

Purpose

The **Editing Project Features** tool in the **Interactive Map Viewer** enables authorized users to digitize project features for projects in Draft, QA/QC, or Editing Status within their jurisdiction.

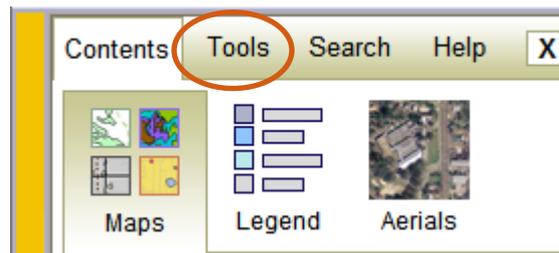
Note: Check with your organization's EST administrator or the Help Desk for information about EST privileges.

Tip! See the Interactive Map Viewer tip sheet (located in the EST's **ETDM Library**) for an overview on using the **Map Viewer**.

Instructions

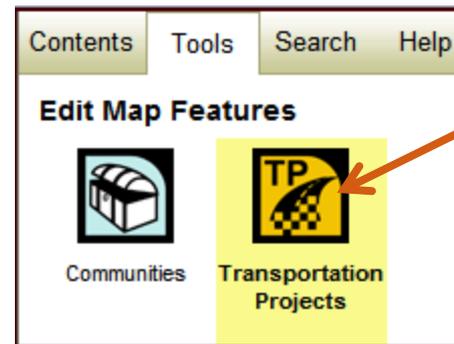
- To edit project features, use the **Map It** button or use the **Search** function within the map to search for and activate a project. The active project name and number appear in the **Contents** panel of the map menu.
- Zoom to the project in the **Map Viewer**.

Step 1: Click Tools.



Click the **Tools** link to expand the map tools panel.

Step 2: Click Transportation Projects.

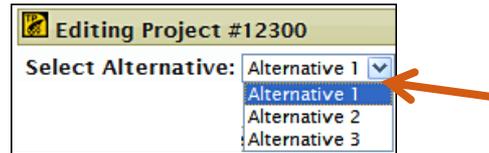


In the **Tools** panel, click the **Transportation Projects** icon to open the **Editing Project** dialog box.

Tip! If you are creating multiple features, you can assign a color to a feature:

- Click the color pallet box icon beside a feature name (e.g., Segment 2). The pallet box will expand.
- In the pallet box, move the right slide bar to the desired hue.
- Click a point within the left column to select the color value.
- Click **OK**.
- The feature will appear as the selected color on the map, and the selected color will also be shown in the color pallet box beside the feature.

Step 3: Select an Alternative (if there are multiple Alternatives).

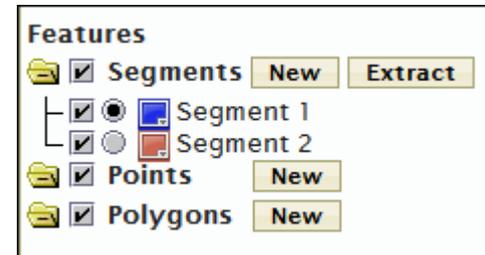


Click the **Select Alternative** arrow, and select the Alternative name from the list box. The features that are drawn on the map will apply to the selected Alternative.

Step 4: Turn Features On and Off.

Note: You must have at least one feature that has been created under a **Features** category (i.e., **Segments**, **Points**, or **Polygons**) before using the **Editing Project** tool. See the following pages of this tip sheet for details on creating and drawing features.

- ❖ Click the check box beside the feature you want to display on the map.
- ❖ Click a check box beside a folder icon  to display all the features for a category.
- ❖ Click the option button beside a feature to put it in active drawing mode.

