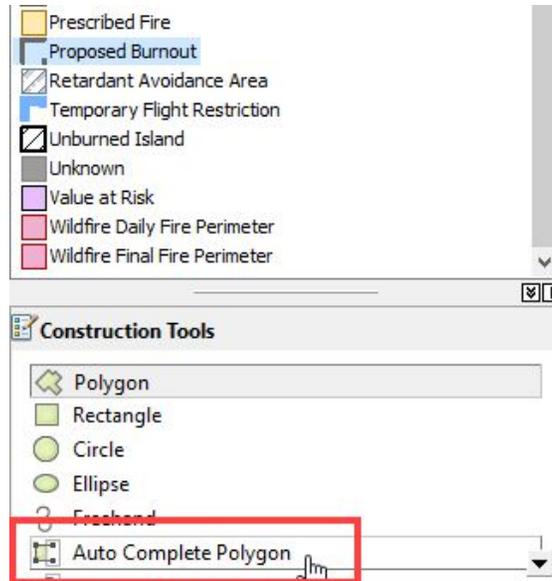
A logical place is at the beginning of the Editor toolbar. This allows you to save quickly and often when you are editing.



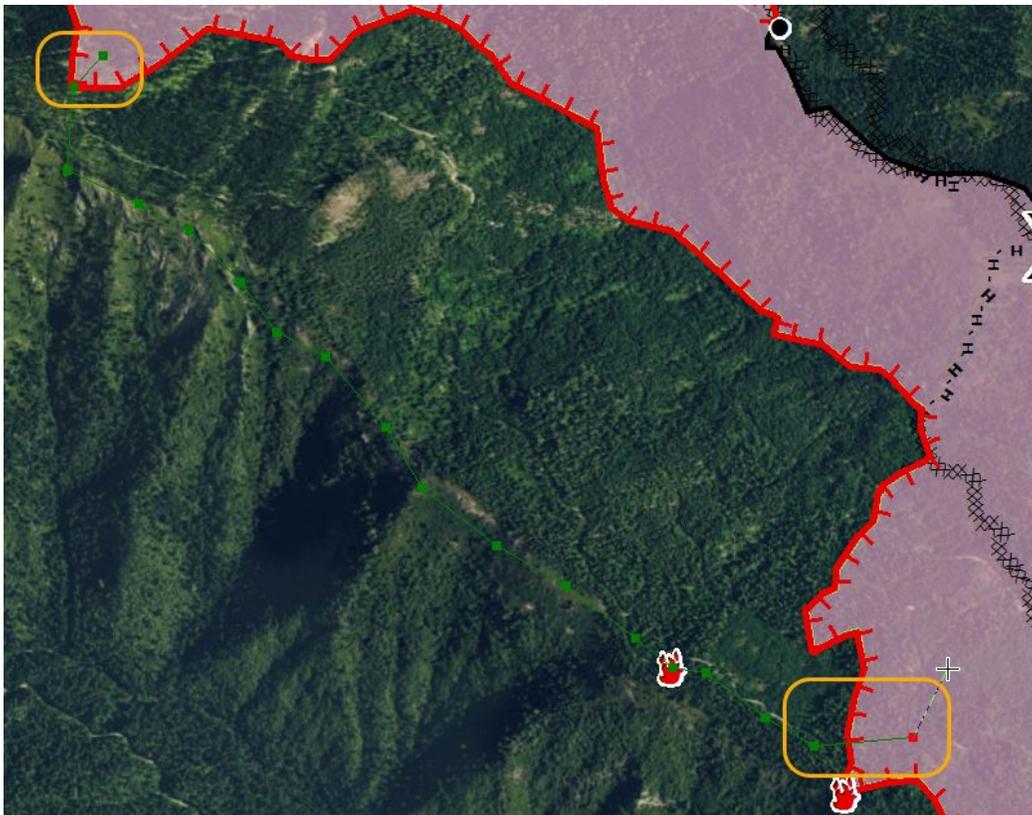
The same process can be used for any of the tools you use frequently and would like to group or simplify access to.

6. Auto Complete Construction tool

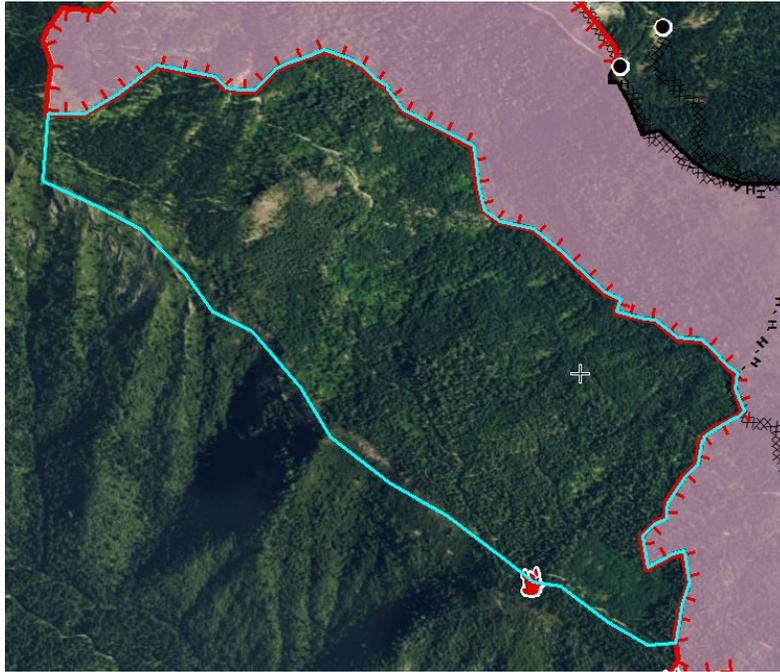
One of the less used options when creating a polygon is the Auto Complete Construction tool. When selected instead of Polygon, it allows you to draw the same shape but uses another feature to define part of the edge.



