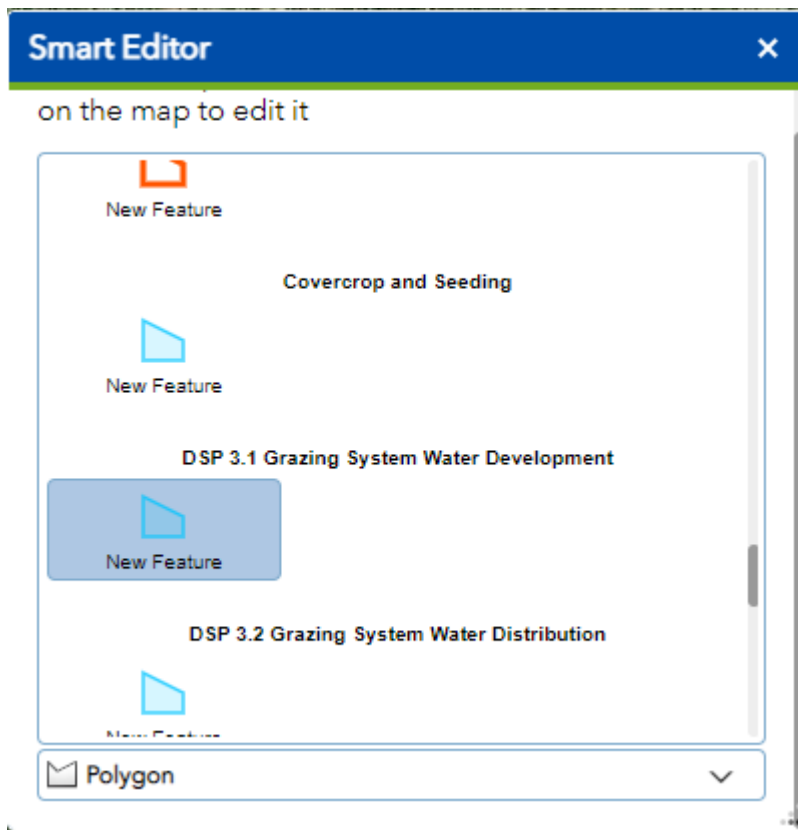


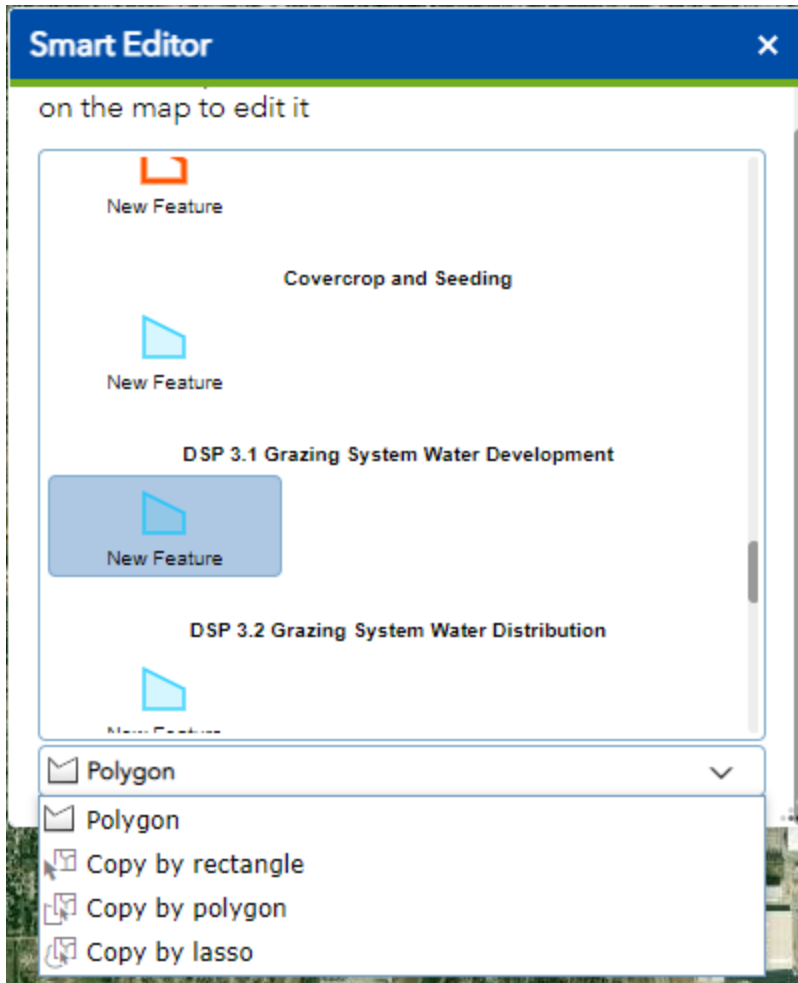
Smart Editor Widget

Uses: Copy and paste features between layers.

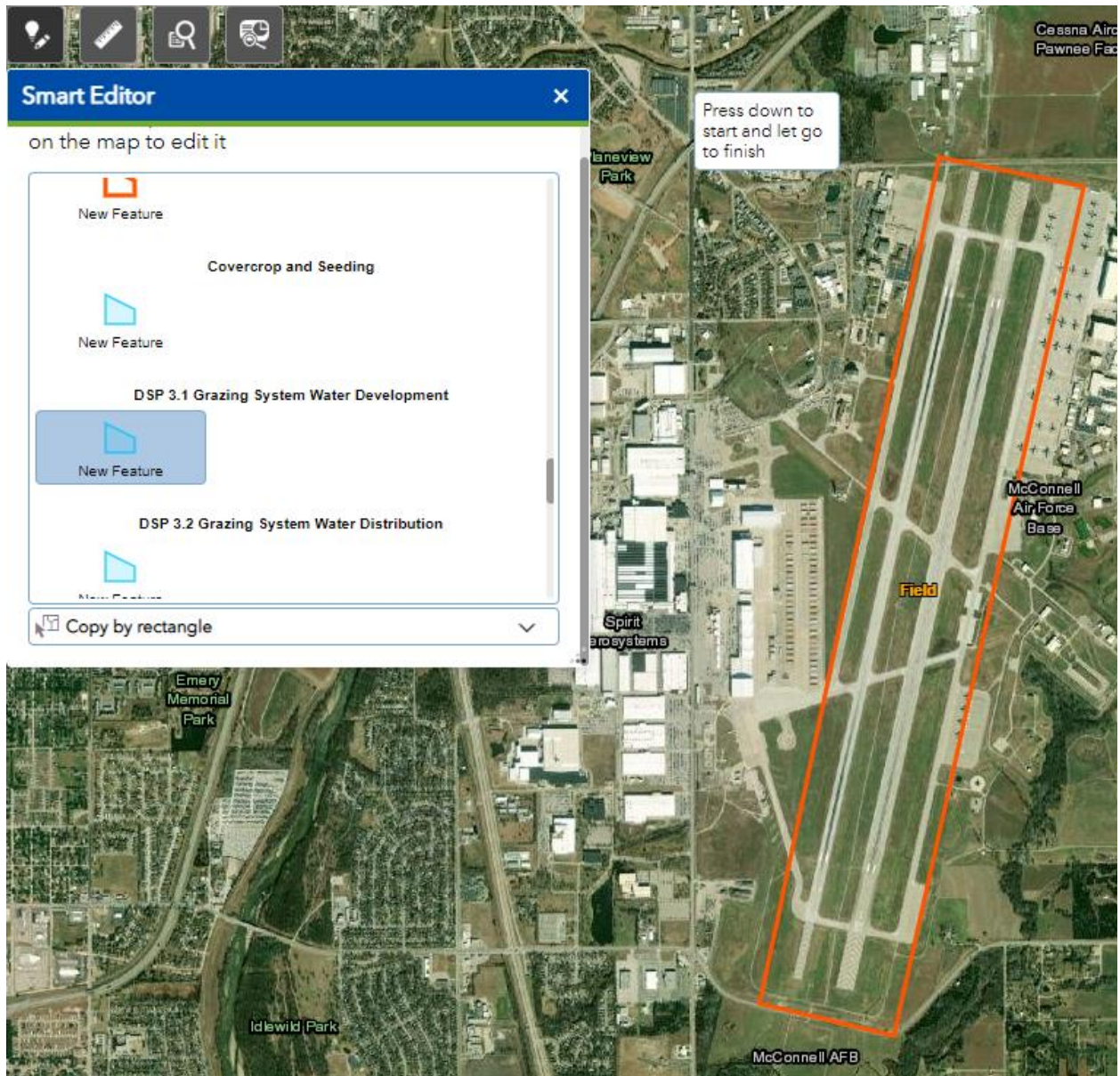
The primary use of the Smart Editor widget will be to copy and paste the geometry of one feature to another (either of the same or different feature type). To begin, open the Smart Editor widget and select the feature template of the feature type to create. In this example, I will be creating a new DSP 3.1 Grazing System Water Development.