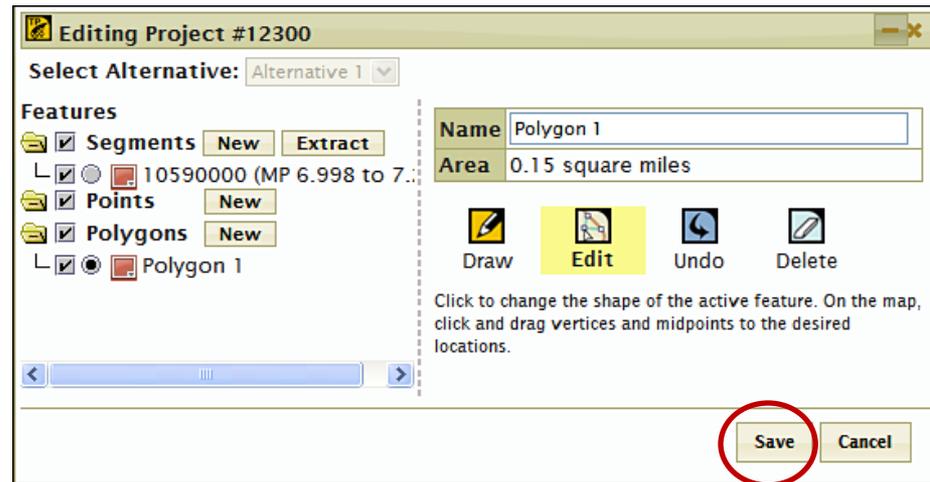


Tip! When the **Editing Project** dialog box opens, it displays all feature check boxes as checked, indicating all features are turned on. Click a checked box if you want to turn a feature off.

Step 5: Begin Drawing or Editing a Shape.

After you have made your selections in the **Features** table of contents, you can begin drawing and modifying the active feature's shape on the map. The following pages of this tip sheet provide the steps for creating and modifying a feature for each **Features** category (i.e., Segments, Points, and Polygons).

Step 6: Save Your Drawing.



Click the **Save** button to preserve your work. After you click **Save**, the features that have been created or edited will be saved to the project layer that will be visible as a Draft project to authorized users.

Drawing, Extracting, and Editing Segments

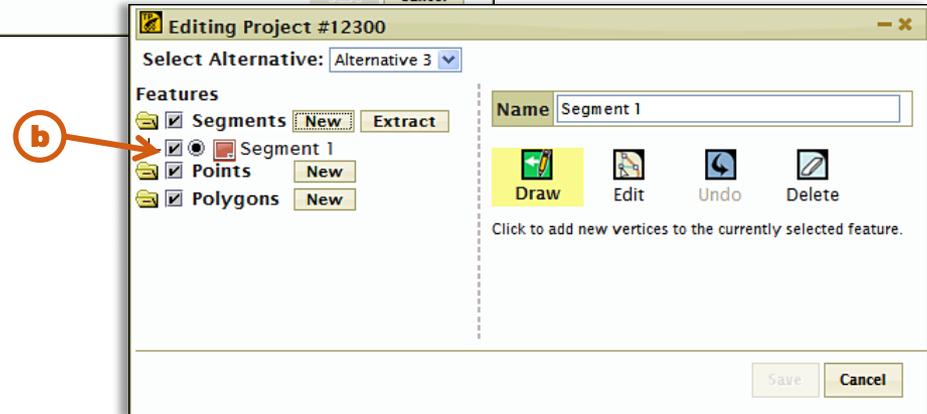
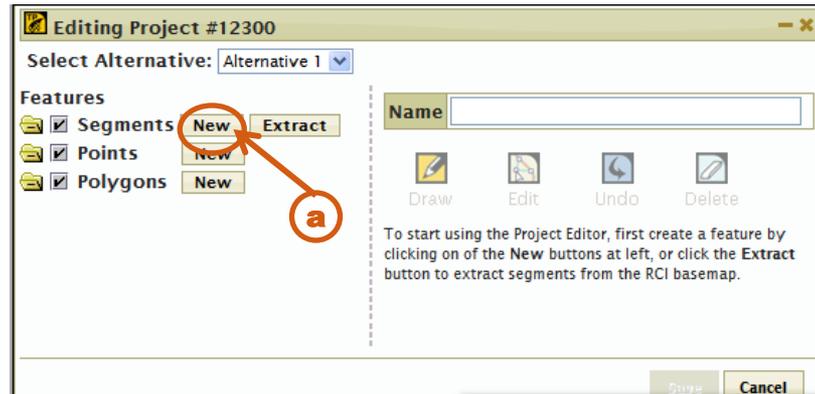
Drawing a New Segment

- a. Beside the **Segments** category, click the **New** button.
- b. A **Segment number** option button appears (showing it as selected for drawing mode), and the **Draw** icon automatically becomes highlighted.