After selecting Auto Complete Polygon, draw your shape by using the edge you wish your polygon to match. To be sure the software knows which edge you want, it is best to have your line cross it at both the start and finish.



Double-click to complete the polygon and as you can see below, it is edge-matched to the fire perimeter.



7. Snapping toolbar overview and using spacebar to pause

Snapping can be extremely useful or a major hinderance when editing in a feature heavy area. There are four basic snapping categories that can be turned on and off right on the toolbar. For more detail on additional snapping options, please see the Esri documentation here ([LINK](#)).



Turn on only the elements you would like to snap to

- a. Point Snapping
The mouse will snap to point features
- b. End Snapping
The mouse will snap to the endpoints of lines and polygons
- c. Vertex Snapping
The mouse will snap to any vertex along a line or polygon
- d. Edge Snapping
The mouse will snap to any position along a line or polygon

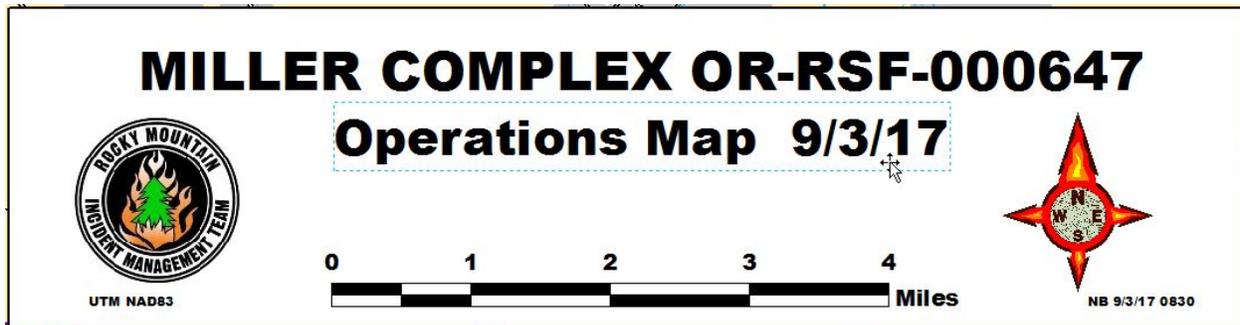
In most cases, leaving the default all snapping turned on is sufficiently effective when used with **the spacebar acting as a hotkey to temporarily disable all snapping.**

8. [Align Elements tools](#) on the Graphics toolbar

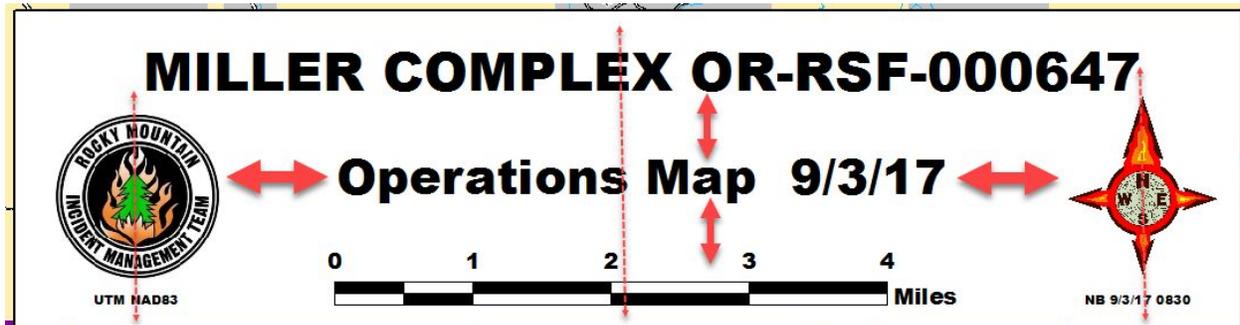


The Graphics toolbar has many helpful tools for creating professional layouts with even spacing and alignment.

Great for the Title box where estimating can look a bit off and guide lines get in the way..



By selecting the graphics you wish to align, making sure that the graphic you wish to align to is highlighted in blue (the rest will be green), click the appropriate button to shift the graphics. Options include Align Vertically, Align Top or Bottom, Align Right or Left, Align Center, and Distribute Horizontal or Vertical.



To align graphics based on the margins of the layout, turn on the Align Margins button.

