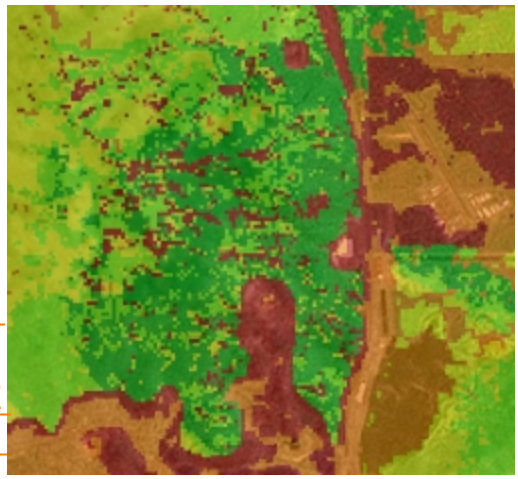
Tutorial F: LANDFIRE Data Management in IFTDSS

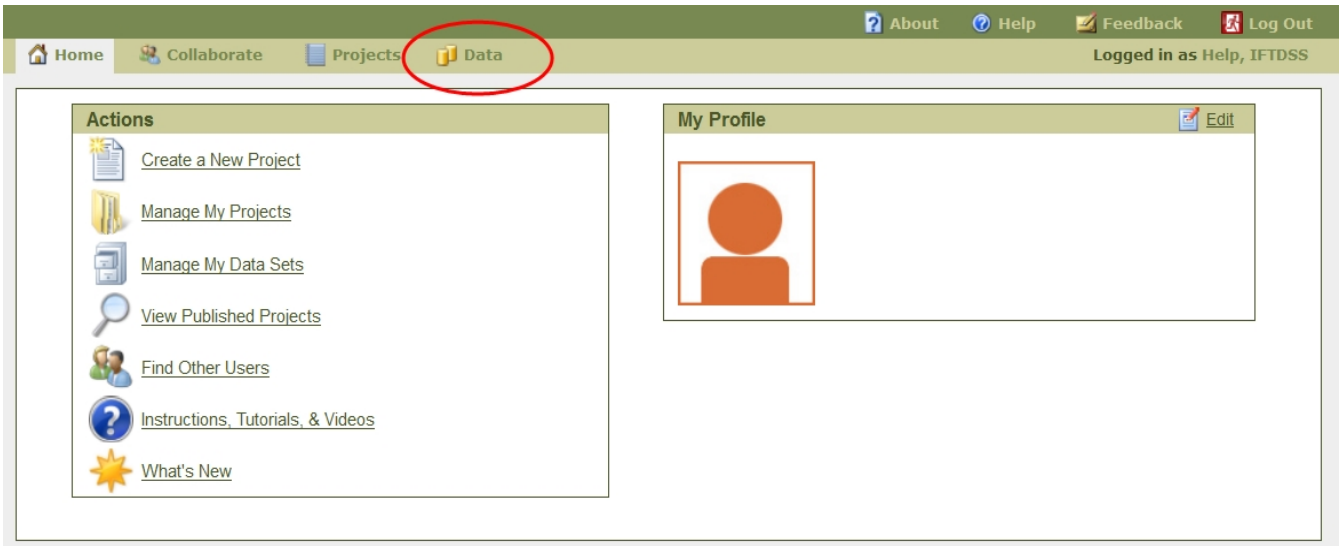


IFTDSS allows you to upload LANDFIRE data from your machine, select LANDFIRE data from within IFTDSS, and edit data. This landscape-based tutorial covers the following:

- How to upload or acquire LANDFIRE data.
  - Upload a landscape (.lcp) file and corresponding projection (.prj) file from your local machine.
  - Acquire landscape data from LANDFIRE for a specified area of interest using map tools in IFTDSS.
- Editing LANDFIRE data in Data Studio.
  - Point edit - editing one pixel at a time.
  - Advanced edit - editing multiple pixels at once.
  - Polygon advanced edit - editing pixels within a user-drawn polygon.

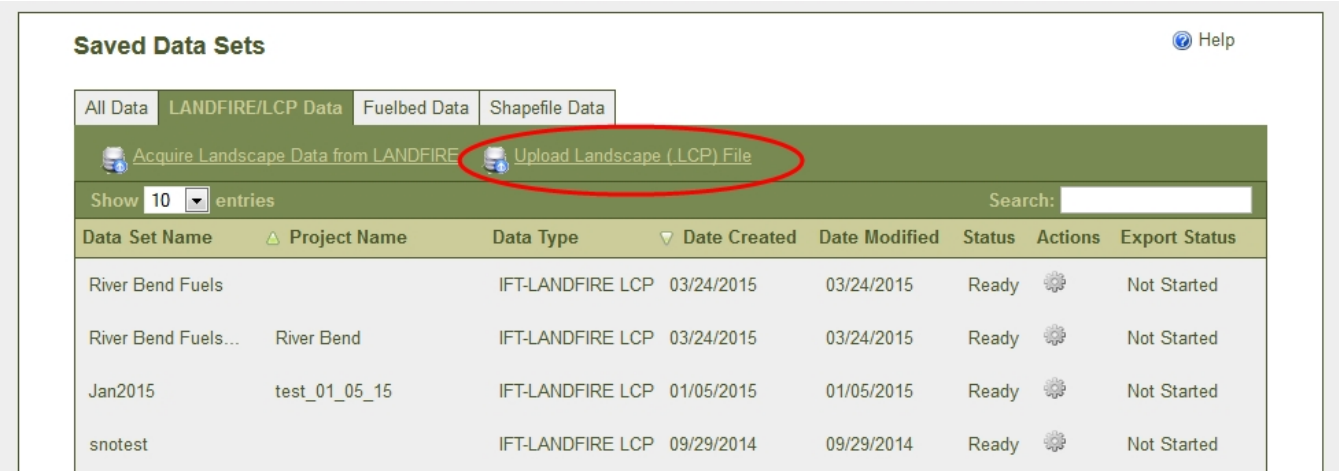
Uploading an LCP File

To upload an lcp file from your local machine to your IFTDSS account, navigate to the **Data tab**