Tip! When you create a new segment, point, or polygon, the EST automatically displays a default name in the **Name** field (e.g., Segment 1).

You can keep the default name or create a name for your feature by typing it into the **Name** text box. The maximum length for a feature name is 50 characters.

Tip! Click the **Save** button in the **Editing Project** dialog box to save the shape drawn on the map. You can click the **Save** button at anytime after a feature has been drawn on the map. After you save, you cannot undo any previously saved vertices.



Drawing a New Segment (Cont.)

- ❖ On the map, click once on the location where you want to begin drawing and move the line to the desired location.
- ❖ As you draw, click the locations where you want to place vertices.
- ❖ When you have completed drawing a segment, double-click the left mouse button to stop drawing. Vertices will appear as bold boxes, and midpoints will appear as transparent boxes.
- ❖ After you stop drawing, the project editor automatically goes into edit mode, and the **Edit** button in the **Editing Project** dialog box becomes highlighted.



Tip! The **Editing Project** tool enables you to delete all or part of a drawing.

 Click the **Undo** button to undo the last graphical change to the feature.

 Click the **Delete** button to delete the active feature.

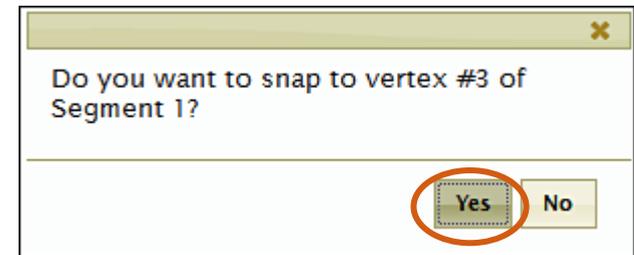
You can also erase a vertex by right-clicking on the selected point and then clicking **Delete Vertex**.



Connecting Segments

The **Editing Project Features** tool allows you to snap a segment vertex to another vertex of any other project feature in the active Alternative.

- ❖ Click the **New** button to create a new segment.
- ❖ On the map, click the vertex location where you want to snap the segment. You must click very close to the existing vertex to trigger the snapping prompt.
- ❖ A message appears asking you if you want to snap the segment at the selected vertex number.
- ❖ Click **Yes** (or **No**).
- ❖ Continue drawing the segment.



Extracting Segments

The extraction tool provides you another way for drawing a segment on the map.

- a. Beside the **Segments** category, click the **Extract** button.
- b. The **Editing Project** dialog box refreshes and displays a form for entering FDOT roadway and milepost information. You can either extract RCI roadways by using the form (enter **Roadway ID** and **Milepost** locations) or by clicking on an RCI roadway on the map. (See pages 7 and 8 for instructions on using the extraction tool.)

Tip! When using the extraction tool you must click on an area that has existing RCI roadways.

The image shows two overlapping windows from the 'Editing Project #12300' application. The top window is the main 'Editing Project' dialog box. It has a 'Select Alternative' dropdown set to 'Alternative 3'. Under the 'Features' section, there are checkboxes for 'Segments', 'Points', and 'Polygons', each with a 'New' button. The 'Extract' button is circled in orange with a red arrow pointing to it, labeled with a circled 'a'. To the right of the 'Features' section is a 'Name' text box and four icons: 'Draw', 'Edit', 'Undo', and 'Delete'. Below these icons is a text instruction: 'Click to modify the shape of the active feature. When editing, you can drag the vertices of the segment or polygon to new locations, changing the shape of the feature.' The bottom window is a smaller 'Editing Project' dialog box, also titled 'Editing Project #12300', with 'Select Alternative' set to 'Alternative 1'. It has a 'Features' section with checkboxes for 'Segments', 'Points', and 'Polygons'. The 'Segments' checkbox is checked, and a 'Segment 1' sub-section is visible with a red square icon. To the right of this section is a form with three input fields: 'Roadway ID', 'Begin Milepost', and 'End Milepost'. Below these fields are 'Extract' and 'Cancel' buttons. At the bottom of this window are 'Save' and 'Cancel' buttons. A circled 'b' is placed near the top right corner of this window. A red arrow points from the 'Extract' button in the top window to the 'Extract' button in the bottom window.

