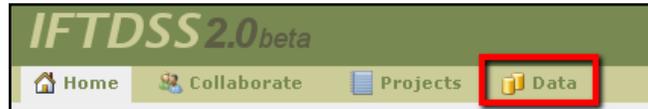


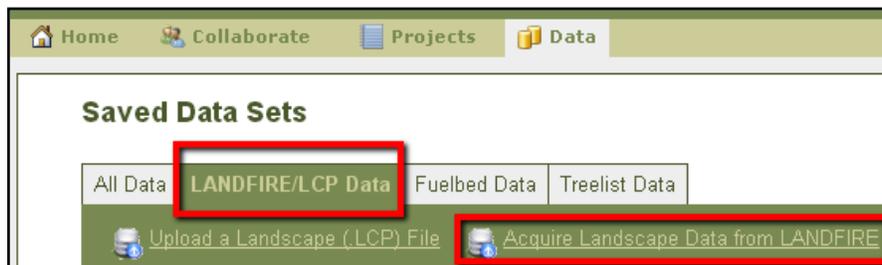
IFTDSS Workshop

Handout 2: Acquire, View, and Edit LANDFIRE LCP Data

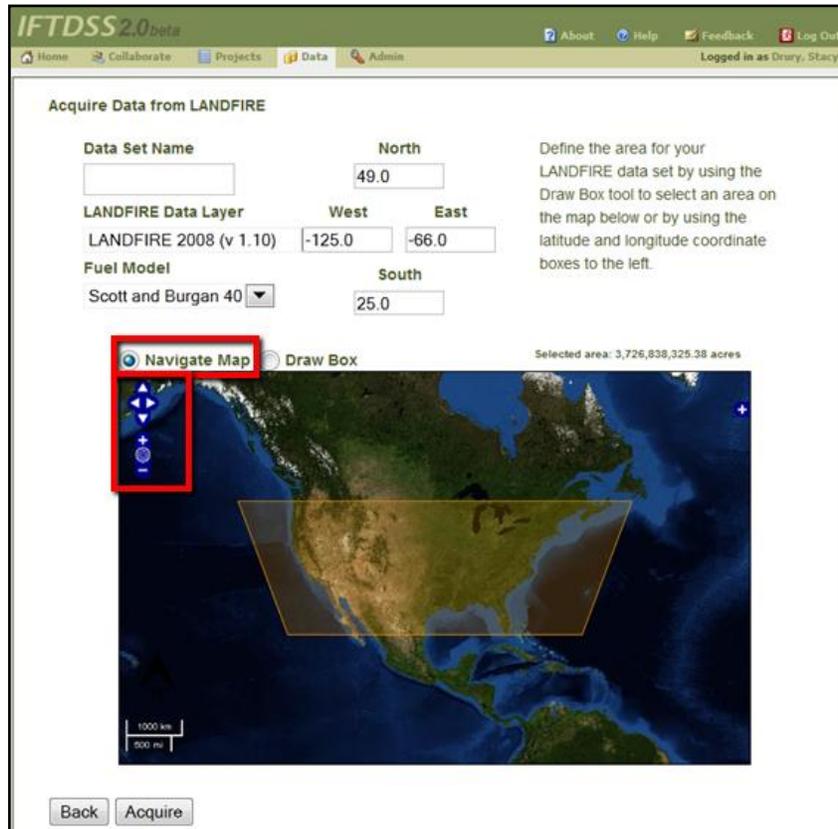
1. Go to <http://iftdss.sonomatech.com/> and log in.
2. Click on **Data** on the top of the page.



