

Designing and Authoring Maps for Editing

Goals of the workshop:

- Provide best practices for creating maps that will be used to edit data
- Demonstrate a complete workflow for assembling a map for editing
- Show helpful and effective techniques for making editing more productive by authoring a map's layers and properties
- Demonstrate using feature templates for easier feature construction
- Highlight available Esri resources

Major topics covered:

- This presentation focuses on the editing environment in ArcGIS 10.
- Assembling data for a GIS project and considerations when editing
- Authoring layers and their properties for effective editing
- Setting layer names, descriptions, display expressions, and symbology
- Simplifying attribute fields by setting field aliases, hiding fields, and reordering fields
- Setting general options for the editing environment
- Improving map refresh speed by using basemap layers appropriately when editing
- Authoring feature templates and their properties
- Creating features using feature templates
- Demonstrating relationships between layer properties and feature templates
- Making sure features connect by utilizing snapping; setting snapping options
- Editing attributes and showing how it is easier with properly authoring fields
- Sharing a map with other editors for editing on the desktop or web
- Describing Help, Resource Centers, ArcGIS Online, and other sources of information about editing