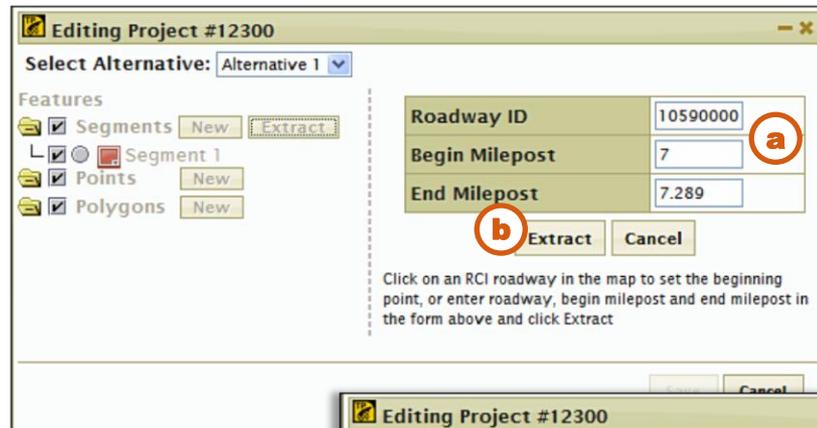
Tip! A segment cannot contain multiple roadway IDs. If parts of a roadway have different roadway IDs, they must be added as separate segments.

Extracting Segments – Using the Extraction Form

- a.** Enter the **Roadway ID**, **Begin Milepost**, and **End Milepost** information.
- b.** Click **Extract**. The extracted feature then appears on the map with vertices (bold boxes) and midpoints (transparent boxes).
- c.** The **Editing Project** dialog box displays the roadway ID (e.g., 10590000) and milepost (MP) information under the **Segments** category of the **Features** table of contents.

Tip! If you enter an incorrect **Roadway ID** or **Milepost** information, a message will appear at the bottom of the dialog box stating the route does not exist.

Tip! If you want to remove an extracted segment, click the option button beside the extracted segment number and then click the **Delete** button.



Editing Project #12300

Select Alternative: Alternative 1

Features

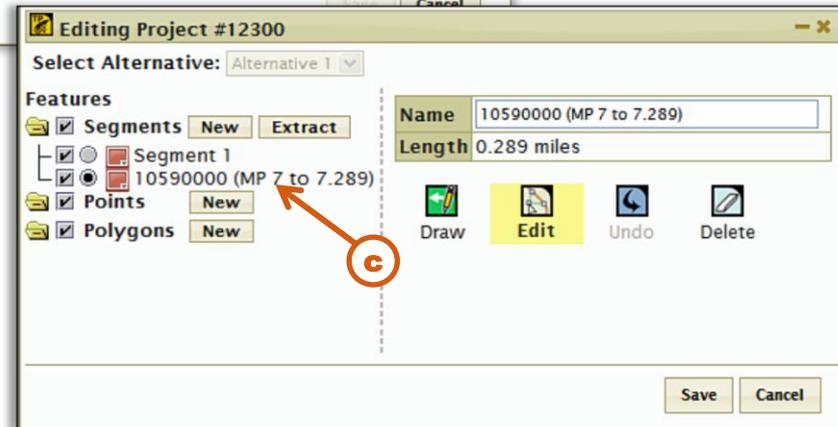
- Segments
- Segment 1
- Points
- Polygons

Roadway ID: 10590000

Begin Milepost: 7

End Milepost: 7.289

Click on an RCI roadway in the map to set the beginning point, or enter roadway, begin milepost and end milepost in the form above and click Extract



Editing Project #12300

Select Alternative: Alternative 1

Features

- Segments
- Segment 1
- 10590000 (MP 7 to 7.289)
- Points
- Polygons

Name: 10590000 (MP 7 to 7.289)