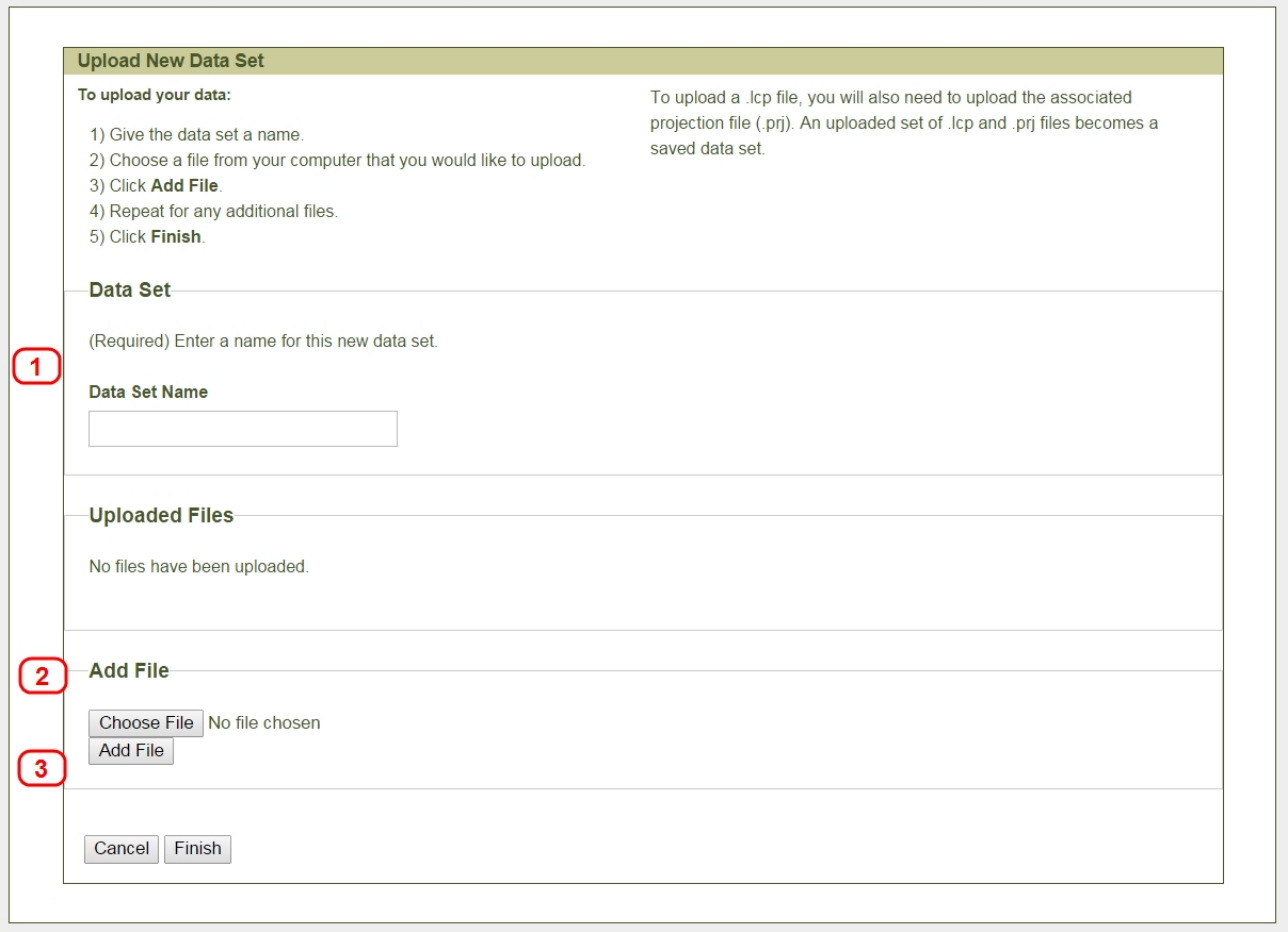


Note
The file upload size is limited to 24 MB.

From the Saved Data Sets page, choose the LANDFIRE/LCP Tab and select **Upload Landscape (LCP) File** option circled below.



This opens the **Upload New Data Set** page.



1. Enter a name for your data set. This name will later be displayed on the **Saved Data Sets** page.
2. Add a file by choosing **Choose File** and browsing on your local computer for the file (in .lcp format; each .lcp file also needs a corresponding .prj file).
3. Once you have found the desired file, choose **Add File**.
4. If you want to add more files, repeat steps 2 through 5 for each additional file.
5. Once you have selected all the files you want to upload, choose **Finish** to upload the files.

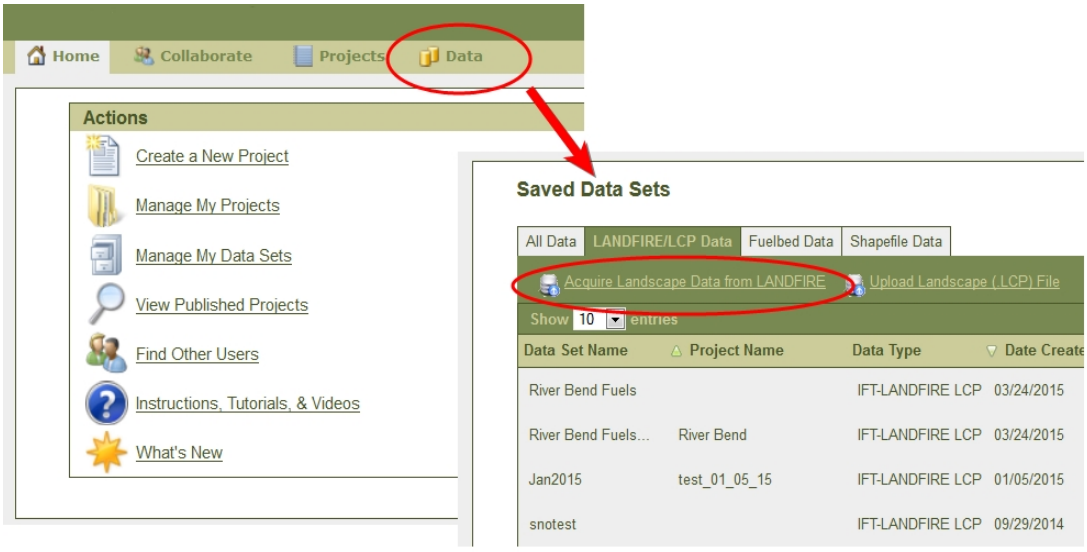
After you have uploaded your file(s), your new data set will be listed on the **Saved Data Sets** page under the **LANDFIRE/LCP Data** tab and the **All Data** tab. All uploaded .lcp data sets will be tagged with the data type “Uploaded LCP.”

Note

Because you created the data set directly and not as part of a project, there is no project associated with the data set.