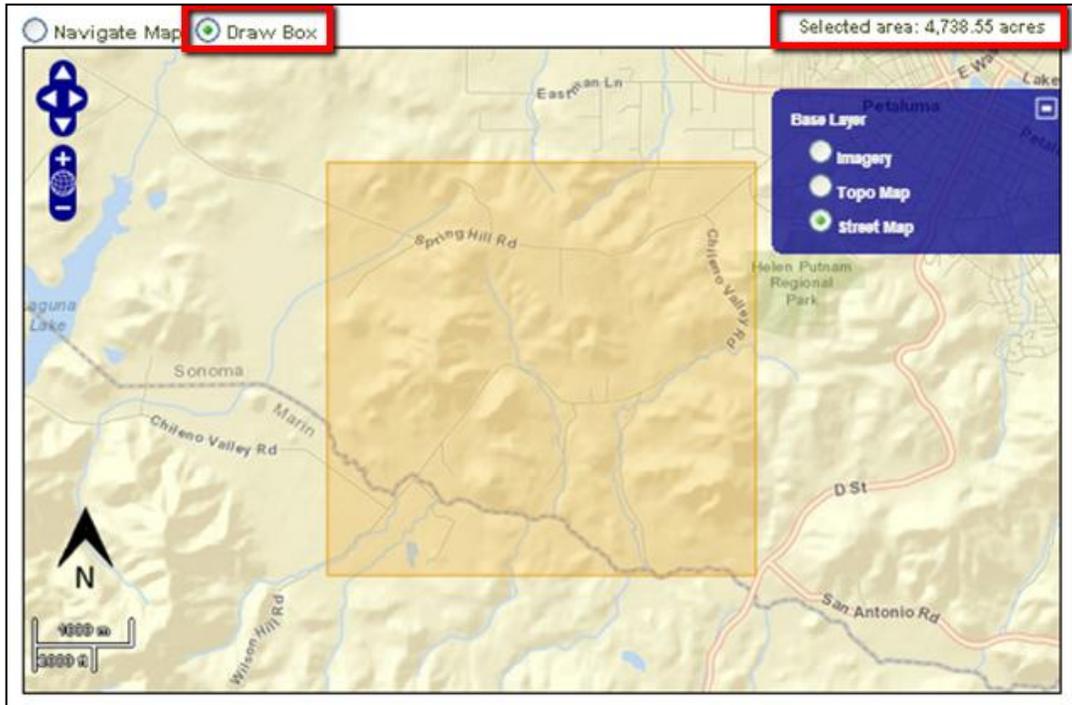
3. Click on the **LANDFIRE/LCP Data** tab, and then click **Acquire Landscape Data from LANDFIRE**.



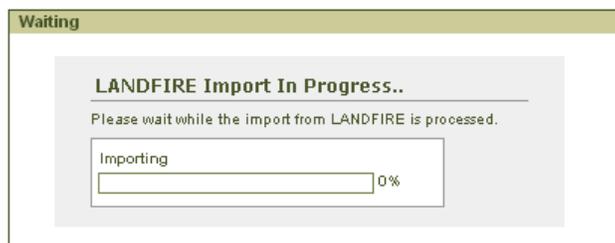
4. On the next page, navigate the map using the **arrow keys** and the **+** and **-** buttons in the upper-left corner of the map to pan and zoom into the area of interest for which you want to download LANDFIRE LCP data.



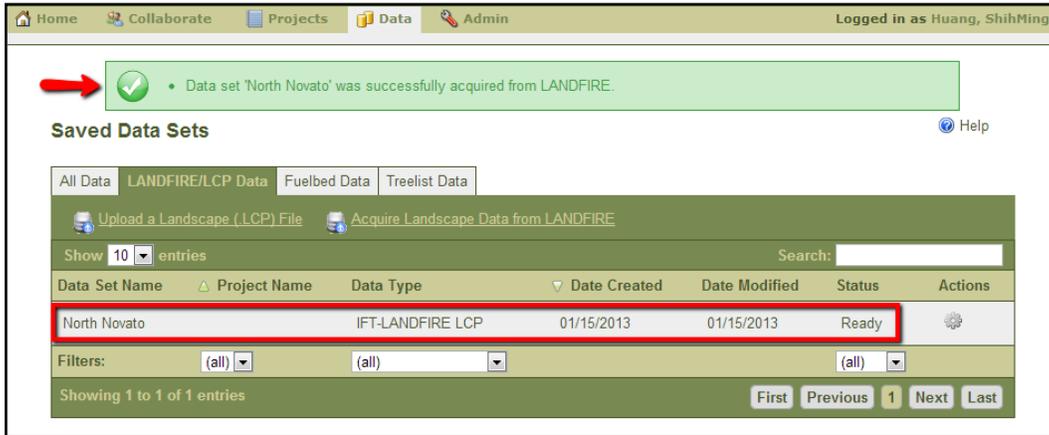
5. To use the **Draw Box** tool to select an area, click **Draw Box** :
 - a. On the map, click and hold the left mouse button to select an area; release the button to finish selecting.
 - b. The acreage of the selected area is displayed just above of the map on the right; **for the workshop, select an area less than 15,000 acres.**
 - c. Click  on the upper-right corner of the map to show a list of different map layers that you can view: **Imagery**, **Topo Map**, and **Street Map**
 - d. The screenshot below shows a defined area of 4,738 acres on the map.



