Designing and Authoring Maps for Editing

Jennifer Cadkin and Rhonda Glennon provide best practices and workflows for preparing your map before you start editing.

http://video.esri.com/watch/665/designing-and-authoring-maps-for-editing

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Video Transcription

00:01 I'm Jennifer Cadkin and this is Rhonda Glennon and she gave you a nice introduction…

00:06 …to what we're going to be presenting today.

00:09 And this presentation's called Designing and Authoring Maps for Editing and it's to give you some…

00:16 …a workflow for setting up your map documents for Desktop editing.

00:21 And we are both product engineers with the editor team.

00:26 So what we're going to be talking to you about today is, if…there's sort of three phases to this.

00:31 There's the gathering your data, assembling your data for editing, and then building that map document…

00:37 …setting up your layer properties, which would be the second part.

00:42 And then the third is, once you're in the editing environment…

00:44 …some of the things you can do in there to facilitate your editing.

00:50 If you're interested in authoring maps for web…web editing…

00:54 …there's a demo theater presentation today in the Exhibit Hall at 12:30.

01:03 So, as you all probably know, you can only edit one geodatabase at a time…

01:08 …so we recommend that you bring together all your data into a common geodatabase…

01:14 …if you're going to need to be editing it all together.

01:17 Also in 10, in the Catalog window, there's the…a feature of the Home location…

01:24 …so if you put your map documents and your geodatabase in that common project folder…

01:30 …that'll serve as your Home location.

01:32 So for any outputs that are created or exporting or geoprocessing results that you need…

01:38 …they'll automatically go to that project folder…

01:41 ...and it's also the default location for adding data into your map document.

01:48 We also recommend that for a different map...that you use different map documents for different project needs.

01:55 So if you have some users using the data for mapmaking or analysis or even editing one set of your data...

02:05 ...versus editing another set, create different map documents to support that need.

02:11 And also, if you are using an enterprise geodatabase...

02:15 ...rather than putting the geodatabase in the location with your map document...

02:19 ...you can put your spatial database connection files in that location for easy...easy access.

02:28 It's also, as much as possible, important to provide a local projection for your data.

02:34 It gives you better accuracy, gives you more functionality, such as converting between unit measurements.

02:41 And we recommend, as much as possible, to avoid decimal degrees as your map units.

02:47 But the most important thing is, is probably avoid projecting on the fly.

02:52 You'd want your data frame coordinate system to be the coordinate system of the data you're going to be editing in...

03:00 ...so your data frame coordinate system gets set with the first layer that's added to your map...

03:06 ...but once...once the data's added, you can change it in the data frame properties.

03:14 So now once you've...have your map document and you've started adding all your data in...

03:19 ...you can start to configure your feature layer properties.

03:24 And the General tab is where you can set...provide descriptive names...or meaningful names and a description...

03:31 ...also set your scale-dependent rendering.

03:34 And the scale-dependent rendering is useful for...for performance, so you don't have unnecessary network traffic...

03:41 ...as well as...and reducing clutter on your map, and only showing what you want to show.

03:47 The Fields tab is...is a good tab to work on as well, because it allows you to change the appearance of the fields...

03:56 ...as well as which fields are displayed, and this is used throughout ArcGIS, so your Identify dialog...

04:03 ...HTML pop-ups, as well as your editing environments, your Attribute window and the...

04:10 ...I'm not the [Unintelligible] so the Attribute window.

04:13 It does not modify your source data, so any changes you make here don't change the underlying data.

04:19 So you can hide any fields that can't be edited, such as the system fields.

04:25 You can hide fields that may not be meaningful for that particular workflow.

04:30 You can also reorder them, so if fields that are similar aren't together in the database...

04:36 ...you can move them together or you can put the more commonly edited fields up to the top of the list.

04:43 And one thing to know, if you will be publishing your map document to ArcGIS Server...

04:49 ...you don't want to hide those system fields, 'cause that...ArcGIS Server will need that object ID...

04:55 ...as well as the shape fields, in order to display your data.

05:02 So, with Fields tab...oh, I went the wrong way. That's why I was confused. Okay.

05:10 Also with the fields, you can modify their appearance.

05:13 You can provide a meaningful alias with spaces and change the caps.

05:18 You can give it a meaningful name. You can also add highlighting.

05:22 That...so when somebody identifies a feature, that particular field will be highlighted in yellow.

05:28 If it's a numeric value, you can change the way it's formatted.

05:32 And you can also make field values read only, so you may want to have data available to...

05:39 ...your editors for reference, but you don't want them to be editing it.

05:42 You can mark it as read only. And once again, it does not change the underlying data.

05:49 The Symbology tab. This is the important one to keep in sync with your feature template...

05:56 ...so that's why we recommend offering it prior to start editing.

06:01 The templates are based on what symbology you have...

06:04 ...so the label of your symbol will become the name of your feature template.

06:10 And the best types of renderers for editing are the single symbol, the unique value...

06:15 ...so the...any of the options under the Categories topic, as well as Representations.

06:23 If you do make changes to your symbology after the templates are created...

06:28 ...we're going to talk about how to make those...the necessary updates.

06:35 So, one thing that's new at 10 for symbology is you can now search on your symbols.

06:41 So there's a lot of symbols in there, and all the different styles you can now easily search…

06:46 …and find the style that best suits your needs.

06:50 For editing, sometimes it's best to use a simple symbol.

06:53 It can improve the experience of the editor, but it just depends on what you're trying to do and what you need.

07:01 And if you do use a more complex symbol or you're editing over imagery…

07:06 …there is an editing option that allows you to see the symbolized feature…

07:11 …so it's like a wireframe rather than the symbol.

07:15 And on the Display tab, there's also something new at 10.

07:20 It's called the Display Expression. It extends what the primary Display field used to be.

07:26 It allows you to create expressions, so you can concatenate fields, you can add text…

07:31 …so that meaningful…the most meaningful information is immediately available to your users.

07:37 So the Display Expression will be shown in the Attributes window, in the Identify dialog, as well as the Selection chip.

07:49 Oh, okay.

07:54 So how many of you are using definition queries? Do any of you use definition queries?

07:58 Okay, yeah, so. Definition queries, as many of you know, it's to draw a subset of your features.

08:04 So you want to create feature layers and not show everything in the feature class. Show specific things.

08:12 And we've known that a lot of people have gotten their feature templates out of sync with their definition queries…

08:19 …so it's real important when you build the definition query to go into your feature template properties…

08:25 …and make sure that your…the default values in your attributes…

08:30 …your template properties aligns with what's in your definition query.

08:35 And if you have hidden fields, it's important to make sure to check any of the hidden fields too, if your template is not showing up.

08:44 So, important note here, is that you need to make sure that your definition query matches your template.

08:52 And I think with that, we're going over to a demonstration.

09:07 Okay. Alright, well good morning.

09:10 I'm going to show some of the…some of the things that JJ, Jennifer, just talked about here in demo form.

09:18 So I'm using a template that you can download from the arcgis.com…

09:24 …the Resource Center part of it, from the Local Government group.

09:30 So this is a template that comes presymbolized with data that's sample data…

09:36 …and it's designed to be used for setting up a special event in your own city.

09:43 So I built this…this special event for a concert in the downtown area of a city.

09:50 So I have similar areas representing points, evacuation routes…

09:56 …and just the general area of my concert that's going to happen here.