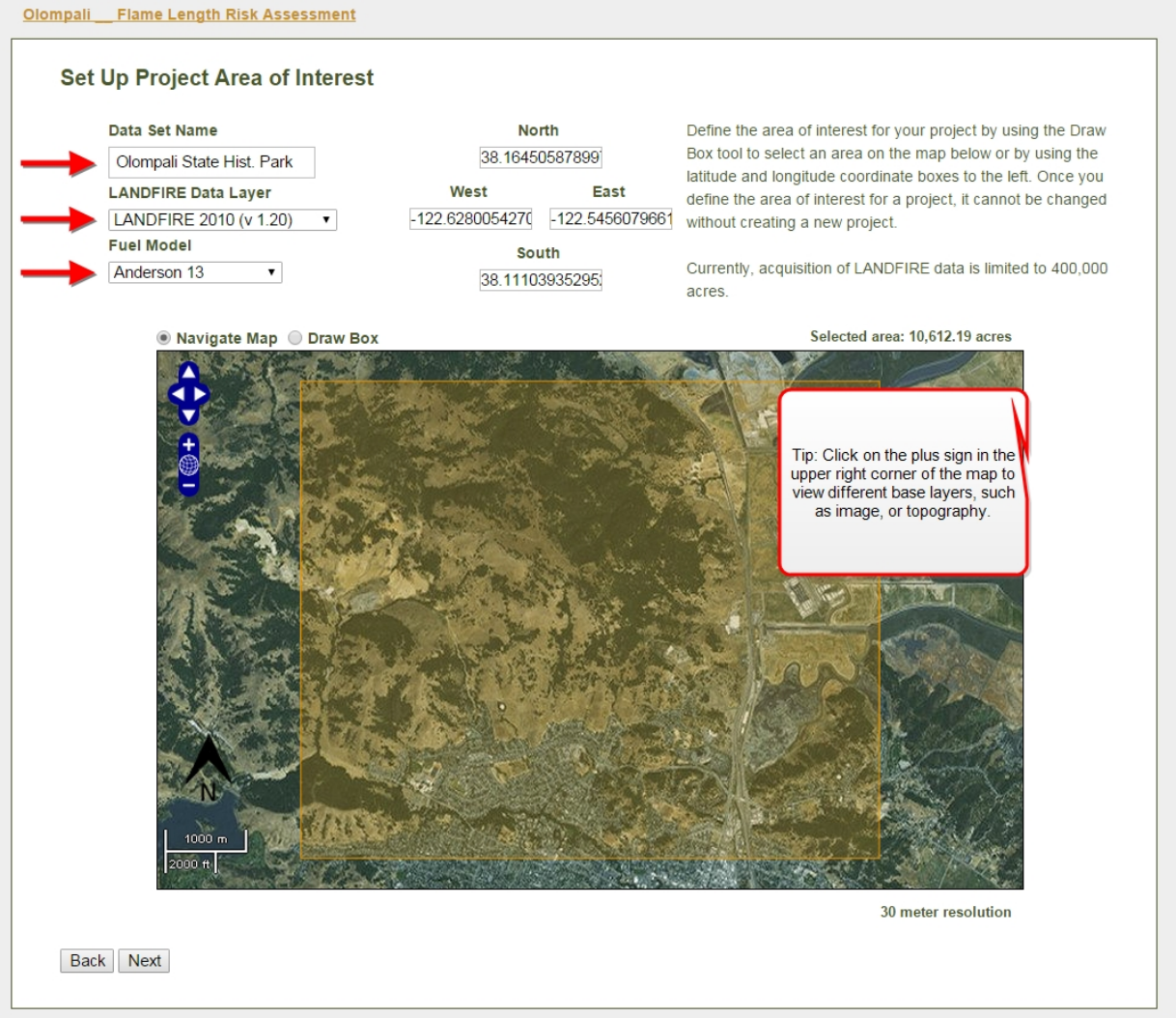
Acquiring Landscape Data from LANDFIRE Within IFTDSS

To acquire LANDFIRE landscape data from within IFTDSS you will need to be on the **Acquire Data from LANDFIRE** page. If you have not yet created a Project, you can get to this page via the data tab, followed by the **Acquire Landscape Data from LANDFIRE** selection (Figure A). If you have already created a project, visit the project summary page, and select the **Acquire Landscape Data from LANDFIRE** option from the **Area of Interest** section to the right of the page (Figure B).



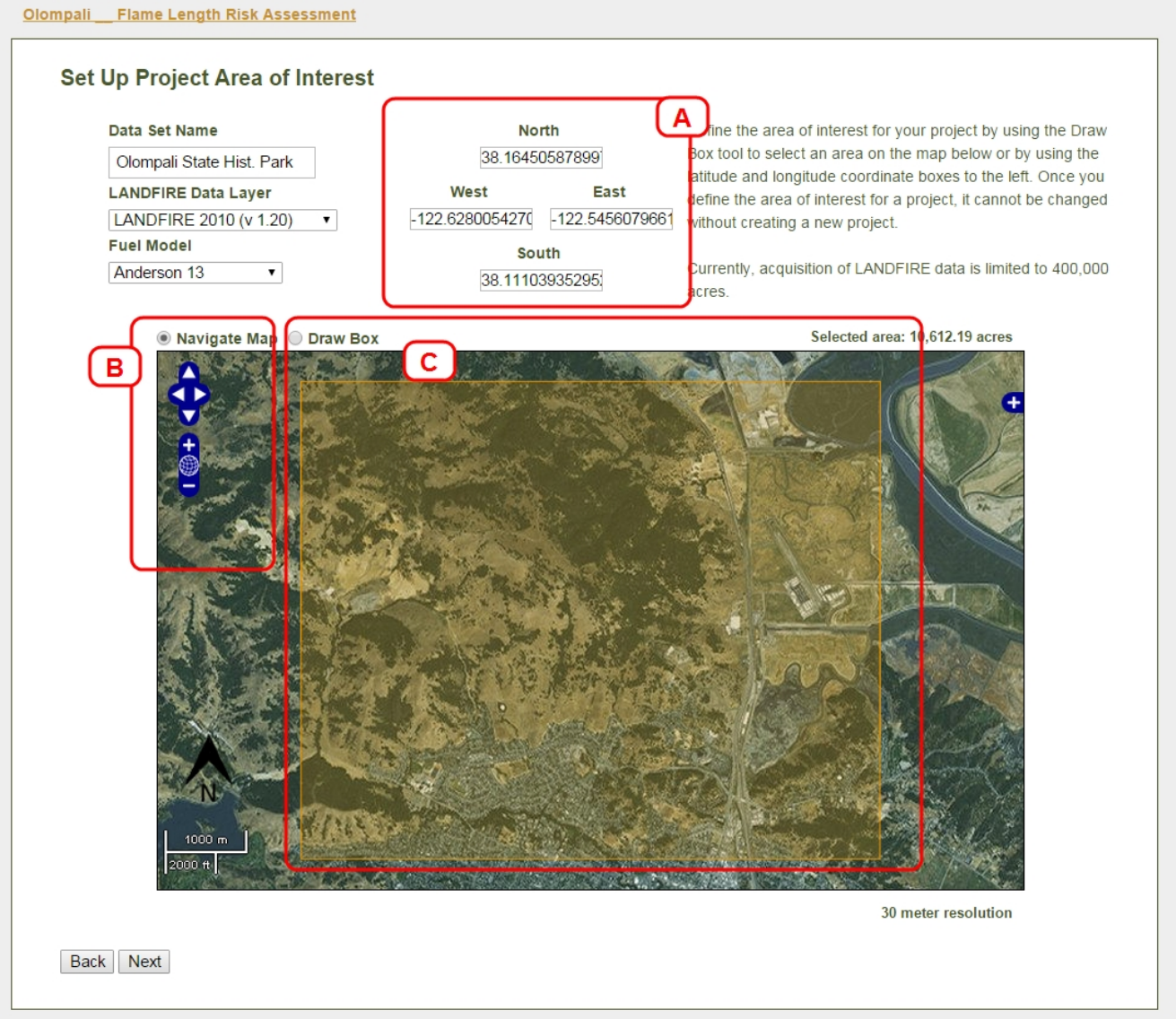
On the **Acquire Data from LANDFIRE** page, you will :

- Name your data set
- Choose a LANDFIRE data layer to acquire
- Select the fuel model type you will use (Scott and Burgan 40 or Anderson 13)



There are three options to set your area of interest:

