
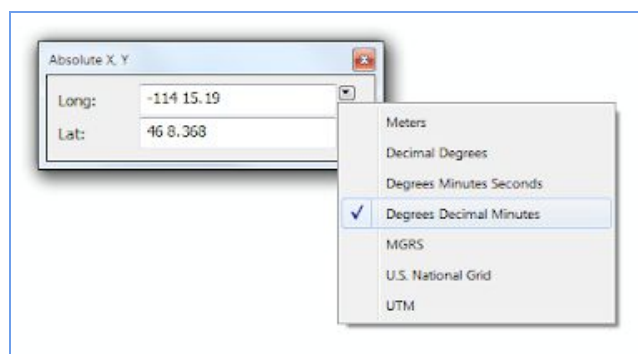
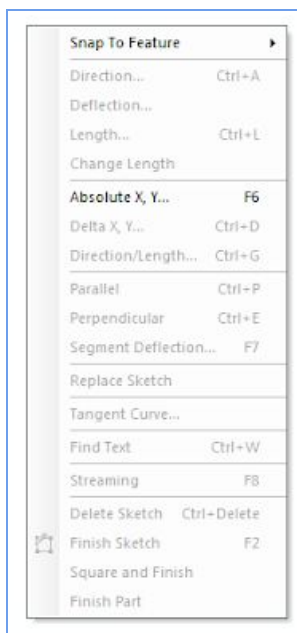
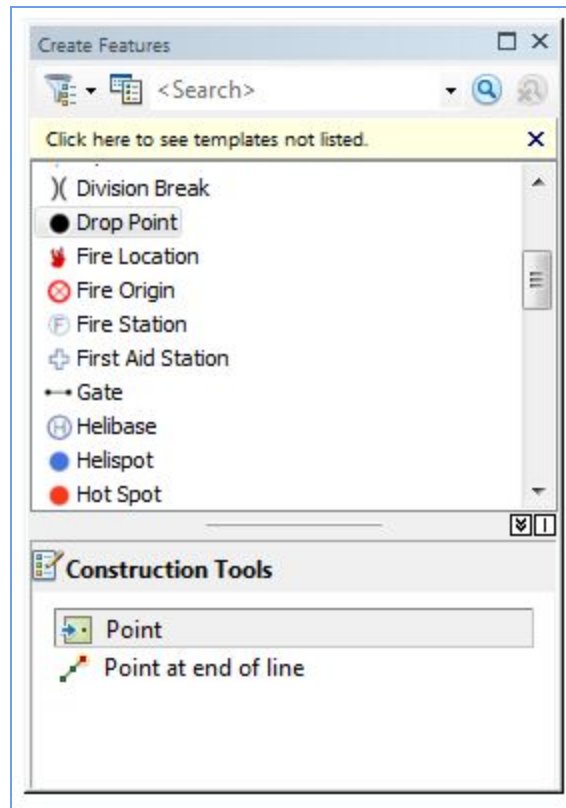


# Editing Event Point in ArcMap


## Create Points by Digitizing or from X,Y Coordinates

1. Click on the Create Features button on the Editor toolbar to open the Create Features dialog box. 
2. In the top pane of the dialog box choose the applicable EventPoint template, then in the Construction Tools box choose the Point Tool.
3. The cursor will change to the symbol of your point type, digitize the new points by clicking the location for the feature on the map or if you have coordinates for the point, follow steps a through d.
  - a. If you have X,Y coordinates for the point location, right click on the map and choose Absolute X,Y... from the context menu.