Length: 0.289 miles

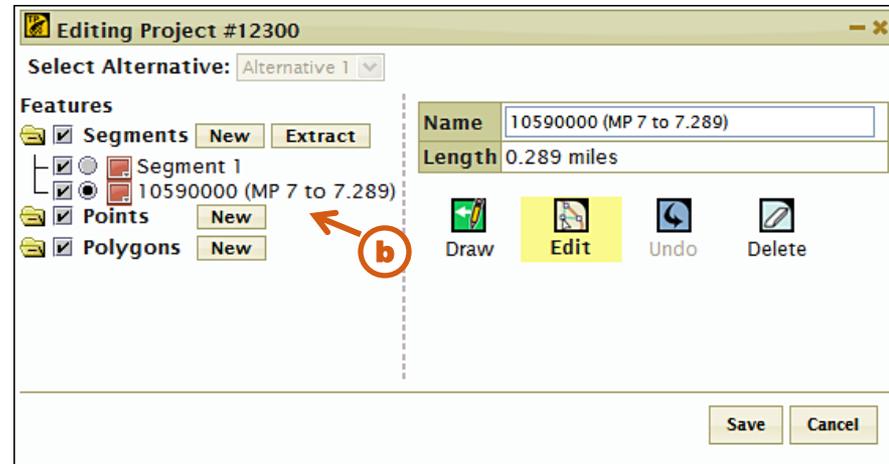
Extracting Segments – Directly From the Map

a. After clicking the **Extract** button, click once on the location where you want to begin the RCI segment. The location is marked by a pushpin. Click the next location point to complete the segment extraction. Another pushpin appears and the database automatically extracts the RCI roadway data. The extracted feature then appears on the map, displaying vertices and midpoints.



b. The **Editing Project** dialog box displays the FDOT roadway segment ID (e.g., 10590000) and milepost (MP) information under the **Segments** category of the **Features** table of contents.

Tip! You can change the extracted segment name in the **Name** field.

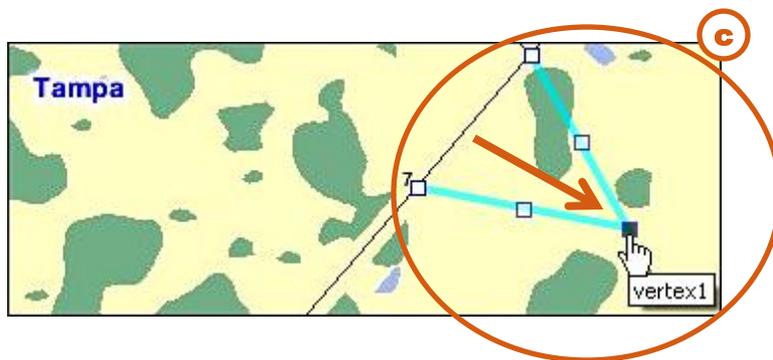
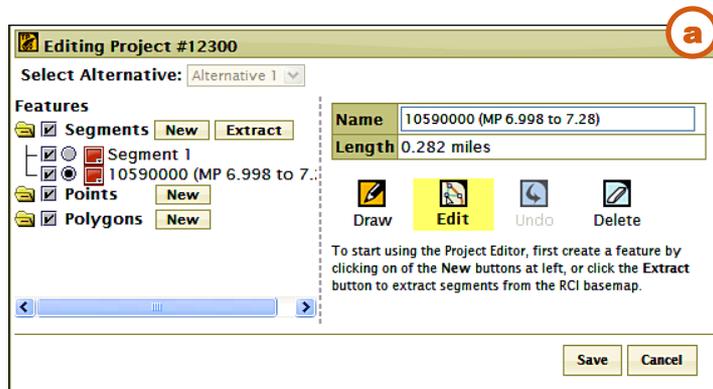


Tip! Vertices and midpoints allow you to reshape a line.

Editing Segments

- a.** When you finish drawing a segment, the **Editing Project Features** tool automatically goes into edit mode. The **Edit** button in the **Editing Project** dialog box becomes highlighted. If the **Edit** button is not already highlighted, click **Edit**.
- b.** Edit a shape on the map by clicking a vertex (bold boxes) or midpoint (transparent boxes).
- c.** Drag the selected box to a desired location on the map. You must keep the mouse button pressed while you drag the box to the target location.