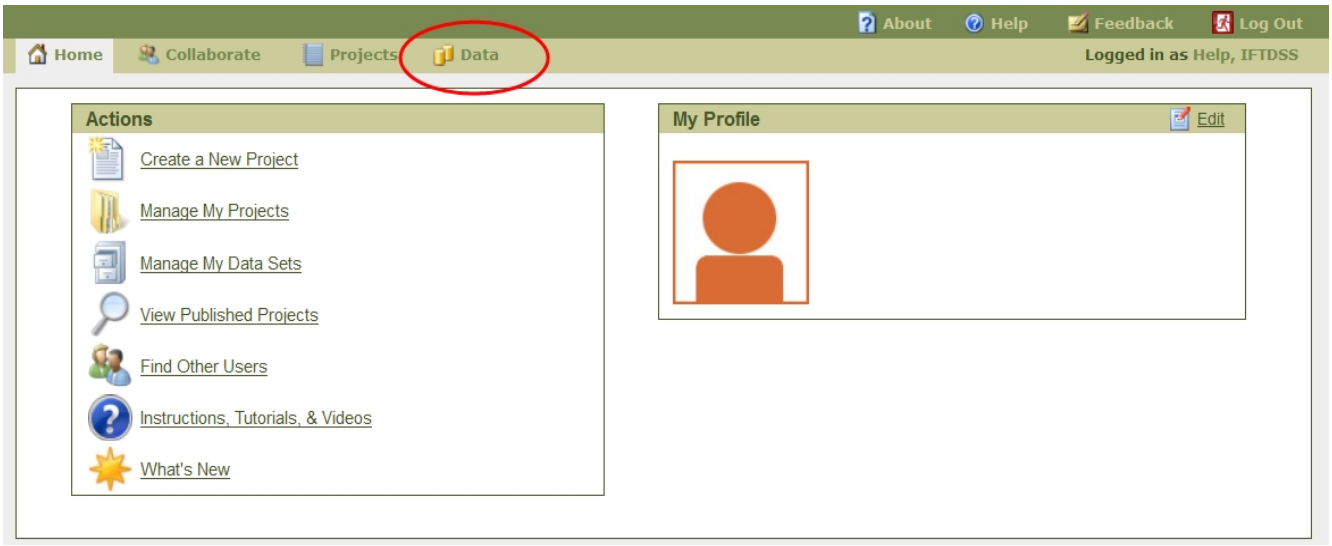
A. Enter the geographic coordinate extents of your area of interest using the coordinate entry boxes.
B. Select the Navigate Map button above the map, then use the navigation tools located in the top left portion of the map. After navigating to your area of interest, select Draw Box to manually draw your area of interest on the map.
C. Select the Navigate Map button above the map, then use the mouse. Click and drag to move; double-click to zoom in. After navigating to your area of interest, select Draw Box to manually draw your area of interest on the map.



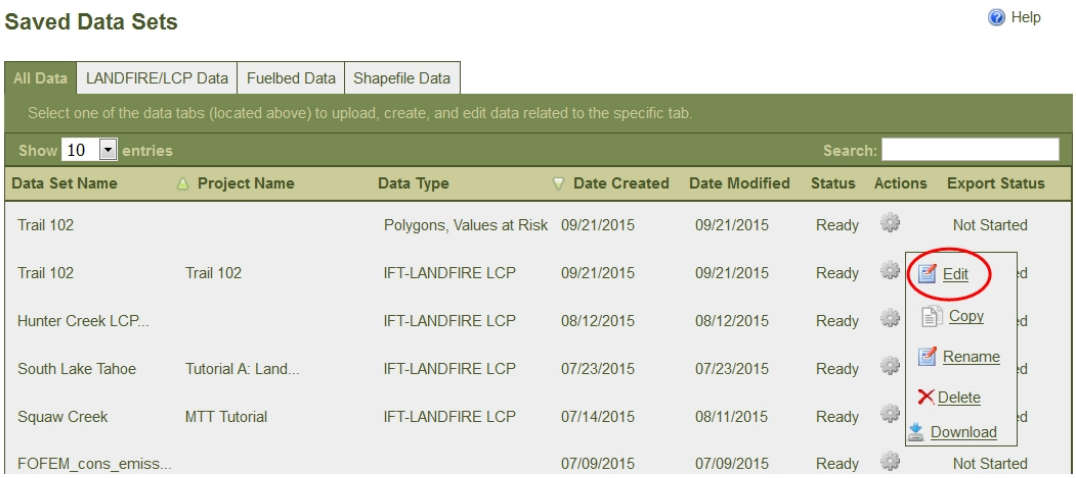
Once your area is selected, click **Acquire** or **Next** at the bottom of the page.

Editing Data Using Data Studio

To edit data using data studio, navigate to the Data tab.