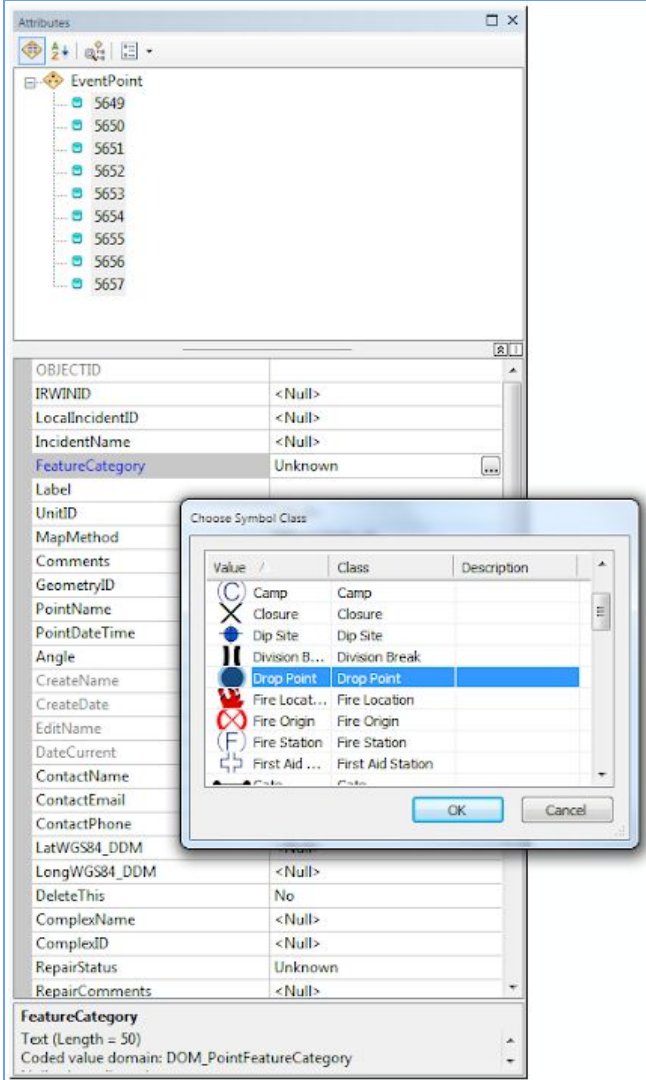
- b. Use the dropdown arrow to select the format of the coordinates.
  - c. Type the coordinates into the Absolute X,Y dialog box.
  - d. Press Enter on your keyboard. The point will be created at the coordinates that you entered.
4. Save your edits.

## Copying Points

1. Add the layer containing the points you want to copy to ArcMap.
2. Select the points you want to copy (on screen with the Select Features Tool or from the attribute table).
3. From the Main toolbar click Copy and then Paste. 
4. In the Paste dialog box select EventPoint as the Target.
5. Click on the Attributes button on the Editor toolbar to open the Attributes window.



6. Change the FeatureCategory of the points to the appropriate values.
  - a. If the points are all of different categories, select a point in the top pane of the Attributes dialog box and set the FeatureCategory.
  - b. If several or all of the points are of the same type, then select all the points of that type in the top pane of the Attributes window, then set the FeatureCategory.
7. Save your edits.



The screenshot shows the ArcMap interface with the Attributes window open for the 'EventPoint' layer. The top pane lists object IDs 5649 through 5657. The bottom pane shows the attribute table with the 'FeatureCategory' field set to 'Unknown'. A 'Choose Symbol Class' dialog box is overlaid on the attribute table, showing a list of symbol classes. The 'Drop Point' class is selected, which has a blue circle with a white dot symbol and the description 'Drop Point'.

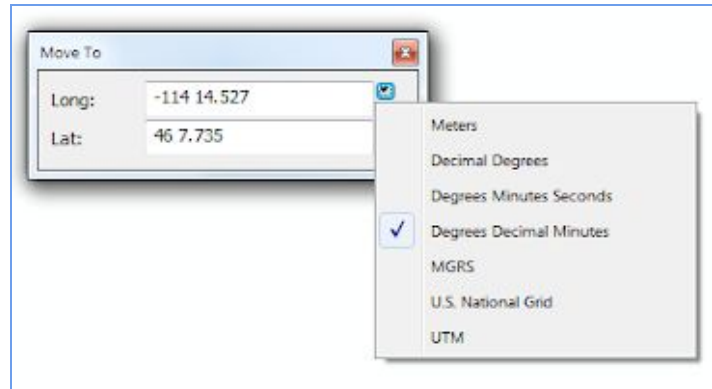
Value	Class	Description
	Camp	Camp
	Closure	Closure
	Dip Site	Dip Site
	Division Break	Division Break
	Drop Point	Drop Point
	Fire Location	Fire Location
	Fire Origin	Fire Origin
	Fire Station	Fire Station
	First Aid Station	First Aid Station

The attribute table below shows the following fields and values:

Field Name	Value
OBJECTID	
IRWINID	<Null>
LocalIncidentID	<Null>
IncidentName	<Null>
FeatureCategory	Unknown
Label	
UnitID	
MapMethod	
Comments	
GeometryID	
PointName	
PointDateTime	
Angle	
CreateName	
CreateDate	
EditName	
DateCurrent	
ContactName	
ContactEmail	
ContactPhone	
LatWGS84_DDM	
LongWGS84_DDM	<Null>
DeleteThis	No
ComplexName	<Null>
ComplexID	<Null>
RepairStatus	Unknown
RepairComments	<Null>
FeatureCategory	Text (Length = 50) Coded value domain: DOM_PointFeatureCategory

### Move an Existing Point by Digitizing to Known Coordinates

1. Select the point using the Edit Tool from the Editor toolbar
2. Hover the cursor over the selected point, click then drag the point to the new location or if you have coordinates for the new location follow steps a through c.
  - a. Double click the selected point. The cursor will change to a square with four arrows around it.
  - b. Right click on the point and select Move To...
  - c. Use the dropdown arrow to select the format of the coordinates.