6. Enter the data set name. Be specific with naming so that you can easily recognize the data set later.
7. Select the desired LANDFIRE Data Layer (2008 v1.10 or Refresh v1.05) and Fuel Model (Scott and Burgan 40 or Anderson 13).
8. Click the **Acquire** button below the map. A progress bar appears showing the status of data acquisition.



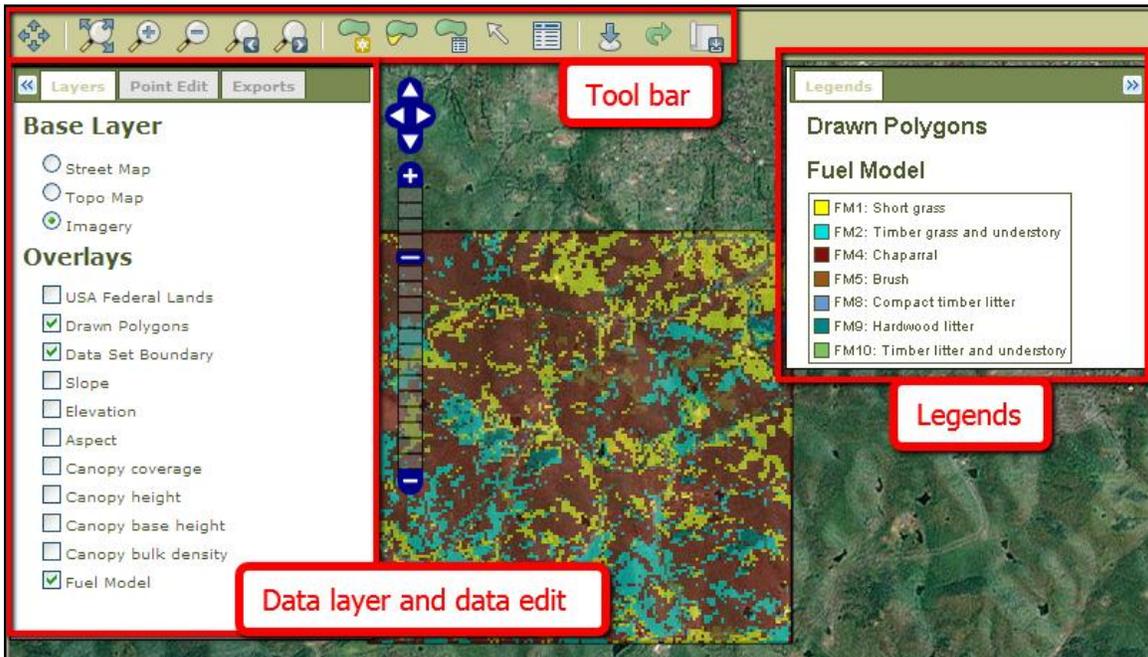
- When data are successfully acquired, a message will notify you and your new data set will appear on the LANDFIRE/LCP Data list.



- Click on the gear icon on the right side of the row for the data set of interest and select **Edit**.