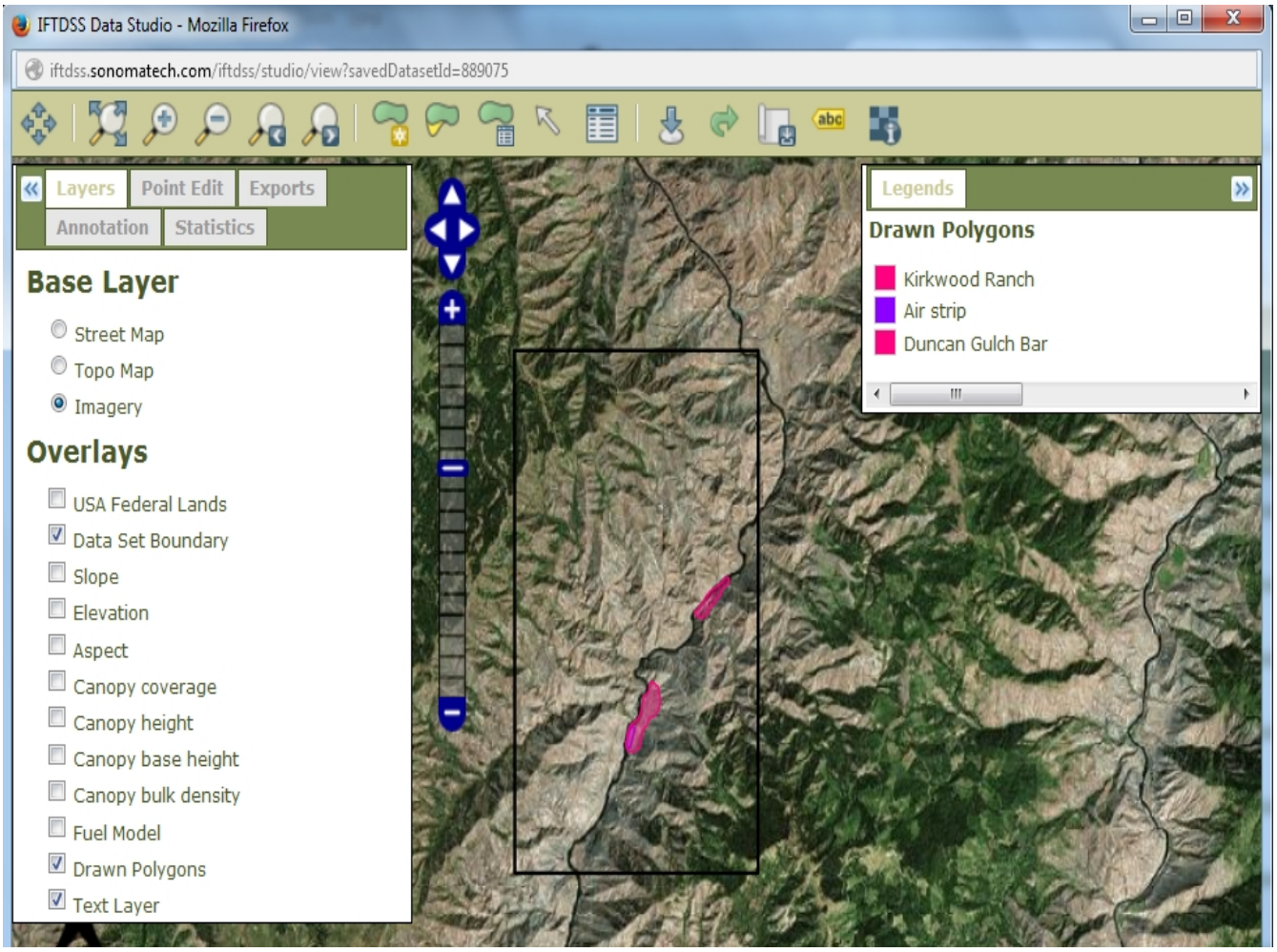


To open data for editing, click on the cog icon to the right of the dataset, and select **edit**



Note
Because Data Studio opens in a new browser window, you'll need to disable pop-up blockers.

Once the **edit** option is selected, the data will appear in a new screen



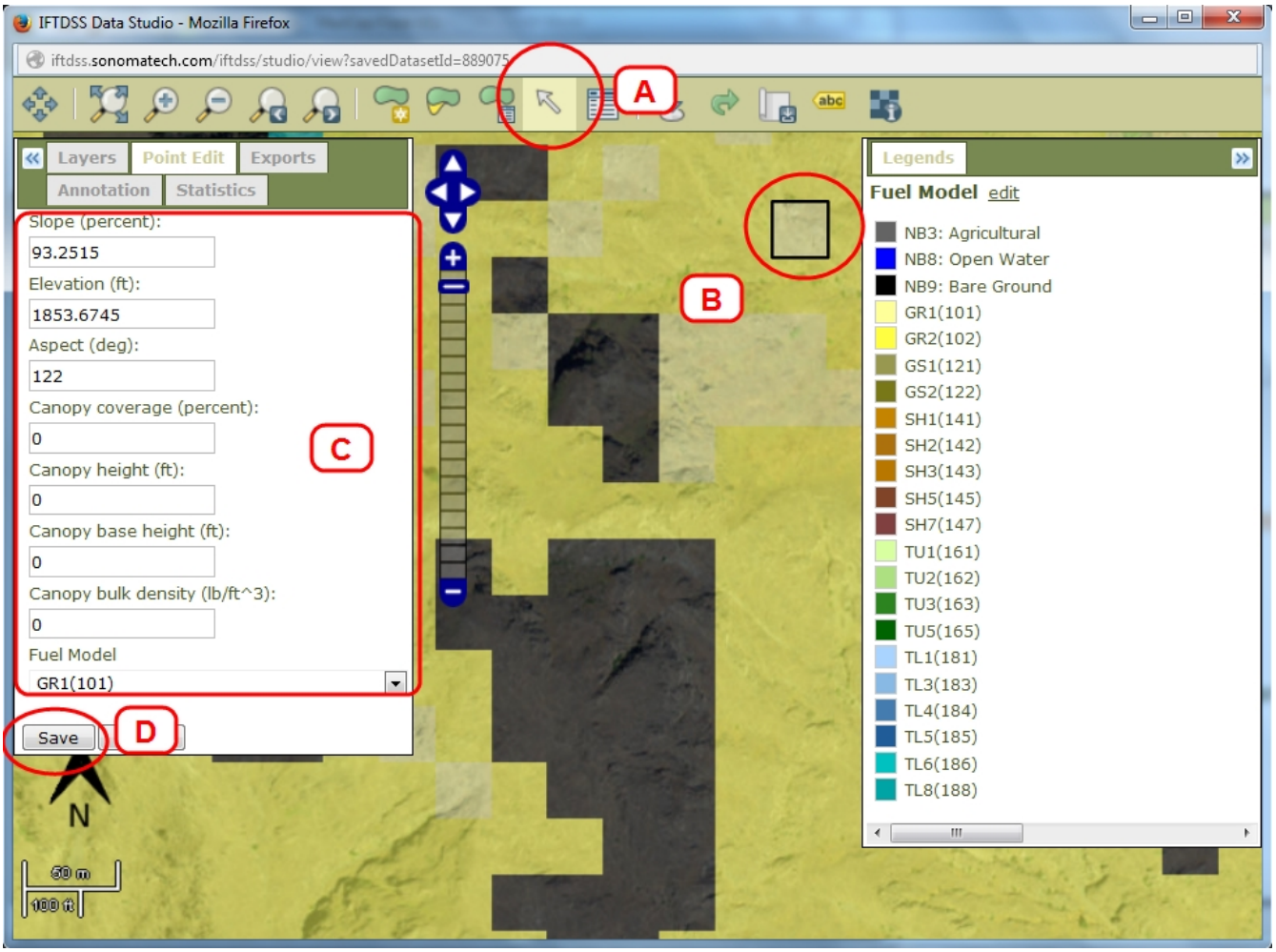
From this screen you may use the mapping toolbar to:

- Point Edit: edit one pixel at a time
- Advanced Edit: edit pixels across the entire run area
- Polygon Advanced Edit: edit pixels within a user-drawn polygon

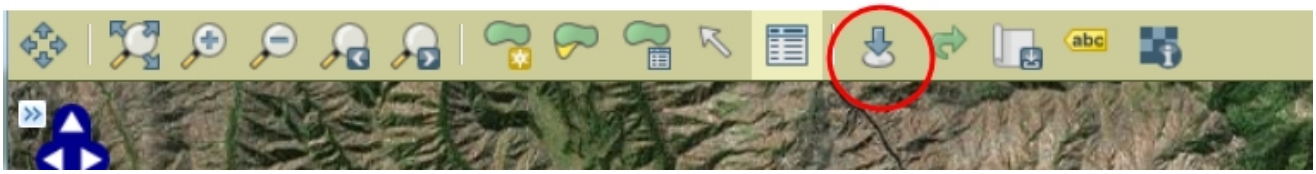
Point Editing

To Point edit, follow the steps below:

A. Select the **Point Edit** tool
B. Click on the pixel you would like to edit, and the **Point Edit** panel appears
C. Edit the pixel data
D. Click **Save**



Once you have made all the necessary edits, be sure to click the **Save All** button (circled in red below) to ensure all edits are saved:

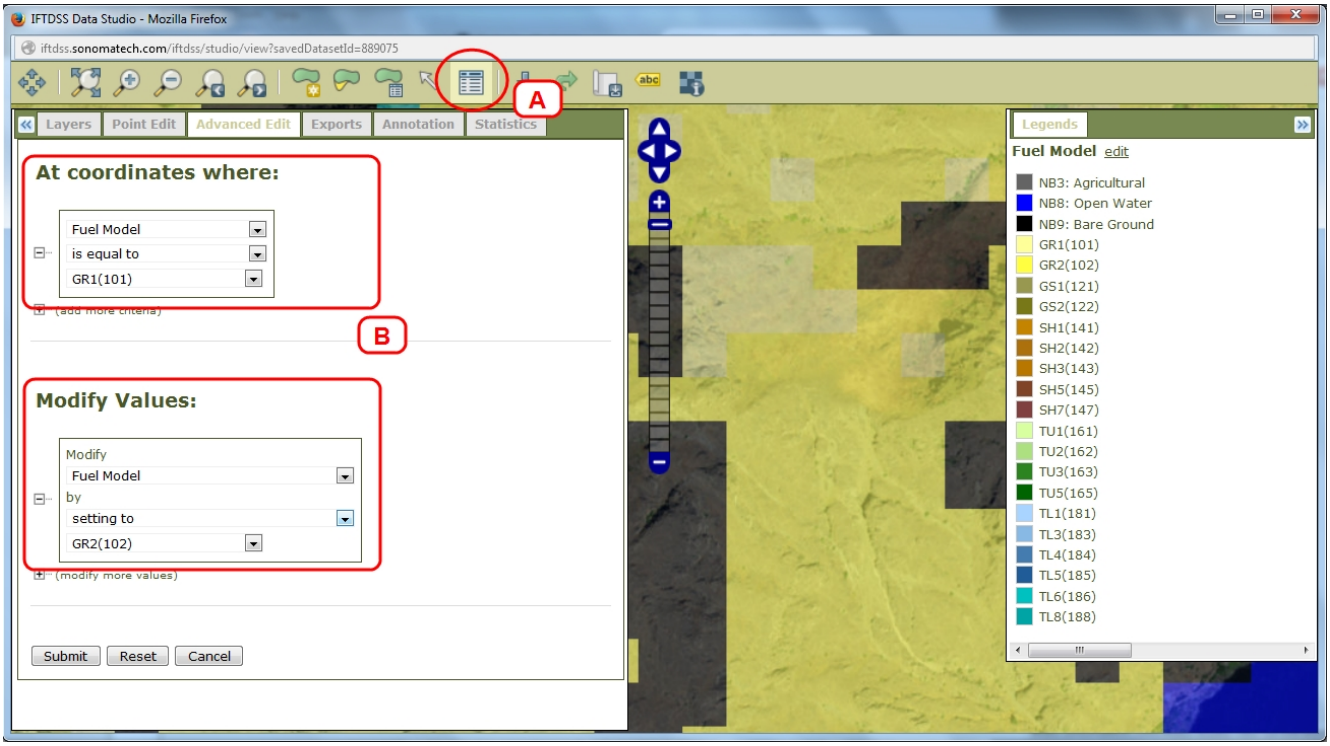

abc

Advanced Editing: Edit Pixels Across the Entire Run Area

To edit multiple pixels at a time, follow the steps below:

A. Select the **Advanced Editing** tool
B. A dialogue box will appear on the left that will allow you to specify the conditions under which pixels should be changed, and what changes should be made.

In the image below, we are locating all pixels where the fuel model is equal to Fuel Model GR1(101) , and modifying them to make the Fuel Model GR2 (102).

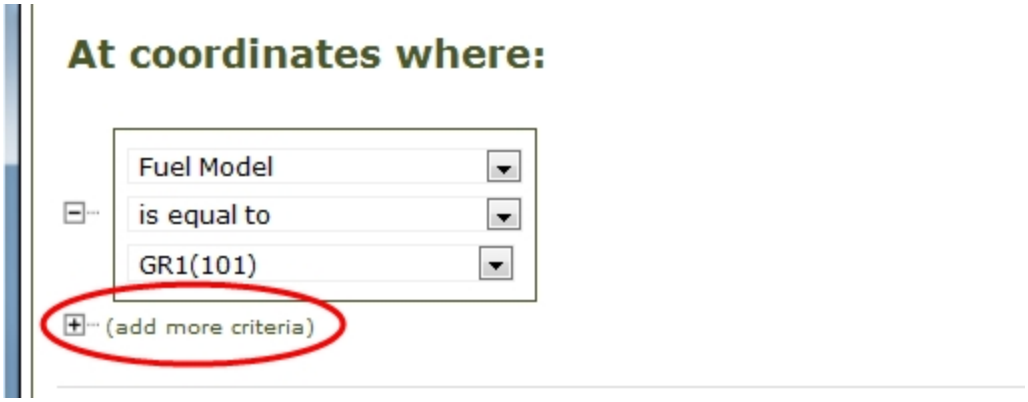


The criteria under which a pixel may be changed allow for flexibility. You may specify to select pixels that are:

- equal to
- less than
- greater than
- equal to or less than

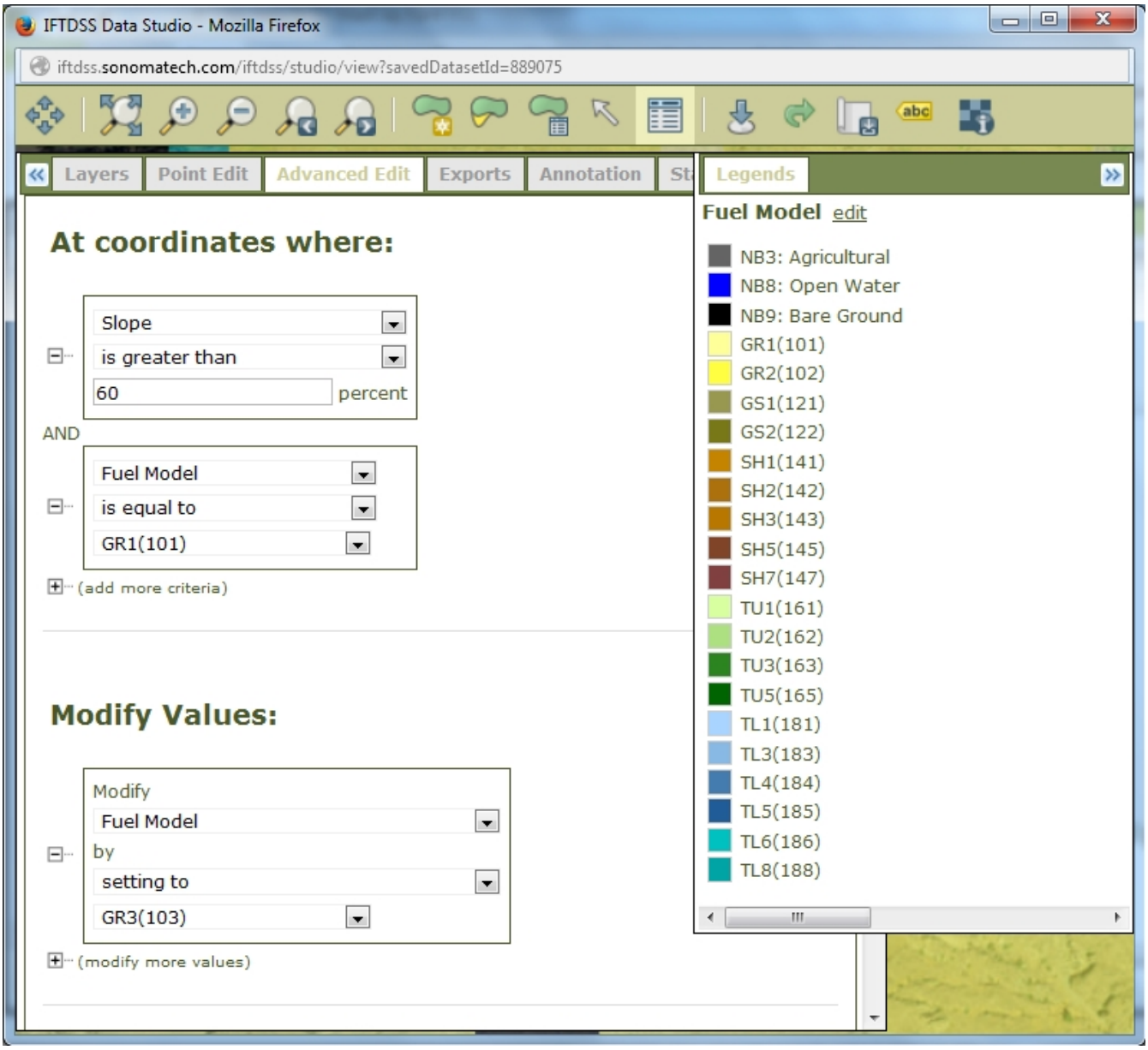
- equal to or greater than
- has no assigned value