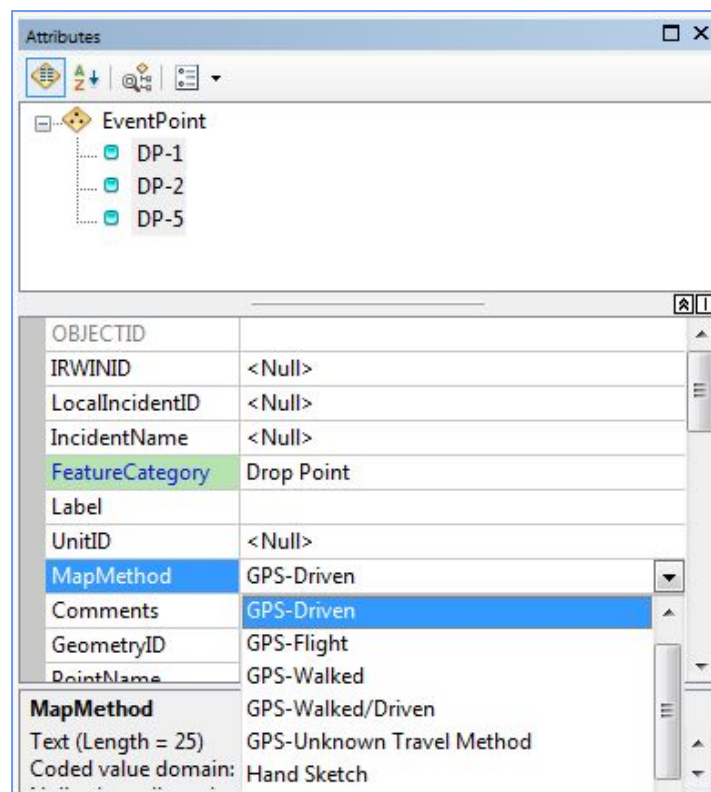
- d. Type the coordinates into the Move To dialog box.
    - e. Press Enter on your keyboard.
3. Save your edits.

## Use the Attributes Window to Populate Values for Multiple Features at Once

1. Click on the Attributes button on the Editor toolbar to open the Attributes window.



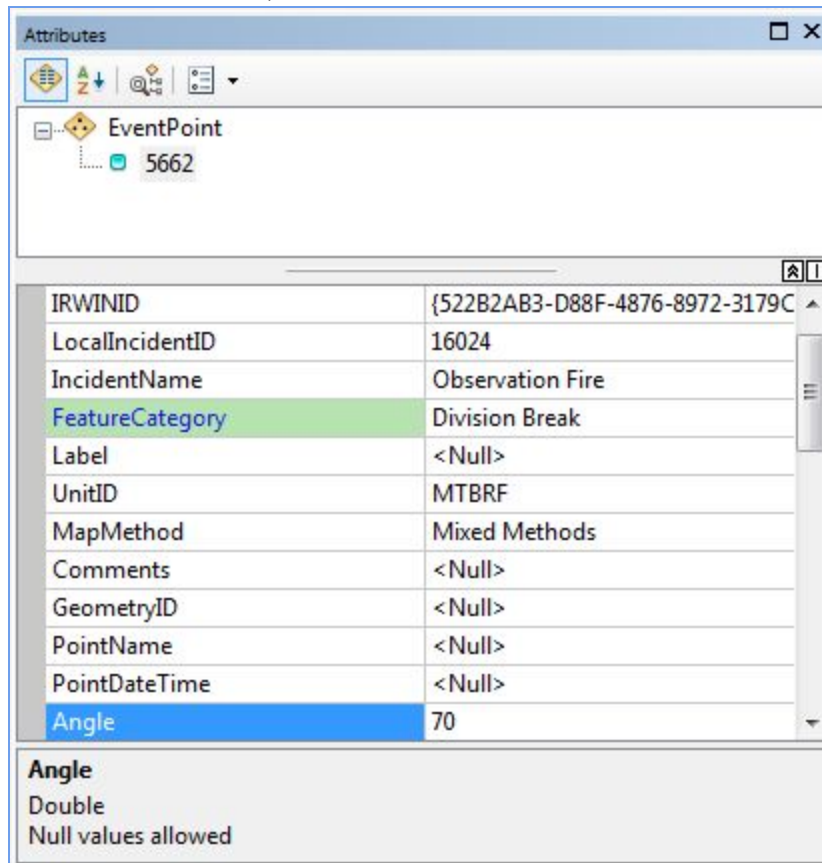
2. In the top pane of the Attributes window, click the layer name to edit all the features or select only the features that you need to populate fields with the same values.
3. Fill in the appropriate values for the fields you need to populate. When multiple features are selected, fields that are blank indicate that there are at least 2 different values for different features while fields that display a value indicate all features have that same value.



