Editing Tips and Tricks
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Session overview

• **Productive editing techniques**
  - Creating new features
  - Editing existing features
  - Editing coincident features and topology

• **Format**
  - Software demonstrations
  - Q & A session at end

• **Note**: demonstrations use ArcGIS for Desktop 10
Creating new features

- Set layer and feature template properties first
- Set feature template default attribute values and default construction tool
- Make sure layers are visible and template default attributes match any definition queries
- Change sketching methods with Feature Construction toolbar (Tab moves toolbar)
- Type unit abbreviation for values not in map units
- Use shortcuts to access additional functionality
- Enable classic snapping for more control
- Use basemap layers for better drawing performance
Editing existing features

- Update shapes quickly with Edit Vertices toolbar
- Trace edges when cutting polygons or reshaping
- Change attributes for multiple features by clicking top of Attributes window
- Avoid accidental edits with sticky move tolerance
- Set selectable layers and refine selections with table of contents – List By Selection
- Continue Feature tool – extend lines or add parts by sketching (ArcGIS 10 SP2)
- Make bulk edits with Editing geoprocessing toolbox
Editing coincident features and topology

- Use Topology toolbar to update multiple features that share geometry
  - Map topology – shape edits only (all licenses)
  - Geodatabase topology – shape edits plus complex rules for feature relationships (ArcEditor and ArcInfo)
- Select topology elements with Topology Edit tool
- Reshape and modify edges
- Use Edit Vertices toolbar with topology edges
- Identify coincident features and exclude features from edits with Shared Features window
Additional resources

• ArcGIS Desktop Help: Data management > Editing data section
• ArcGIS Desktop Blog: entries tagged with “edit,” “editing,” and “best practices”
• Context-sensitive help within ArcGIS
• ArcGIS.com
  - Local Government Gallery – videos, blogs, and well-authored maps ready for your own editing projects
  - Editing Labs group – samples from Esri’s Editing development team
• GIS Tutorial 3: Advanced Workbook from Esri Press
Resources at the User Conference

- **Wednesday, July 13**
  - Esri Showcase: Geodatabase Management Island (open 9 to 6)
  - Authoring Maps for Web Editing: 12:30-1, Geodatabase Management Demo Theater (Exhibit Hall C)
  - Introduction to Editing in ArcMap: 1:30-2:45, Room 6D
  - Using Spatial Adjustment Tools: 4-4:30, Geodatabase Management Demo Theater (Exhibit Hall C)
- **Thursday, July 14**
  - Esri Showcase: Geodatabase Management Island (open 9 to 1:30)
  - Understanding Topology in the Geodatabase: 8:30-9:45, room 6C
  - Designing and Authoring Maps for Editing, 1:30-2:45, Room 6D
- **Friday, July 15**
  - ArcGIS for Local Government: 9-10:15, Room 1 A/B
Open for questions. Thanks for attending!
Please fill out the surveys.