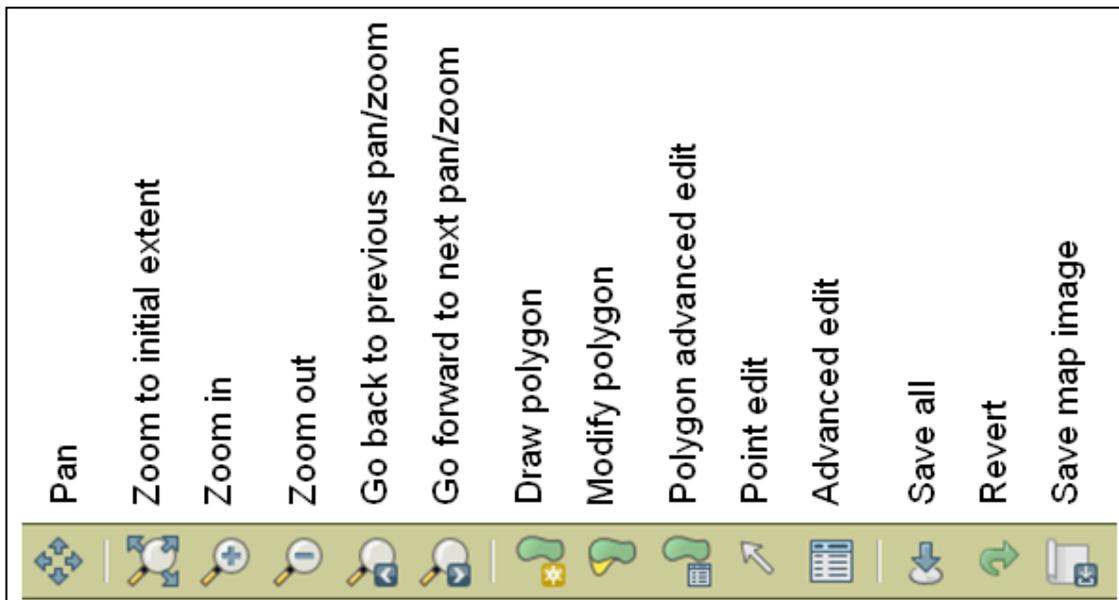


11. A new window will pop up. (The new window may be blocked by your Internet browser's pop-up blocker. Disable the pop-up blocker if you do not see the new window open.) This is the Data Studio, where you can view and edit LANDFIRE LCP data.



- a. You can view the spatial area using different base layers (imagery, topo map, or street map). You can view your spatial landscape data by selecting one of the overlays.
- b. The Legends panel on the right displays the legends of the data layer selected.

12. The tool bar across on the top provides tools for viewing and editing data, and has the following functions:

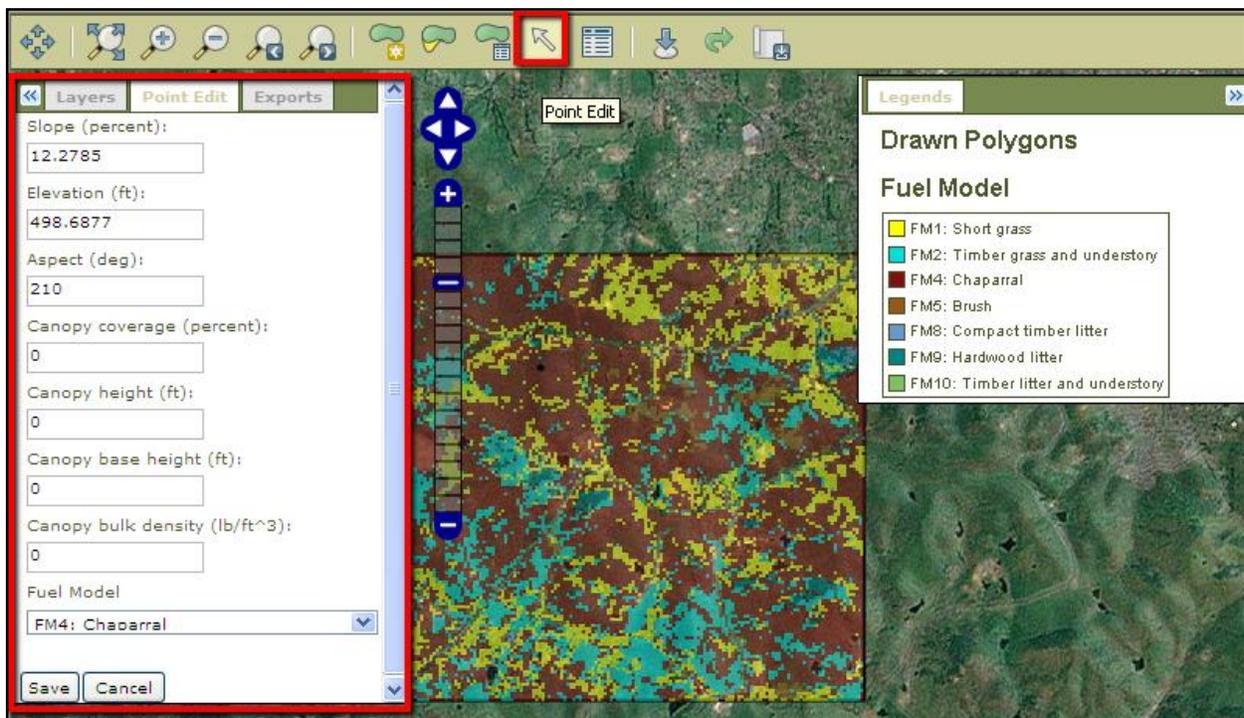


If you need to edit the spatial landscape data, there are three editing tools on the map tool bar.