4. Save your edits.

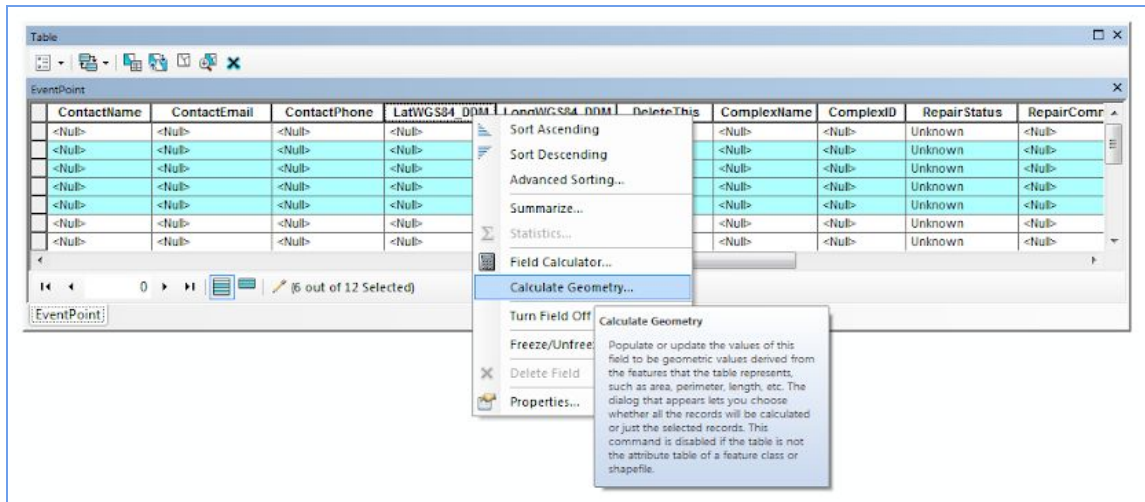
### Rotate Point Symbols (Division Breaks, Branch Breaks, Spot Fires)

1. First, create the point feature to be rotated.
2. Select the point to be rotated.
3. Open the Attributes window from the Editor toolbar.
4. Type the degrees of rotation into the Angle attribute field. (The rotation by angle option is set up in the layer files, but if it needs to be set for a feature class, it is done in the Layer Properties dialog box. To do this go to the Symbology tab, click on the Advanced button and click on Rotation.)



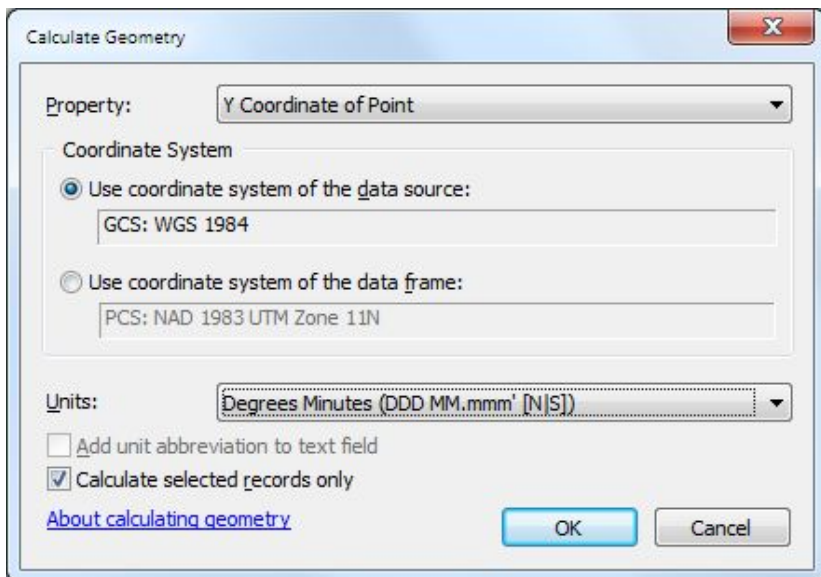
## Calculate Latitude and Longitude for Event Point Features

1. Open the attribute table of the EventPoints feature class.
2. Select the EventPoints that will have their coordinates calculated. (If none are selected, then all of them will be calculated.)



3. Right click on the LatWGS84\_DDM field header in the attribute table and select Calculate Geometry.

4. For the Property dropdown choose Y Coordinate of the Point, select Degrees Minutes (DDD MM.mmm' [N|S]) and click OK.



5. Repeat for the Longitude, by right clicking on the LongWGS84)DDM field header, choosing X Coordinate of the Point and selecting Degrees Minutes (DDD MM.mmm' [W|E]).
6. Save your edits.