10:01 So I've already gone in and authored most of the properties, but there's a few more that I want to do…

10:09 …because I need to add another layer to my map.

10:11 So I want to go through the entire workflow of authoring a layer, discussing what she just talked about in her slides.

10:21 So first thing, let's go over to the Catalog window, and I'm pretty happy now that…

10:24 …the Catalog window's embedded inside ArcMap. It makes it a lot easier to do your data management tasks.

10:32 So you notice here that I have set my Home folder to be the location where my map document is…

10:41 …actually, the map document therefore makes the Home folder…

10:46 …and I've put my geodatabase in here and made it the default geodatabase.

10:53 So again, this means that anytime I run, like say, a geoprocessing tool…

10:57 …my defaults will automatically…my values will automatically go into that geodatabase.

11:04 So it also just makes it easier for me to perform data management tasks and add layers to my map and that sort of thing.

11:11 So I'm going to go here, and I want to add the Special Event Zones layer, or feature class, to my map.

11:19 And this is a feature class that represents parking, VIP areas, pedestrian areas…

11:25 …these sorts of things, within the special event concert.

11:31 So I'm going to unpin my window here to give me a little more room…

11:35 ...and now I'm going to go work on the properties of this layer.

11:39 So here's the new features that were added. You see this layer has a couple of features already in it...

11:45 ...but I need to add some more, and I want to, again, want to author it.

11:50 So first thing to do is, let's go look at the data frame properties.

11:57 And the data frame properties is where my coordinate system is set...

12:01 ...so you see that it's a NAD-83, State Plane, and all that.

12:05 And if I find that I'm actually projecting on the fly, which means that my data frame doesn't match the layers in...

12:14 ...of their coordinate system, then I can go in, choose a layer here...

12:20 ...and actually set this layer as being the data frame projection.

12:24 So that's a really quick way to make sure that you change the projection of your data frame to a specific layer in the map.

12:33 And you notice here that the linear unit is feet, so when I go over to the General tab...

12:40 ...then you see that the map units are feet.

12:42 So what this means is, when you're editing, by default all the values that you enter are going to be in feet.

12:49 However, because I'm working with a projected data frame instead of a geographic coordinate system...

12:57 ...something like WGS 84, I have the ability to enter in values in meters, miles...

13:06 ...other units, by typing in an abbreviation.

13:10 And I don't get to do that if I'm in WGS 84 or some kind of geographic coordinate system...

13:15 ...because it only will accept, typically, decimal degrees.

13:22 Okay, so my data frame is authored. I'm not projecting on the fly.

13:26 I know what my units are, so let's go in and start authoring that particular layer.

13:32 So you see it came in with the name of the feature class.

13:36 Well, that's not very pretty, so let's rename it. Let's call it Event Zones.

13:47 And now I'm going to open the Layer Properties and go to the General tab...

13:52 ...and you see that what I set in the table of contents also matches the layer name in the Layer Properties.

13:59 So let's give it a description, maybe Zones around a concert special event.

14:12 And these are useful, because when you share out your layer through ArcGIS Online…

14:17 …or make a map package or a layer package, all this information comes with it.

14:22 So it's relatively important for you to set even something like the description, so…

14:27 …particularly when you're sharing your layer.

14:30 And this is from Esri and the City of Naperville. So, another thing here, I should set this scale range.

14:45 So because this data is only useful at a certain scale…

14:48 …there's no need to use resources to display it when the features on it don't make sense.

14:56 So, for example, in this layer I know that these features aren't going to look right…

15:01 …when I'm zoomed out beyond maybe 3,000 feet.

15:07 So let me show you what happens when I do that.

15:10 What's going to happen is, basically anytime my map goes out beyond 3,000 feet…

15:14 …this layer turns off, and that's a big time saver.

15:18 So I don't have to sit here and wait for it to redraw when it's not going to be useful to display.

15:24 So let's say I go out to maybe 1 to 4,000 feet. You notice that my layer turned off and the features aren't displayed.

15:34 So if I go back in to make the layer visible, you see I just right-clicked and said, Make layer visible…

15:43 …and that will zoom to a scale at which the layer displays.

15:48 Let's go in a little bit more so I can see what I'm working on.

15:55 Okay, so let's move on to the next tab, and I'm not going to go in order across the top.

16:00 I'm going to in the order that makes the most sense when I'm actually working…

16:05 …because the Fields tab is what all the other tabs build on.

16:11 So the settings here, I should do toward the beginning, because they're used on the other tabs of the Layer Properties dialog.

16:19 So then you see all of my fields right now are turned on, but I don't need to see the Object ID field…

16:25 …I don't need to see the Shape field, nor the Shape Length, and the Shape Area.

16:29 So I'm just going to uncheck those and turn them off.

16:34 So some of these I also don't need right now, like let's say the Date Set Up and the Date Taken Down.

16:40 I don't have that information right now as I'm planning my event…

16:44 …so as it gets closer, I can go in and turn these…these fields back on so I can update the values.

16:51 And another thing I want to do here is just reorder my layers. There's a couple ways I can do that.

16:56 I can simply drag a layer up and down the list, or I can use the arrows to move it up and down the list.

17:05 And I can also do this and select multiple layers as well.

17:10 So now that I have the left side of which layers are going to be visible and the order that they display in…

17:16 …so again I want my Event ID first, that's the first and most prominent field…

17:23 …and then moving down on the other ones. So this is going to be the order where it's shown throughout ArcMap.

17:29 And again, let me remind you that in ArcGIS 10…

17:32 …that's the first release that the editing environment actually uses this information.

17:36 'Cause I know it was so frustrating back in ArcGIS 8 and 9…

17:41 …where you would sit here and author these layer properties, and they weren't used by the editing environment…

17:45 …so all of sudden you would have turned off fields and then you'd go in to the Attributes window…

17:50 …and here you see all your fields again and you don't see your aliases and all that.

17:54 So again, in ArcGIS 10 it's important to do this, because we actually use this information when you're editing.

18:02 So I'm going to work on the content of the actual fields themselves now.

18:07 So my Event ID field, that's not a very useful name.

18:11 So let's go ahead and give it an alias. I'm going to call this the Event Number…

18:17 …and you see that my alias doesn't have to adhere by any geodatabase rules.

18:22 It has spaces. It doesn't…it's not all capitalized, that sort of thing.

18:26 So an alias is a good way to set a more user-friendly name for a field.

18:33 And then I can also turn on highlighting, like maybe I want this field to display, to stand out more while I'm editing it…

18:41 …or while I'm using it in other dialogs across ArcMap.

18:45 And if I decided that I don't want this field to be editable, I could set it to read only.

18:50 That way, the value would show up, but I don't have the ability to edit it.

18:55 And then here at the bottom it lists some additional field details.

18:58 These are the system information about the field. So we know it's a data type of text, the length is 30…

19:06 …the name is Event ID. Remember that was the name that was originally populated, and it lets me put null values.

19:12 And so when I click these I get a little more information about what this…what this means.

19:19 And let's work on some of the other fields first, next.

19:23 So, actually, let's see, let's go to the Responsible Agency, and notice here that I didn't change anything on the left side.

19:33 It just says Responsible Agency already, like it has an alias set up for it. And you see that it does.

19:39 But then I go down here to the name, and the field name as it is in the database, is called Assigned To, but I didn't set this up.

19:46 So what happened? Let me close out of this and let's go back into Catalog.