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

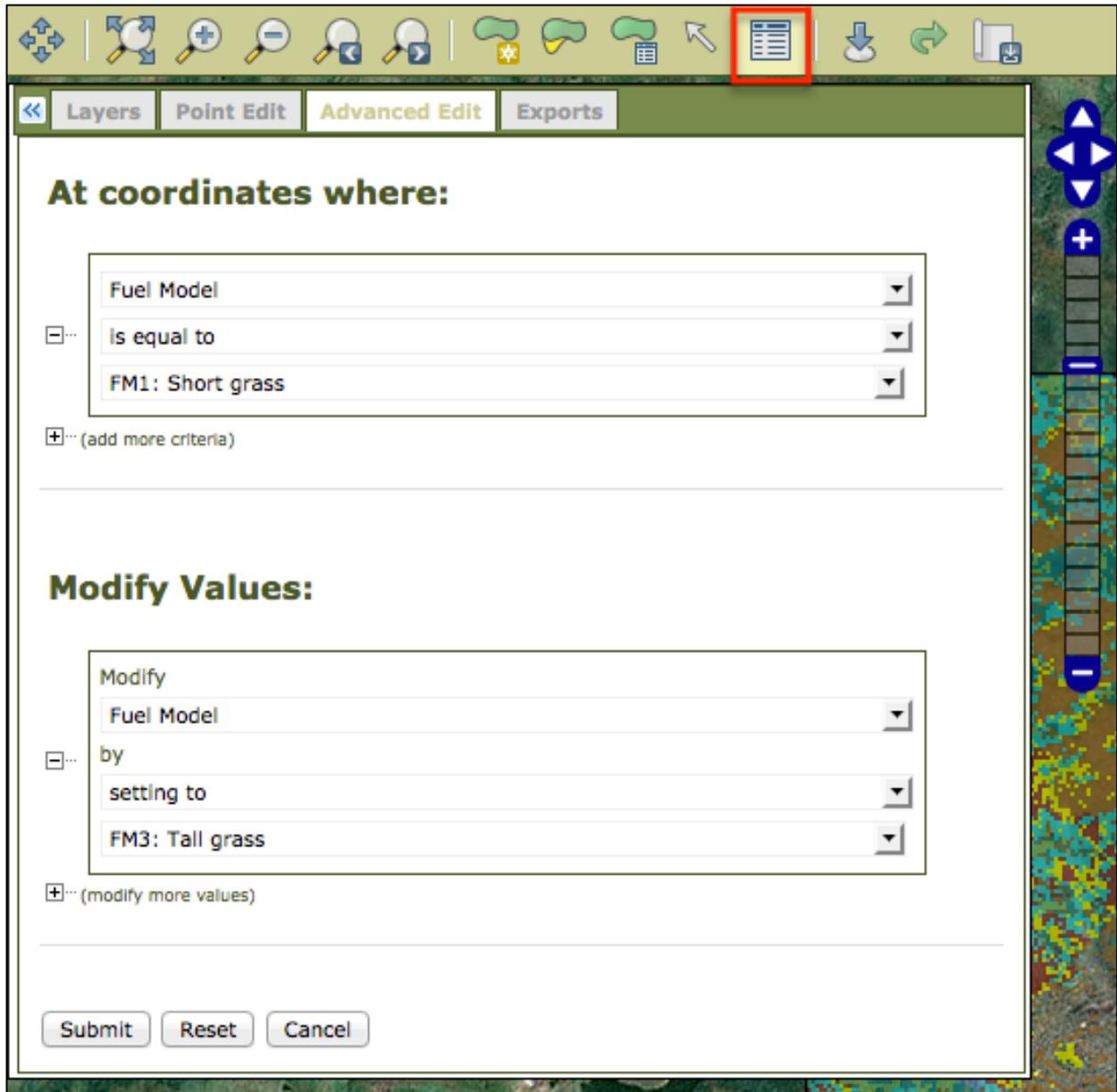
The following steps will show you how to edit your spatial landscape data using all three editing techniques.

- a. In order to edit one pixel at a time, select **Point Edit** on the toolbar, then click on a pixel within the data boundary on the map. The Point Edit window is now activated on the left, showing the attributes of the selected point. Make any desired changes and click **Save**.