It is also possible to modify pixels based on multiple criteria by selecting the **add more criteria** option



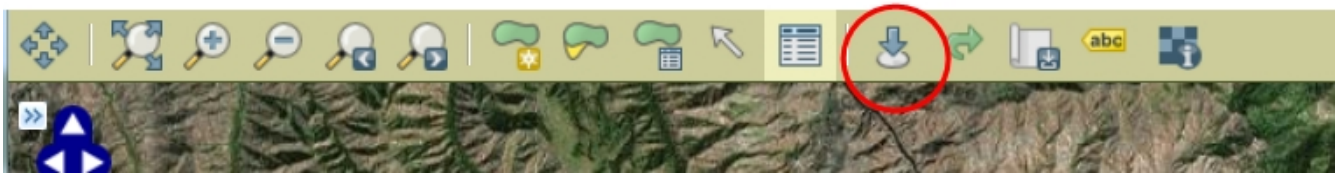
Multiple modifications can also be made to the pixels; to add modifications select the **modify more values** option.

For the example, in the image below, we have selected to change all Fuel Model GR1 (101) pixels on a slope greater than 60% to Fuel Model GR3(103).



Once your changes are made, click **Submit** at the bottom of the dialogue box.

Once you have made all the necessary edits, be sure to click the **Save All** button (circled in red below) to ensure all edits are saved:

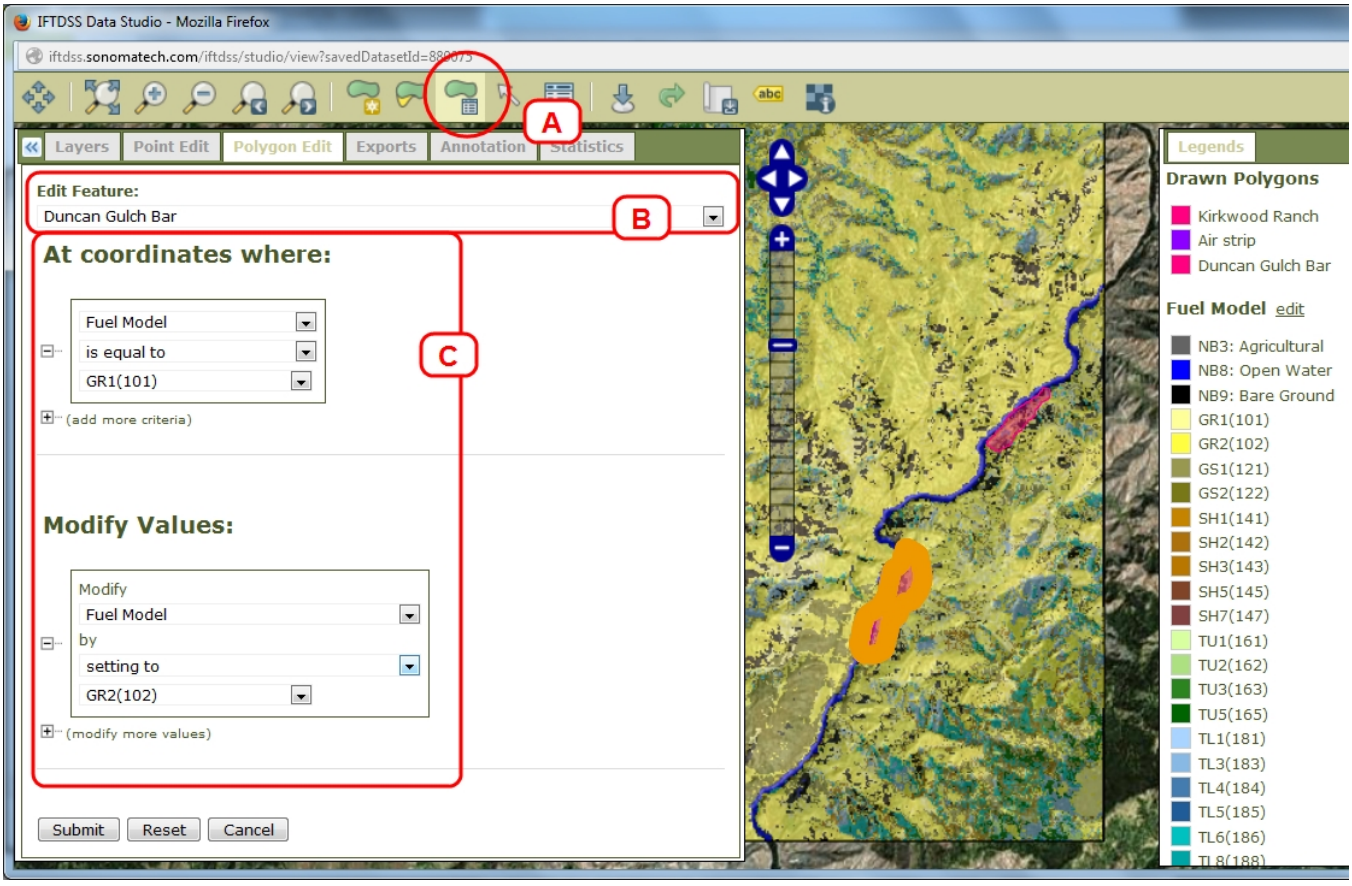


Polygon Advanced Edit: edit pixels within a user-drawn polygon

To edit multiple pixels at once within a polygon, follow the steps below:

A. Select the **Polygon Advanced Editing** tool
B. A dialogue box will appear on the left, ensure you have the polygon/feature that you want to alter specified
C. Specify the conditions under which pixels should be changed, and what changes should be made.

In the image below, we are locating all pixels where the fuel model is equal to Fuel Model GR1(101) , and modifying them to make the Fuel Model GR2 (102).