19:52 So in the Event Zones layer, on the Fields tab, actually this is the properties of the feature class…

19:59 …you see that I have the ability over here to set an alias. So what's happening is, if…

20:06 …when I set it in the feature class properties, it automatically gets reused by the layer properties.

20:11 So setting an alias on the feature class properties in Catalog is a good way to set an alias and other properties…

20:18 …so they get reused every time you use that feature class, no matter which map that you're working in.

20:25 So I didn't do that on my Event ID. You see its alias is just Event ID…

20:31 …but some of the fields like F Code have event area type already, name is not capitalized, and all these other fields…

20:37 …I've gone ahead and set up the field properties within the feature class properties…

20:41 …so that when I put this feature class inside ArcMap, it's automatically populated there as well.

20:47 Of course I can go in, in ArcMap and override those for my particular layer.

20:53 So let's go back into my Event Zones layer and continue setting up the fields.

21:01 So the only other thing I wanted to show you here was even though I turned off the Shape Area…

21:05 …it happens to only be one of the numeric fields that I have…

21:08 …so I just wanted to show you how you can change the number formatting.

21:13 If you click a numeric field, such as Shape Area, again, this would make more sense if you had an actual numeric field…

21:20 …you can click this ellipsis under the Number format and it gives you a dialog box.

21:27 It lets you say that it's currency, that it's a faction, that it's scientific values.

21:32 So anytime you display the number values within this field, they'll show up using the formatting that you set here.

21:42 Alright, so let's move on to the symbology.

21:48 So the reason I set the fields first, again, is because when I go to my Symbology or my Display tabs…

21:54 …what's in the fields is going to be used here as well.

21:59 So right now, by default, ArcMap is symbolizing this way or as a single symbol…

22:04 …but I actually want some unique values, because I know I have areas like VIP Parking…

22:11 …Emergency Vehicle Parking, Pedestrian Zones, and these sorts of things.

22:17 So I have categories within my data, so I want to use a unique value renderer.

22:22 And so you notice that under the Value field here, it's using my aliases…

22:27 …and it's also not showing me all those fields that I turned off.

22:30 So remember when you're setting your fields, do that first…

22:33 …and then also be sure to click Apply or OK so that it gets populated on your other tabs.

22:40 So I'm going to use, in this case, the Match to Symbols and a Style type of Unique Value Renderer.

22:47 The reason I want to do this is because I've already created a Style file that contains the symbols that I want to use.

22:54 So I'm going to go to the Event Area type as my Value field that I want to map…

23:00 …and browse to the location of the style, open it, and then match the symbols.

23:07 You see this is basically just a way to do unique values when you already have the symbols set up ahead of time.

23:15 So you see our parking area, pedestrian area, that sort of thing, and my values are matching

my labels.

23:21 And in this case it's fine. My labels look great. These make good names for my feature template.

23:26 So remember the labels will become the names of the feature templates once I start editing.

23:31 And I don't think I need to edit these any further. However, if this would have come in that said something like PA…

23:39 …and then the label by default would have been PA, that doesn't really make sense.

23:43 So it's a good idea then for me to go in and edit the labels, so they…they are more user friendly…

23:49 …and provide a better description of what's…what type of feature I'm actually mapping.

23:55 So one more thing that I want to do here is I'm going to uncheck the Add All…All Other Values entry.

24:03 And the reason to do that is basically, when you're editing, we need to know a specific type of feature…

24:09 …so the All Other Values entry isn't going to be symbolized or attributed properly.

24:15 So again, it's always best if you are creating features, to have a specific thing that you are mapping…

24:21 …a specific type, like a parking area, that sort of thing.

24:27 Now I go ahead and apply that and it changed it and it's updated my table of contents…

24:31 …and it's resymbolized my features on the map using those unique values.

24:36 So one more thing that I want to do is on the Display Expression…the Display tab.

24:43 So you see I have some…some features underneath here, so we probably should give it a little bit of transparency…

24:48 …maybe like 30 percent transparency. So I can see that there's a line under here.

24:57 But then the main thing that I want to do on the Display tab is set up the Display Expression.

25:03 And again, this is like the primary display field in the past, and by default it is still like that.

25:10 It will take the name…typically…if you have a field called Name, it's automatically going to be populated here.

25:17 And this just means that this is the most important field in your data.

25:23 But I can go further than that with the Display Expression.

25:27 I can actually build some type of expression by combining fields, by adding some text, and doing…

25:35 ...it's much more powerful than the primary display field was.

25:40 So again, here you see that it's showing my aliases and hiding the fields that I have turned off.

25:47 So it just reinforces how important it is to author your fields first, and just authoring your fields in general...

25:54 ...'cause if it's used this much in the Layer Properties, it's going to be used this much throughout ArcMap.

26:00 So I want to set up a display expression that takes some text and then adds it to the value of a field.

26:07 So for example, I'm going to use Event Zones, and just typing in some text here...

26:16 ...and I'm going to enclose it in quotes, add a concatenation symbol...

26:20 ...and then I want to take the Field Event Area type and add it on here.

26:28 And notice up here that I'm using my field aliases. And automatically when I add it into my expression...

26:33 ...it's going to go back and it will build the expression inside the...using the original field name.

26:41 So just keep that in mind. It's still the same...the same field.

26:45 And when I verify it, here's a preview of what it's going to look like.

26:49 So throughout ArcMap, anytime I'm identifying a feature, I'm using the Attributes window...

26:55 ...I'm using the table of contents, I'm using something called the Selection Chip...

27:00 ...all of these are going to show me event zones and then the type of feature that I've clicked on.

27:07 And with this, I think I pretty well have authored my map and I'm just about ready to edit. We'll go back to some slides.

27:30 Okay, so before we start talking about the edit environment and we're editing specific things...

27:37 ...I want to talk about the basemap layers and how these can help with your editing.

27:42 So we saw the basemap a lot in the Plenary and in ArcMap what it can be is...well, it's two different things.

27:51 Well, it's one thing, but it comes from two different places.

27:54 It's a special type of group layer that has optimized map display, so it's really fast...

28:00 ...it's really...the cache is locally...is the cache locally?

28:06 Yeah, cache is locally and it's really fast, so it reduces network traffic.

28:10 It doesn't…the map doesn't jump as you pan and zoom around. And it comes from two different places.

28:17 You can create your own basemap by right-clicking on the data frame and saying, Add Basemap…

28:23 …and then you can drag layers into that basemap and the layers that you can add in there are your local…it's your data…

28:29 …so it could be your operational data that you're not going to be editing, or it could also be data that's from ArcGIS Online.

28:36 The other place that the basemap comes from is the ArcGIS Online basemaps like we saw in the Plenary.

28:42 And when you add those in, they automatically come in as a basemap.

28:47 So the basemaps are really good as…to distinguish your editing…

28:51 …the data you're editing from the data you're using as…to support the editing.

28:59 In your basemap layer, if you're going to be constructing basemap layers…

29:02 …you do not want to put…edit like…any data you're going to be editing into the basemap or any related layers.

29:08 And that includes data that participates in topology or feature-linked anno or if you're doing those definition queries…

29:17 …and you're putting some data outside the basemap and some data in the basemap.

29:24 So you can snap to the data that's in the basemap. Even though you can't edit it, you can still snap to it…

29:29 …so it's available to you, and if you use the Q key you can pan and zoom smoothly and continuously.