- b. In order to edit multiple pixels across the entire area of interest, select **Advanced Edit** on the toolbar; the Advanced Edit panel is now activated on the left. In this panel, you can modify any of the spatial data in query format so that multiple pixels can be changed at once. Make any desired changes and click **Submit**.

In the screenshot below, all pixels assigned to fuel model 1: short grass, will be changed to fuel model 3: tall grass.



- c. In order to edit pixels within a user-drawn polygon, you must draw a polygon. There are two methods for using the map tools to draw polygons.
- The **freeform drawing method**
 - The **point and click method**

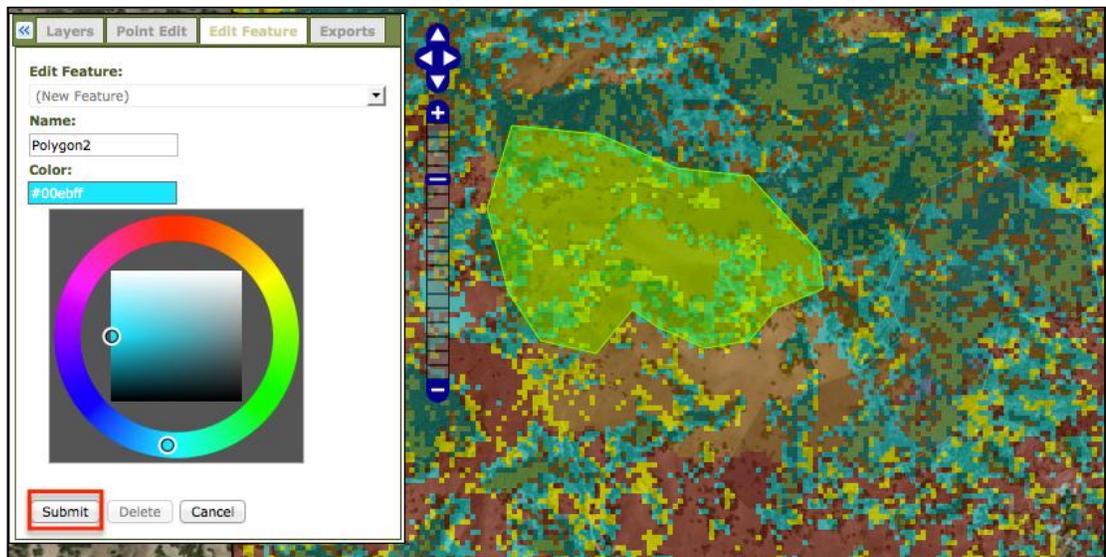
Important: Make sure the Overlay layer “Drawn Polygons” is selected before drawing your first polygon.

First, try drawing a polygon using the freeform drawing method. Select **Draw Polygon** on the toolbar. While holding down the Shift key, click on the map, hold down the left mouse button and start drawing your first polygon. Continue to hold down the shift key and left mouse button. Moving the mouse as if it were a pencil, draw your polygon. **Let go of the left mouse button when you are done drawing the polygon.** This creates the polygon and opens the **Edit Feature** panel.

In the **Edit Feature** panel, name your polygon, assign the polygon a color, and choose submit to save the polygon data.

Next, try drawing a polygon using the point and click method. Select **Draw Polygon** on the toolbar. Click on the map and release to start drawing your first polygon. Move the mouse to a new point and click to add another point. Before moving on, make sure the point is established (by moving the mouse away from the point). Continue this process until you are done drawing your polygon. **Double-click when you are done drawing the polygon** to create the polygon and to open the **Edit Feature** panel.