The criteria under which a pixel may be changed allow for flexibility. You may specify to select pixels that are:

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- greater than
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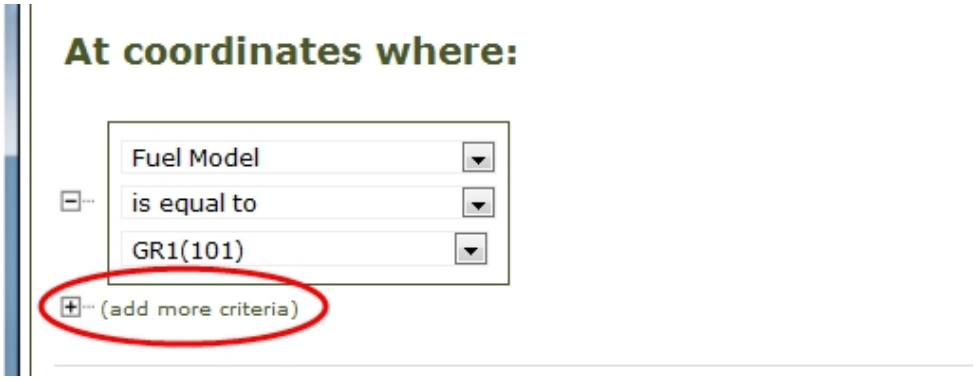
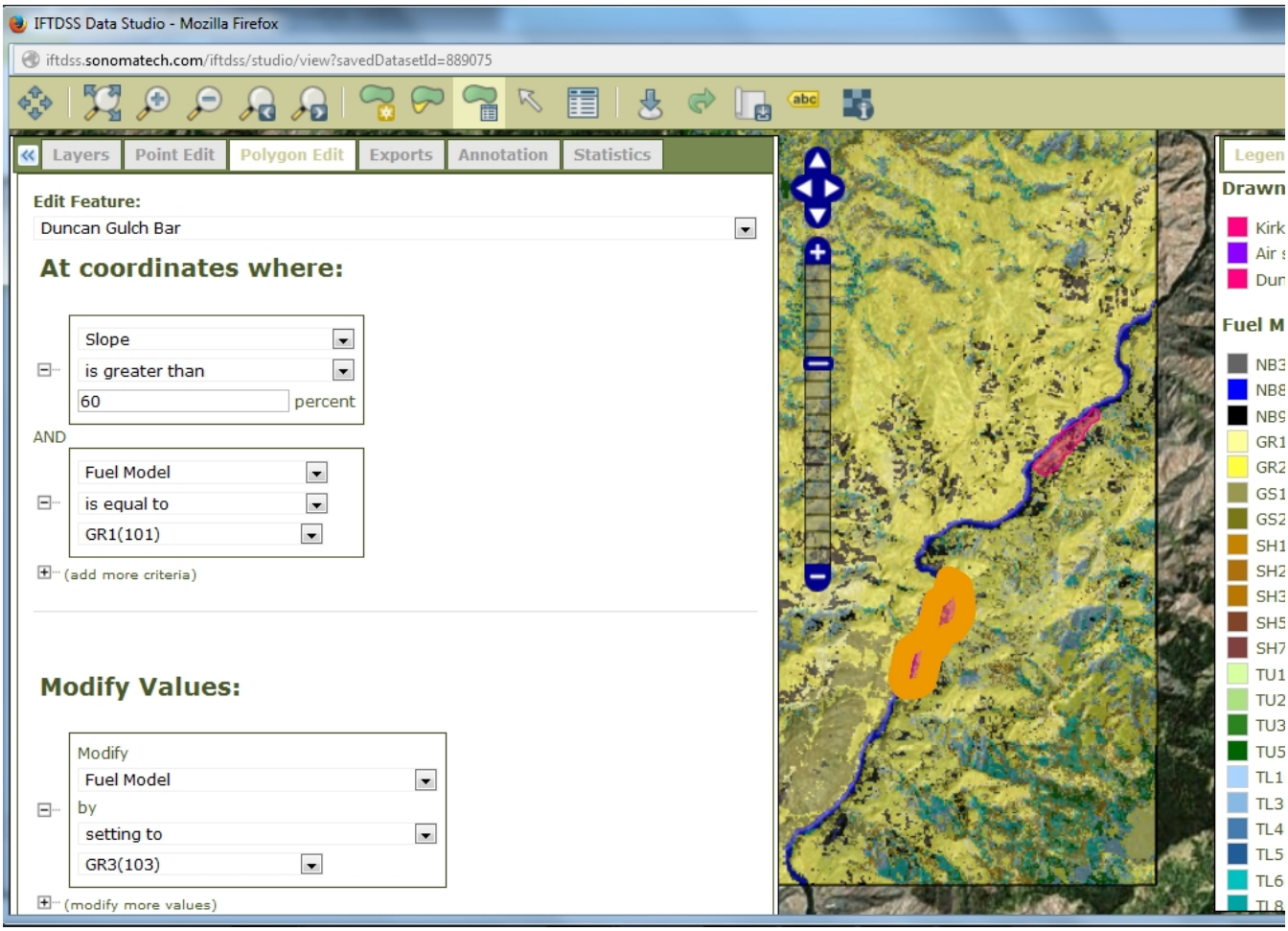
It is also possible to modify pixels based on multiple criteria by selecting the **add more criteria** option



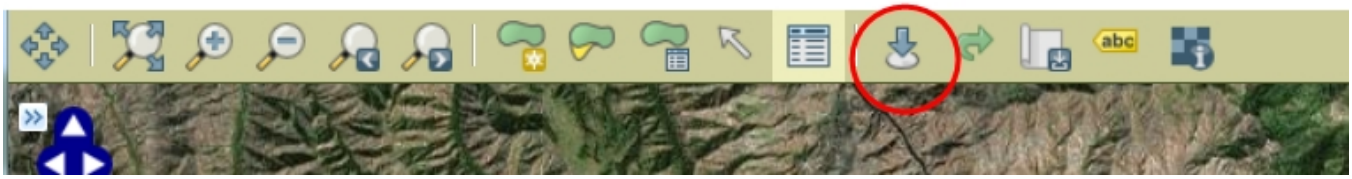
The same is true for the modification made to the pixels; to add modifications select the **modify more values** option

For the example, in the image below, we have selected to change all Fuel Model GR1 (101) pixels on a slope greater than 60% to Fuel Model GR3(103).



Once your changes are made, click **submit** at the bottom of the dialogue box.

Once you have made all the necessary edits, be sure to click the **Save All** button (circled in red below) to ensure all edits are saved:



Review and wrap-up

In this tutorial we described:

- How to upload or acquire LANDFIRE data.
  - Upload a landscape (.lcp) file and corresponding projection (.prj) file from your local machine.
  - Acquire landscape data from LANDFIRE for a specified area of interest using map tools in IFTDSS.
- Editing LANDFIRE data in Data Studio.
  - Point edit – editing one pixel at a time.
  - Advanced edit – editing multiple pixels at once.
  - Polygon advanced edit – editing pixels within a user-drawn polygon.

Additional Help

To navigate to additional tutorials in the IFTDSS online help content,

1. Click the **Help** button.

2. Then select **Getting Started (Tutorials and Videos)** from the side menu.

On that page, you'll find links to tutorials and videos on such topics as hazard analysis, prescribed burn planning, fuels treatment, spatial analysis across a landscape, and many more.