29:36 There's also a way to analyze the basemap to make sure it's optimum for performance.

29:43 So now moving on to editing.

29:45 When you start an edit session, if you have data from multiple workspaces…

29:49 …it's going to prompt you to pick which workspace you want to edit.

29:53 In the dialog, you can specify the workspace itself or the layer…

29:57 …so you may not know which workspace if you have multiple…a layer is in, so you can choose the layer.

30:05 If you right-click on the layer's Context menu in the table of contents and you hit Start Editing…

30:10 …you won't be prompted to choose your workspace.

30:13 It'll pick it up for you and take you right into that workspace for editing.

30:19 At that point, if there's any issues, whether they're warnings or errors…

30:24 …you're going to be prompted that there are potential issues with your edit environment.

30:30 And some things will prevent the edit…prevent editing from starting.

30:35 For example, if you have data…a shared data source, you have a definition query outside the…

30:41 …a layer with the definition query outside the data source and a feature layer…

30:46 …with the same data source with a different definition query in the basemap, it'll prevent you from editing.

30:51 Or if you have topology data in your basemap and some outside and you want to edit, it'll prevent you from editing.

30:59 But you also get warnings if you have data in your data frame that has a different projection…

31:05 …to let you know that the data is in a different coordinate system.

31:11 So if it prevents you from editing, you'll have to resolve it.

31:14 If it's a warning, you can proceed or choose to resolve the warnings.

31:21 I keep doing that.

31:24 So the first time you start an edit session, that's when your initial feature templates will be created.

31:30 So after that first edit session, if you add additional data or resymbolize data or make changes to it…

31:38 …you will…you may need to go into the…the feature template properties and make updates to that.

31:44 So any new layers will need to have a template created. You'll have to do that.

31:49 Or if you modify the symbology renderer, you'll have to go in and update that template.

31:56 The templates will be created for any data in…

32:00 …any layers in your map document that are part of that edit workspace that can be edited.

32:04 If you don't want data to be created for those particular feature layers, you can delete the feature templates.

32:11 You can add them back in later, but you can delete them and this will streamline that edit experience.

32:15 So only the templates are in the Create Features window that you're going to be creating features for.

32:25 For other data that you may not…for existing data that you don't want edited…

32:30 …you can make that layer not selectable or you can put it into that basemap.

32:39 So the Template Properties dialog is where you set up and you configure your feature templates…

32:44 …and you can get there from two different ways.

32:47 From the organized feature templates, you highlight the template you want to update…

32:51 …hit Properties, or you can simply double-click the template in the Create Features dialog.

32:58 And in that dialog you can provide a meaningful name, which is originally from the symbology label…

33:04 …but you can change it, add a description…

33:08 …so add a little more information about what that template's for and that will show up as…

33:13 …you hover over the template in the Create Features window.

33:16 Provide tags that allows you to sort and search on your templates.

33:22 And then also the Default tool. And the Default tool, when you click the template…

33:27 …allows you to specify which the Default tool is, so if you want…

33:31 …if you're creating buildings, for example, and you're always using the rectangle…

33:35 …you can specify that the Default tool is the rectangle versus the polygon.

33:41 The other thing to note here is that you can create multiple templates for a single feature layer.

33:47 So you could create a template for every Default tool if you wanted and maybe change the name…

33:52 …so that you could see that so that you don't have to change the tool once you activate that template.

34:04 The other thing that you will…you can do in the Template Properties dialog is specify the default values.

34:11 So if your geodatabase has default values specified, those will automatically be set as the default…

34:20 …but if you don't have that or you don't want to accept them…

34:23 …you can go in here and you can change those default values.

34:26 And this is where you want to make sure that your default values match any definition queries on that feature layer.

34:34 You can also provide additional color and symbology for…to help with the editing.

34:42 So actually, those are…you don't specify those.

34:45 So the green…if you see green, it tells you which field is your symbology field…

34:50 …so which field is used that the field is being rendered on, or the layer's being rendered on.

34:56 Yellow is if the field has highlighting. That's what we specified on the Fields tab.

35:01 And then if it's gray, it means that that…that data has subtypes in the geodatabase.

35:08 It's also important to remember that once a feature's created, there's no link back to the template.

35:14 So if you create features or have existing features that came from a template…

35:20 …and you then modify the template to have different default values, the existing data doesn't know about it.

35:27 So this is only for data that's to be created.

35:31 Any data that's been…is created and you need to update, you'll have to do that through the Attributes dialog.

35:40 So, some of the reasons a feature template may not be listed, so your data is not visible on the map…

35:46 …your feature layer might be outside of its scale range, or it may be checked off in the TOC…

35:54 …or the group layer…if it's in a group layer, maybe it's not visible in the TOC.

35:58 If the data is also from a parcel fabric dataset, it won't be…you won't have a template for it.

36:04 You'll have to use the Parcel Editor toolbar to work with that data.

36:08 And then finally, it may not be listed if the definition query and the default attributes do not match.

36:14 In ArcGIS for Desktop 10.1, we will provide a notification of templates that are not listed with the reason they're not listed…

36:22 …to help you if…determine why a template may not be listed and what the…the correction will be.

36:32 So for snapping, you can change what the…some features of the snapping experience.

36:38 You can modify the tolerance. You can increase the tolerance or decrease it.

36:43 You can change the color of the Snap symbol as well as if the Snap Tips are displayed and if they have a background.

36:50 And these are not just used in editing, they're also used for some tools outside of editing such as the Measure tool.

37:02 And then there's also some editing options that you can…

37:06 I guess…right here.

37:09 You can modify the sticky move tolerance to minimize inadvertent movement of features.

37:14 You can check or uncheck the Use Symbolize Feature During Editing, so it turns it into that wireframe.

37:20 You could also enable classic snapping, as well as modify the properties of the Edit Sketch…

37:28 …so you can change the size and the color of the vertices that you're working with.

37:34 And then also there's a setting that you can have the Attributes dialog pop up…

37:38 …whenever a feature's created prior to the store…storing of the feature.

37:44 And also the Mini toolbar, so as you're sketching along, the Feature Construction toolbar may show up.

37:52 If that gets in your way when you're editing, you can click the Tab key and it'll move it out of the way.

37:57 If you want to have it visible, but it gets in your way, that's a way that you can real quickly and easily…

38:03 …move it out of the way of your…to have it not interfere with your edits.

38:08 And then with that, we'll give it back to Rhonda for a demo.

38:19 And so the map here is almost authored. I want to do one more thing to the basemaps.

38:26 So I notice here that I have some layers that I've called Reference Layers. I just put them inside of a group layer.

38:33 And these are my underlying features that I'm not really going to be editing.

38:36 They're just kind of here for reference.

38:38 So I have some roads, centerlines, parks, annotation, building footprints…

38:44 …these sort of things that I'm not going to be editing while I'm creating my special event zones for my concert.

38:52 So again, I just put them in a group layer here, but beyond that, what I'm going to do is put it inside of a basemap layer…

39:00 …and this way I can get the benefit of being able to have fast panning on my map and fast refresh with these layers.

39:12 So to do this, I just right-click the data frame name and I say New Basemap Layer…

39:18 …and I just drag whichever layers I want to be inside of my basemap.

39:23 So in this case, I'll just pull down this entire group layer. And I'll just call these Reference Basemap.