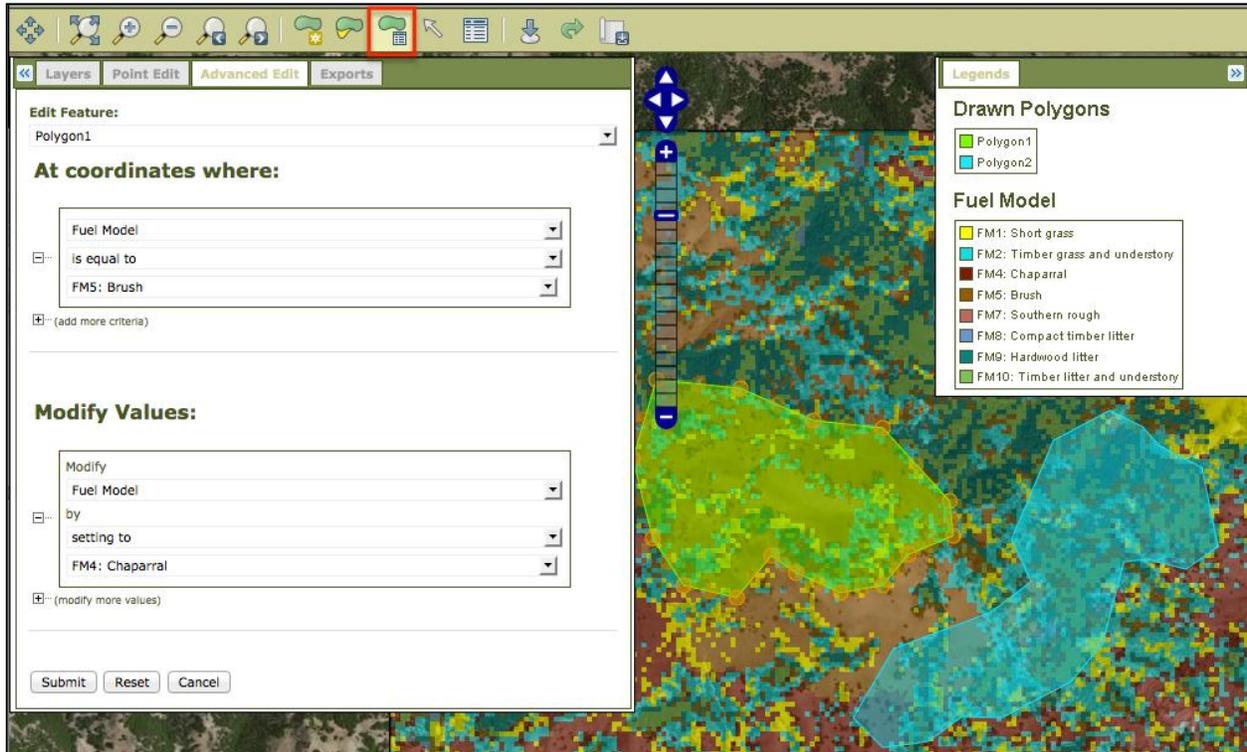
In the **Edit Feature** panel, name your polygon, assign the polygon a color, and choose submit to save the polygon data.



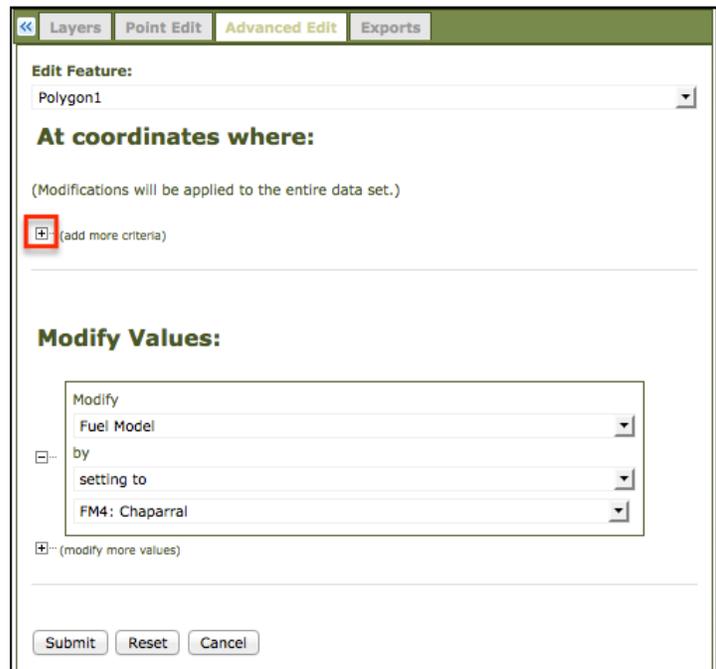
Next, edit the landscape data within your user-drawn polygons.

Select **Polygon Advanced Edit** on the toolbar. Click on one of the polygons you just created. The Advanced Edit window is now activated on the left.

- i. Under **At coordinates where:**, set the criteria for selecting pixels to be edited.
- ii. Under **Modify Values:**, set the change to be made to the selected pixels.
- iii. Click **Submit** to save changes.



Note: You can also select the minus sign on the left side of the “At coordinate where” box. This will apply the changes to the entire polygon.



If you want to cancel the edits made to the map, click the Revert tool. 

Before closing down the data studio window, click the Save All tool to save all the edits. 