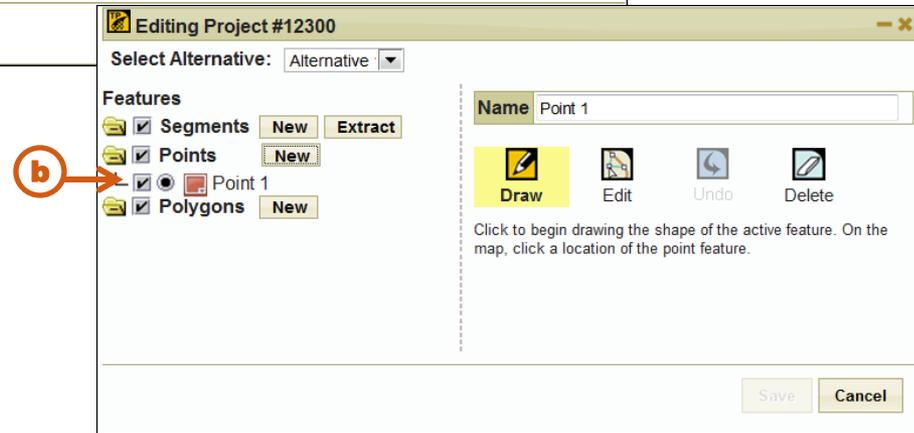
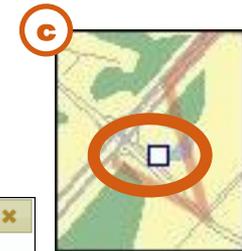
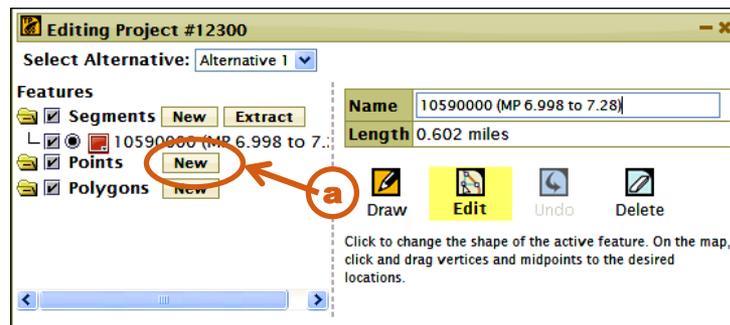
Tip! To pan or zoom while editing a feature, simply click the **Pan**, **Zoom In**, or **Zoom Out** buttons located on the **Map Viewer** toolbar, move to the new location, then continue editing your feature.



Drawing and Editing Points and Polygons

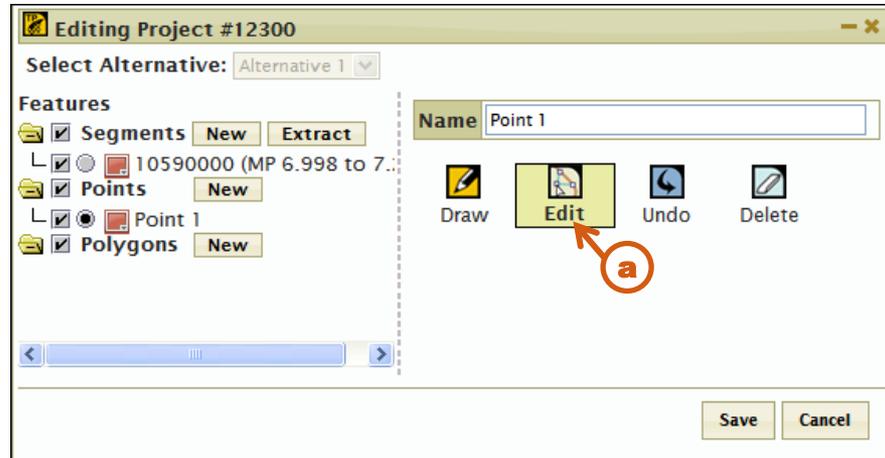
Creating New Points

- a.** Beside the **Points** category, click the **New** button.
- b.** A **Point number** option button appears (showing it as selected for drawing mode), and the **Draw** icon automatically becomes highlighted.
- c.** On the map, click once on the location where you want to place the point. A single box will appear. You only need to click once to establish a point feature.