39:35 And you notice that I have another basemap layer already in my map…

39:38 …and this is one that I added just by going to the Add Basemap from the Add Data dialog.

39:45 So what happens here is, these are our web service layers, but ArcGIS automatically puts them into a basemap layer for you.

39:55 And again, you can create your own basemaps by doing the method I just showed to right-click…

40:00 …and you can drag any layer you want in there.

40:03 But again, you have to make sure that you don't need to change the symbology of the layer and…

40:08 …or any other properties for that matter, nor do you need to be able to edit it.

40:13 So I know that because these are feature layers that live in the same geodatabase as my other layers up here…

40:21 …I'm going to get a warning when I start editing.

40:23 It's just simply telling me that I can't edit these layers here. But again, that's expected.

40:30 So let's start editing. Go to Editor, Start Editing, and here's my warning that comes up.

40:36 It says I cannot edit a layer contained in a basemap layer. And that's fine. I was expecting this to happen.

40:42 However, if one of my layers outside of my basemap were related through geodatabase functionality…

40:49 …such as a relationship class or feature-linked annotation, something like that…

40:55 …or it participated in a topology or a geometric network with datasets outside of the basemap…

41:01 …I would not be able to start editing at all. I would get a warning.

41:05 I would get an error message that says, you know, you have to resolve this.

41:10 So anytime I see this dialog, it's always a good idea to review the content.

41:15 So I can see which…which warnings have come up, and in addition to that, I can simply double-click an error…

41:23 …and it opens the help system and gives me more information about what…what's going on here.

41:31 So in this case, the layer itself cannot be edited because it's in a basemap. We knew that.

41:35 Well, the solution to it is to move it out of the basemap just by dragging and dropping.

41:41 However, again, we don't need to edit these layers, so I'm just going to continue my edit session.

41:46 We say Continue, and when I do this, the Create Features window opens…

41:50 …and by the way, when you just say in ArcGIS 10.1…

41:53 …we've fixed it so the Create Features window doesn't open every time you start editing.

41:58 So we did this back at 10 just because it was good to help users get started…

42:03 …and you see the templates and you have an idea of how to create features.

42:07 But now that people are a little bit more used to it…

42:09 …we're only going to display this dialog the very first time you start editing in your map.

42:15 And beyond that it's up to you to open…open the window if you want to create features or, you know…

42:21 …and it doesn't get in your way anymore if you're just doing attributes. So that was just a little side note there.

42:27 So in the Create Features window, it shows the templates that already existed in my map.

42:32 So remember I'd added some features already.

42:36 So you notice that in this case I did not get any templates for my special event zones…

42:44 …my Event Zones layer that I added earlier in my demo.

42:47 And again, in ArcGIS 10, that was because I only get templates the very first time I start editing.

42:54 And as another side note, in ArcGIS 10.1, we make this a lot easier.

42:58 So not only do we create templates anytime you add a layer to the map…

43:02 …but we also give you an indication in the Create Features window when you're missing templates.

43:08 So the beta's going on now, or it's starting soon, so I'd encourage you guys to sign up for it…

43:12 …and let us know what you think about just another functionality.

43:17 So in the Create Features window I see my templates and I know…

43:20 …I'm not going to edit this special event location, and that's my pink area here.

43:27 So there's no reason for me to have this template, so I might as well delete it.

43:31 It's just cluttering up my list here and it makes it harder for me to find the templates I want.

43:36 But I do know that I want to make my Event Zones, and again, I know that the layer's not turned off…

43:43 …I don't have a definition query, and all those other factors that cause feature templates to be hidden.

43:48 So I just need to make templates brand new myself.

43:52 So in the Create Features window, I click the Organize Templates button and this opens the dialog…

43:57 …that let's me manage, create, delete, that sort of thing, my…all of my templates in my map.

44:04 So see here's the templates listed here for my event points and let's go down to the Event Zones layer…

44:12 …and it says there's no templates here. So let's create some.

44:16 I click the New Template button, and because I hadn't had my Event Zones layer highlighted first…

44:23 …it automatically is a layer that's checked on.

44:25 Of course I can check the other ones that I want to create templates for, but that's just a little short cut.

44:30 If you know the layer you want to create, just highlight it first here and it's automatically populated.

44:35 Then click Next, and again, see here's my Event Zones that matches my categories and my symbology…

44:43 …and remember how that…these names here match up with the names in my templates?

44:50 We'll click Finish, and now I have templates and I can go in and create these features.

44:56 So let's say that I want to create some…I want to create some features down here representing parking areas.

45:05 So what I need to do is, before I even do that, I should go in and fill in some template properties.

45:12 So let's call this a…these'll be public parking areas.

45:17 And the description is just a little tip that shows up when you hover over my template in the Create Features window.

45:24 They can set some tags and they're useful when you're searching for templates here…

45:29 …in the Search window of the Create Features window.

45:33 So we'll call this Vehicles Parking and Lot, and tags are always separated by semicolons.

45:46 Then here I can set my Default tool. I have several choices.

45:49 In this case, I'm actually going to use the Polygon tool, which is by default the Default tool…

45:55 …and it's pretty similar to the Sketch tool that you had in 9.3…

45:59 …where it allows you to just click, click, click to create your points…

46:01 …but you can also change over to other types of constructions, such as a trace or a midpoint, et cetera.

46:09 And then the target layer is already set for me. I can't change this here.

46:14 This is just referencing the layer, the target feature class of…that where my…my new features are going to go.

46:22 And in addition, I can't change the drawing symbol here.

46:26 If I want to change this, I need to go into the Symbology Properties…

46:30 …on the Layer Properties tab…on the Layer Properties dialog. So this is just pulling it in here.

46:37 So remember, these are all coming from the Layer Properties, so I don't change them here.

46:42 I go in from the layer, so the Layer Properties is a central location.

46:48 So remember when I was setting up my…my fields?

46:52 I turned on highlighting for the Event Number field, so you see that it's shown in yellow here…

46:58 …and it'll also be shown in yellow in the Attributes window and other locations.

47:02 So we'll call this Event Number, EV01, and every feature that I create…

47:07 …is automatically going to have these…these values populated in the Attributes table.

47:13 So the responsible agency will be the police department, and this is a parking area, and we'll leave the name null.

47:23 And typically, you're going to leave something like a comment or an ID or a name…

47:28 …something very specific that may only apply to one feature.

47:32 You won't set that up in the template properties, because every feature that you create with it is going to have that same value.

47:40 So what you want to do is, if it's something…if it's a value that's only going to be applied to maybe one feature…

47:46 …then definitely don't set it in the Feature Template Properties and set it afterward once you create the feature.

47:52 'Cause otherwise, if you create a whole bunch of features and they all have the same name from your feature template…

47:58 ...and then you have to go in later and change them all anyway.

48:03 So I'm going to leave this null for now, and then I'll set it later after I create the feature, 'cause it's going to be specific.

48:10 And click OK and now I'm ready to create some event zones.

48:15 But as you see as I'm moving around, I get this...this little pop-up...

48:19 ...and that's my Snap Tip, but it's kind of hard for me to see.

48:22 So let's go to the Snapping toolbar, and first of all I want to make sure that snapping is turned on...

48:28 ...and here's the types of snapping. And then I'm going to go to Options.

48:34 And I always like to turn on the background 'cause that gives a white background underneath my tip...

48:40 ...and then the text symbol I like to make a little bit bigger and I like to make it bold...

48:47 ...so it just really shows up and it's a lot easier for me to see.

48:50 So notice how I can actually see what I'm snapping to here.

48:53 And that's especially important if you're working over top of imagery...

48:57 ...'cause it can become very difficult to see the Snap Tip.

49:01 And let me just do a couple more things to the editing environment.

49:05 So under the Editor menu, I'm going to go to Options, and on the General tab I want to set a few things here.

49:13 So the sticky move tolerance, by default it's zero, but it's always a good idea...

49:18 ...particularly if you're going to be selecting and editing a lot of features, to increase that.

49:23 So what that means is, if I have to move my cursor with the Edit tool greater than 10 pixels...

49:30 ...before the feature will actually move, it really just kind of hangs there up to nine pixels...

49:36 ...and then at 10 pixels it starts moving.

49:38 So I know you guys, all the time, if you click something and you just intend to select it...

49:42 ...next thing you know it's moved and you've got to undo that.

49:44 So the sticky move tolerance is a great way to avoid these accidental feature movements.

49:51 In this case, there's a couple of other things I can set, if I needed to turn off the Symbolize Feature.

49:56 If for some reason I wanted to use classic snapping...

49:59 ...'cause remember, in ArcGIS 10 we introduced this new kind of snapping on the Snapping toolbar...

50:04 ...that applies to editing and georeferencing and measuring, but in some cases you really need to go back in...

50:11 ...and have that layer list and the individual check boxes like you had in ArcGIS 9...

50:17 ...so if you need that functionality, it's called Classic Snapping.

50:22 And in addition, if I wanted to increase the size of my vertices, if they were hard to see...

50:26 ...like over imagery, or change the color, I can do that here.

50:31 We'll click OK, and I think we're finally ready to start editing.

50:35 And again, there's all this setup before I started, but it's going to make my tasks from now on much easier.

50:42 So I'm going to go in and create a new feature for representing a...this public parking lot.

50:49 So remember I'm snapping to...let's see I have my...my parcels is down here in my basemap, but I'm still able to snap to it.

50:59 So let's click, and you notice the feature template...or the Feature Construction toolbar got in my way.

51:06 I'm just going to press Tab and it alternates the position of it.

51:12 And I snap again, and then I go over here and snap, and move it over, and then finish my sketch.

51:22 So now I've created this feature. Let's go in and look at its attributes.

51:25 So remember, here's my Display Expression that I set up, Event Zones plus the content of the Event Zones field...

51:32 ...and the template...the properties that I set up ahead of time, so the Event Number, the responsible agency...

51:40 ...and for the name, because it's going to be specific to this feature, I'll attribute that now. Let's call this the South Lot.

51:50 So remember, there's not going to be very many south lots, so that's why I set up the name after.

51:59 So let's go in and make another parking lot. I want to build a parking lot right here...

52:04 ...but I need to make a few changes to my attributes for it.

52:09 So I'm going to start with a parking area, but I want to make it for emergency vehicles only.

52:18 So I can actually, instead of starting from scratch with my feature template, I can create...

52:23 ...make a copy of the parking area in the Organize Feature Templates dialog...

52:27 ...and that just simply took all those properties and made a new copy of it.

52:32 So we'll call this Emergency Parking Area to designate that this is for emergencies, and then I'm going to go in...

52:41 ...you see its name is Emergency Parking, I'll change the description to be for emergency vehicles...

52:49 ...and add a tag for emergency, but this case, I know that my emergency areas are going to be rectangles...

52:58 ...so I can change my default tool to be the rectangle tool so it's automatically activated in the featured...

53:04 ...in the Create Features window when I create that feature. But everything else here is going to be the same.

53:09 So remember, I didn't set my name and I'm not gong to do it again here.

53:13 But the Event Number, the agency, and the type, are still going to be the same as before.

53:18 So copying and pasting existing templates is a great way to get started...

53:22 ...if you only need to make a couple of changes to the template.

53:26 So now I have my emergency parking area and let's go in and make another feature.

53:33 And you see here, when I click the Emergency Parking Area, it's updated at the bottom to show the rectangle tool first...

53:41 ...instead of on this one, it goes to the polygon.

53:44 So this just saves me a click, where I don't have to change over to the rectangle tool.

53:50 I'm going to zoom in a little bit so I can see what I'm doing, and just going to snap here...

53:57 ...here, and then drag down, and finish it.

54:05 So let's look at the attributes of this feature now.

54:07 So remember, it still has the Event Zones from my Display Expression...

54:12 ...and it kept all those other attributes, but this one is going to be emergency vehicles.

54:26 So once I have these features created, it's a good time to talk about the selection environment...

54:31 ...'cause now I might want to be updating the shapes and adding in a new...

54:35 ...some additional information about these features.

54:39 So if I just drag a box...let's say that I want to select the two parking areas that I built.

54:45 So if I just sit here and I drag a box, it's selected way more features than I want it to.

54:50 So I should go into the List by Selection in the table of contents and change which features…

54:57 …which layers can be selectable and modify my selection.

55:01 So I know that I'm not going to need the Event Routes layer…

55:05 …'cause I just want to work with my Event Zones areas, so I can clear the layer selection here…

55:10 …and I'm going to make it not selectable.

55:12 And when I did this, it moved it down into the Not Selectable part of the window.

55:17 So this window, as well as the List by Visibility, both of these are dynamic…

55:24 …in that as you make a change on the map, it's updated instantly.

55:31 So I also don't want to select this VIP area, but I can't make the layer not selectable…

55:37 …because my parking areas are also in that same layer.

55:41 So when I drag my box, it's selected as well. So I can click this little icon here to clear out the selection.

55:49 And notice again that this is using the Display Expression and I also…so now I have all the features that I want to select from.

56:01 You see here that I have in the Attributes window, only the three event zones that I'm looking at…

56:07 …the two that I created and then one down here.

56:09 And the reason I selected them like this is because it's gotten closer to the event.

56:15 So now I want to add the information about the day that they set it up. So I'm going to show all fields.

56:26 So remember I hid those Date Set Up, Date Taken Down fields.

56:31 So temporarily, I can show them so I can go in and make an edit.

56:36 So if I click at the top here of the Attributes window, I can make an update to all the features that are selected in this layer.

56:47 So my attributes grid here shows me the values that are common to all the features.

56:52 And I only want to make updates to features…only want to make updates…

56:56 …to the values here that I want to apply to all three of these features.

57:01 So the Date Set Up, this is a date field so I get this great little date picker…

57:06 …and now I've applied it to all of these features here.

57:11 And you see that if I want to deselect a feature, I can do that here as well.

57:15 Just right-click and unselect it. So again, this is a great way to be able to make bulk updates to features in your layers.

57:27 So remember, wherever you click at the top depends on what…

57:31 …that determines what attributes will be updated in those features.

57:35 So if you click just one, then just one feature gets updated.

57:39 If you click multiple ones, then multiple features will get updated. If you click at the top, all features will get updated.

57:48 So let's say now that I want to make a change to this point here.

57:54 And you noticed that when I clicked, see I made that point layer selectable…

57:58 …I get this little thing that we're calling the Selection Chip.

58:02 And what that does is, it lists all the selectable features underneath my cursor…

58:07 …and it displays them by, again, the Display Expression.

58:12 So let's say that I want to select the…the location of the point here.