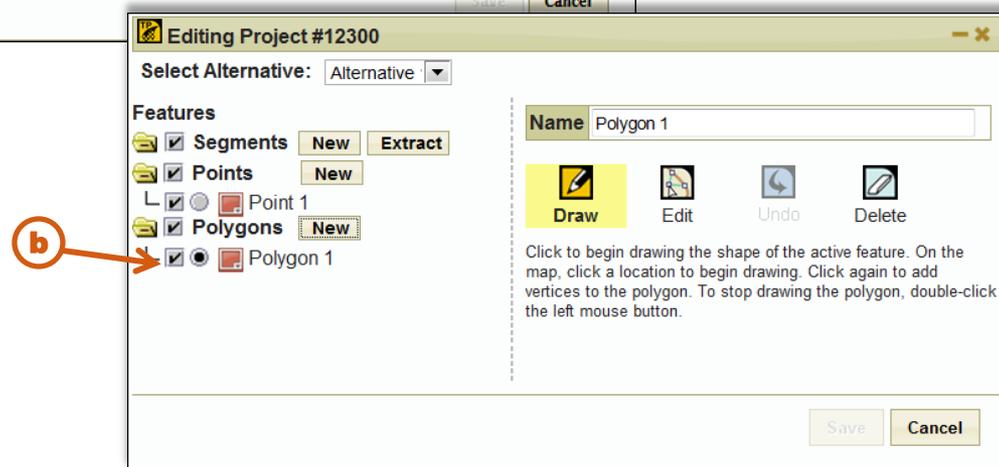
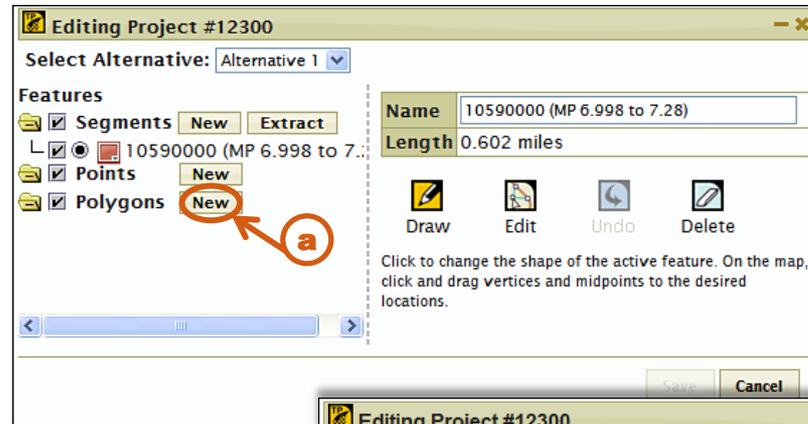
Editing Points

- a.** To edit a point feature, click the **Edit** button.
- b.** Click and drag the point to the desired location.



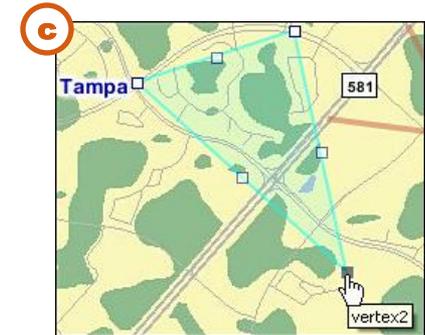
Creating New Polygons

- a. Beside the **Polygons** category, click the **New** button.
- b. A **Polygon number** option button appears (showing it as selected for drawing mode), and the **Draw** icon automatically becomes highlighted.



Creating a New Polygon (Cont.)

- c.** You will need to add at least three vertices on the map to create a polygon:
 - ❖ Click once on the map and move the mouse to the second location point.
 - ❖ Click the map to add the next vertex of the line.
 - ❖ Continue clicking the map until you have completed the area.
 - ❖ Double-click the map to add the last vertex and finish drawing the polygon.



Note: The system will not allow the lines of a polygon to self-intersect.

Editing Polygons

- a.** To edit a polygon feature, click the **Edit** button.
- b.** Click and drag a midpoint or vertex to the desired location.