58:17 You see that, that's what I have selected, and again, I want to change the Date Set Up.

58:21 This one's not going to be set up 'til tomorrow, and there we go.

58:28 So again, by spending a little bit of time authoring my map, I was able to use Display Expressions…

58:35 …able to modify my selection environment, it made it easier for me to edit my features.

58:42 And by the way, I'll just show this here because I changed the sticky move tolerance.

58:49 So let me just show that in action for you. So remember, I set it to 10 pixels.

58:57 So let's say that I was really just trying to select it so I can update the attribute, and then when I select it, it moved.

59:04 So again, the way to avoid doing that is to turn on that sticky move tolerance.

59:09 So I really had to try to move…I had to go more than 10 pixels before the feature actually moved.

59:16 I'm trying…there it goes. So that's a great way to avoid those inadvertent edits.

59:23 So now that we have our map authored and our features starting in there…starting to be edited in here…

59:31 …we can continue to make our updates, and again, we'll be more productive.

59:58 Okay, so we're going to be finishing up with a little bit of time today, but to recap…

1:00:03 ...we...we went over assembling your data for your...your GIS data for editing.

1:00:12 So bringing it together in the common location, as well as the coordinate system, setting a local coordinate system.

1:00:19 And then we reviewed setting up your feature layers and your map document, how to use basemaps...

1:00:24 ...and then we went into the edit environment, which with authoring your feature templates...

1:00:31 ...and their properties and setting snapping and other options.

1:00:35 We have a number of resources available to you, the ArcGIS Desktop help...

1:00:39 ...there's also a blog, and there's some blogs on this topic already available.

1:00:45 So if you go to esri.com, you can search on the blog and find those.

1:00:49 There's also context-sensitive help. And then finally on arcgis.com...

1:00:54 ...there's the Local Government Gallery and the Editing Labs Group.

1:01:02 And there's a few more editing sessions today and tomorrow if you're interested.

1:01:08 And also, we'll take some questions and please remember to fill out your...your session surveys.

1:01:16 Are there any questions? Does anyone have any questions for us? Yeah?

1:01:21 [Audience question] The templates are stored in the MXD?

1:01:25 The question is, Are the templates stored in the MXD? Yes, they are a part of the map document.

1:01:32 Yes?

1:01:33 [Audience question] Web APIs still [Inaudible] the integration with the templates themselves?

1:01:39 The question is, Is the...is web editing using these feature templates as well? And no, they're not.

1:01:47 Right.

1:01:51 Yeah, so the answer is yes they do.

1:01:54 If you're authoring your map for a web editing, you need to build your templates ahead of time.

1:01:58 However, if you don't build your templates, you don't author them ahead of time...

1:02:03 ...you will get a default set of templates when you publish your map out to Server.

1:02:08 So it's always a good idea to author ahead of time so you know that you have the values…

1:02:14 …and that sort of thing, and it'll be much more reusable for you.

1:02:19 But you will use templates somehow in your web editing.

1:02:24 You'll see a…you'll click and be able to create a feature of a certain type just like you would in ArcMap.

1:02:31 And again, we have a session on this today at 12:30 I think, in the geodatabase island…

1:02:37 …yeah there we go, this is backup on that.

1:02:39 We have a session today on Authoring Maps for Web Editing, that one of our colleagues is going to do…

1:02:45 …and he does a lot of Flex development, so he'll talk about how to build web maps…

1:02:54 …and again, he's most likely going to be using Flex in his…in his demos.

1:03:01 Go ahead.

1:03:02 [Inaudible audience question] Do you have the ability to use roles to possibly control what users can…

1:03:10 …fields the users can turn on and off, or is that not in this environment?

1:03:16 You're looking at me. So the question is, Can I use roles, like ArcSDE-type roles? Is that what we're talking about?

1:03:24 [Audience question] Yeah, the administrator might set up.

1:03:27 Okay. Can I set up some kind of administrator…as an administrator…

1:03:32 …can I set up roles to limit which fields might be displayed and editable and that sort of thing?

1:03:44 I don't know. I don't think so.

1:03:45 I think it's going to be up to you as the map author and the administrator of the database to set those kind of permissions…

1:03:52 …but there's not going to be a way that you can say that I don't want this particular field to not show up for this user…

1:03:59 …but you definitely could set a field to be read only for certain users.

1:04:05 [Inaudible audience question]

1:04:08 Yeah, I don't believe there's going to be a way that they can't turn them on or off or that sort of thing…

1:04:13 …except for…yeah, what you could do, is you could…you want to give your answer?

1:04:24 Yeah, you would want to do that at the geodatabase level to hide it…

1:04:28 …because if you do hide it in the map document, they would be able to show it. Any other questions?

1:04:37 Don't just come up and storm us after this. We know that you guys have questions and everybody wants to hear them.

1:04:43 Okay.

1:04:45 [Inaudible audience question] Did the editing option of the sticky move tolerance [Inaudible]. Is that stored in the MXD or is that in your normal template…

1:04:54 …so is it…if you change it to this map doc, would you have a different [Inaudible]?

1:04:59 Okay, so the question is, Is the sticky move tolerance available in the normal MXD…

1:05:05 …so that all map documents have that same setting or is it just for that particular map document?

1:05:12 I think the answer to that one is it's actually stored in the registry, so it's not going to be even…

1:05:19 …to a particular user…it's not in your normal template, it's not in the map document.

1:05:24 It goes deeper than that. I believe it's a registry setting.

1:05:29 But it's pretty useful. So I'm…in some ways I wonder why we don't have it set to something…

1:05:35 …because that's very common to accidentally move it and, Oh no!, that sort of thing.

1:05:41 [Inaudible audience question] If you wanted to enforce that, do you use particular outlines or do you have to [Inaudible]?

1:05:49 So if you wanted to enforce it for many users to do that, then if…it's a set once kind of thing…

1:05:58 …so if you tell your users to set it once, then it'll always be that way.

1:06:03 So you would have to do something to push that out into…again, I'm pretty sure it's from the registry.

1:06:11 And one thing that just reminded me of. We talked about the Context help…

1:06:15 …but I didn't show it, so here's what Context help is.

1:06:17 If you're in a dialog or if you're on a toolbar and you get this little question mark…

1:06:23 …you can click an item on the user interface and it'll give you a pop-up here that tells you more information.

1:06:32 So, and also if I'm on a toolbar. I can do that as well and it gives me a lot of information about the tools.

1:06:38 And if you're using Windows Vista or Windows 7, there's a little download that you need to get.

1:06:46 There'll be an error message that comes up that says Windows can't find this help or something like that…

1:06:52 …and then if you follow that link it will take you to Microsoft's website…

1:06:55 …and you'll actually be able to download a little help file and from then on you can use the help in ArcGIS.

1:07:05 'Cause it's pretty handy, if you don't know why something is giving you an error…

1:07:10 …then you just click it and a lot of times it says why it's disabled…

1:07:13 …or how the command works and that sort of thing. Just a side note.

1:07:19 [Inaudible audience question]

1:07:26 The question is, In ArcGIS 10, is the Esri optimized style still there? And the answer is definitely yes.

1:07:33 If I go into the Symbology Properties and try to change some symbols here…

1:07:42 …you see by default I'm seeing the Esri…or Esri style, but I can turn on the Style References…

1:07:50 …and you see here is the Esri Optimize. It's just like you had before.

1:07:53 And so what this is, if you've never used it, is it's basically…notice here I have my regular style…

1:07:59 …and I'm going to turn that off and just show the optimize one and you see they look identical.

1:08:04 However, there's things underneath that are happening that makes these…

1:08:08 …these features drawn with these symbols display much faster.

1:08:13 They're not using halos, and a lot of times cartographic line types have been replaced with simple line types…

1:08:20 …so they're going to be much easier to…to refresh the screen…

1:08:24 …and they don't take quite as much memory and your display's a lot faster.

1:08:30 So anything that you can do in ArcGIS to improve the speed of your display, again…

1:08:35 …choosing simple symbols, using basemap layers, all these sorts of things are going to help you in your editing.

1:08:42 Okay?

1:08:43 [Audience question] Do you know if the performance of the basemap is better…

1:08:47 ...by creating like a basemap group versus a REST service that you bring into the map?

1:08:54 The question is, If I build a basemap, is there...is there any performance difference between having a...

1:09:01 ...some kind of a REST service versus any other, like a group layer, that you bring in?

1:09:08 Yeah, exactly how I did it. I don't think there's any difference, I'm not sure.

1:09:13 If you want someone to know the answer to that question, I would go down to the Server...the web island...

1:09:19 ...or perhaps even the mapping and visualization island and they can give you all the details...

1:09:26 ...all the gory details about how to put your services inside of basemaps...

1:09:32 ...and what the performance might be on the server and that sort of thing.

1:09:35 But the bottom line is that it lets you take any kind of, it could be, again, it could be a web service...

1:09:42 ...it could be a feature layer, it can be an imagery file on your local machine, it could be anything...

1:09:49 ...and it just lets you put this in...put it into the basemap, and see, when I refresh, pan, it's much faster.

1:10:00 And I can do this, this little roaming thing, that's pretty handy.

1:10:06 So, and the same thing if I had my...turn on my imagery.

1:10:10 So if you, again, if you have REST services or other web services, you're definitely...and your Desktop users...

1:10:16 ...should put those into basemaps. But as far as the actual, exact, any kind of differences, I'm not sure.

1:10:25 Okay?

1:10:26 [Inaudible audience question] Would it be possible [Inaudible] basemap group, does it affect the snapping [Inaudible].

1:10:41 Are you using ArcGIS 10? Are you still using it? Okay.

1:10:45 Okay, so the question is, If I put things into the basemap, how does that affect my snapping and can it get really laggy?

1:10:50 And the answer is that you can still snap to things that are in the basemap...

1:10:54 ...and we have been finding some issues that users are reporting that editing is very slow...

1:11:00 ...and then we're finding that it can be with snapping.

1:11:05 So if you go into the…it's on the User Conference Q&A…

1:11:10 …there's a section there that talks about why is ArcMap slow?

1:11:13 It'll be on the, like the main User Conference site somewhere.

1:11:17 It's like Jack's Q&A message and it talks about what I can do to make editing and any other operations faster…

1:11:27 …so I'm not…we haven't been seeing the performance hit when the layer is in the basemap for snapping…

1:11:35 …but that's not to say that if you have a very complicated layer, even if you did put it into the basemap…

1:11:41 …there may still be some performance issues.

1:11:43 So when you see those kind of things, you know, it just gets draggy, please let us know…

1:11:47 …'cause we want to investigate and find these issues.

1:11:49 And the same thing for anytime you encounter a bug. You know, we want to know about this.

1:11:53 Don't just go off to your office and curse.

1:11:55 You know, report it on the forums or contact support or something like that so we can get it logged in.

1:12:01 And specifically if you have a case where you can reproduce it…

1:12:04 …like, I put this layer in my basemap and now it's just crashing, or I can't snap to it…

1:12:10 …or it's just really slow. We want to know about these kind of things.

1:12:13 And again, along those lines, if you have ideas for how to improve the software…

1:12:17 …'cause this was…we know 10 was a big release and it was a lot to kind of start working with…

1:12:22 …so if you have any ideas, go to that ideas.arcgis.com site and submit those too…

1:12:28 …'cause we do read those and there's a lot of things we've implemented that users have suggested…

1:12:33 …so we always want to hear what you guys think.

1:12:37 Oh, another thing that she mentioned, that if you're using snapping…

1:12:43 …and you find that you either can't snap to where you want to…

1:12:48 …or it's just getting really slow, particularly if you're tracing…

1:12:51 …be sure to hold down the space bar while you're snapping and that will make it…

1:12:55 ...so that you kind of temporarily suspend snapping.

1:12:59 So that was the same from ArcGIS 9, but it could make a bigger difference now in ArcGIS 10...

1:13:04 ...because snapping is always on and you're always snapping to every layer...

1:13:08 ...as compared to back in 9.3, where you choose an individual layer, and snap type, and that sort of thing.

1:13:14 So that's a good one to remember, particularly if things get really draggy, just hold down the space bar.

1:13:21 Okay, one more.

1:13:22 [Inaudible audience question] The difference between 10.1, or 10.1 and 10, is it a little bit faster or...?

1:13:29 Okay, in terms of editing?

1:13:32 Okay, so the question is, What are some of the differences between ArcGIS 10 and 10.1, particularly in reference to editing?

1:13:38 And if you want to see a demo of this, we have a couple of...of...let's see...we could go back.

1:13:44 We have a couple of sessions, if you have it, it's still open. Let's see, do I have the...?

1:13:52 I didn't put the road. There are some Road Ahead ArcGIS Desktop sessions where you can...you can see it...

1:13:57 ...and down in the showcase center there's...there's some like hands-on exhibits where you can play with it.

1:14:03 But specifically, some of the main things that I'd mentioned was, it's a lot easier to create templates.

1:14:11 We do it more often for you. It was very awkward when you add a layer to your map...

1:14:16 ...and then you didn't get templates again later on, so what we do now is...

1:14:20 ...if you add a layer anytime in your session, they will automatically make a template for you.

1:14:26 And if...similarly, if you have a template that's...that for one reason or another your templates are hidden...

1:14:34 ...we give you a message and we tell you exactly why.

1:14:36 So it makes it a lot easier for you to find, Why are my templates hidden. I know they exist.

1:14:43 So those are the main areas of Create Features.

1:14:44 We have a couple of new tools in that, as part of creating features...

1:14:49 ...but the main things which she showed yesterday, it's a shame this session is only offered

once, is about aligning data.

1:14:56 So we've done a lot of work on how you align your data…

1:15:00 …how you can update shapes, and it's mostly related to topology.

1:15:04 We made topology a lot easier. Just kind of continuing on the work that we did in 10…

1:15:09 …we've made it easier in 10.1 to build…to edit topological layers, layers that are connected.

1:15:15 And that's where most of our work lies. So again, go downstairs, play with it…

1:15:21 …join the beta program, and we're really interested in hearing what you guys think.

1:15:26 Okay, I think at this point we should probably wrap it up.

1:15:29 And again, I would encourage you guys to go over to room 3 in about 30 minutes…

1:15:35 …and we're going to have an Editing Tips and Tricks.

1:15:38 It's a little bit more advanced session, but it'll give you some good little tips and tricks…

1:15:43 …in addition to all those other sessions that we talked about.

1:15:45 Thanks for attending, and please fill out the evaluations, and come see us down at the geodatabase island.

1:15:52 We'd love to hear what you think.

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