Next, scroll down to the bottom of the Smart Editor window, and from the dropdown, select one of the "Copy by" options.



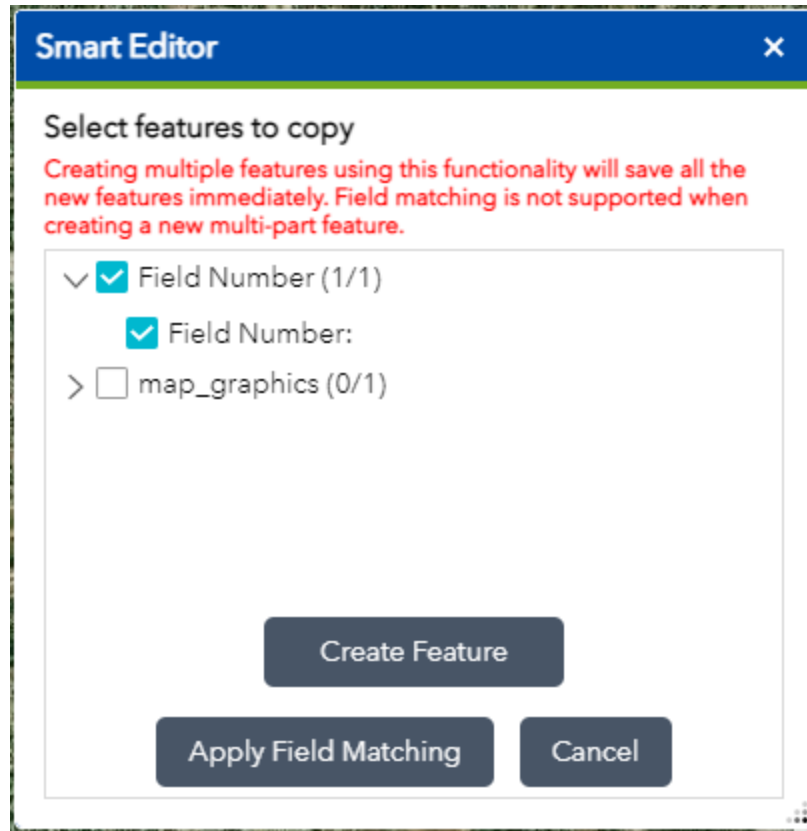
Move the cursor into the map frame; the copy by tool should be active now (as indicated by the text indicating to "Press down to start and let go to finish"). Draw a rectangle (or polygon or lasso) around the feature whose geometry you want to apply to the new feature.



Once complete, the Smart Editor will display all of the features that were included in the rectangle that can have the geometry copied to the new feature. In this example, only a Field Number and map graphics layer were selected, however, when there are numerous existing features, the user may have to identify the correct feature to copy the geometry from and uncheck any additional features.

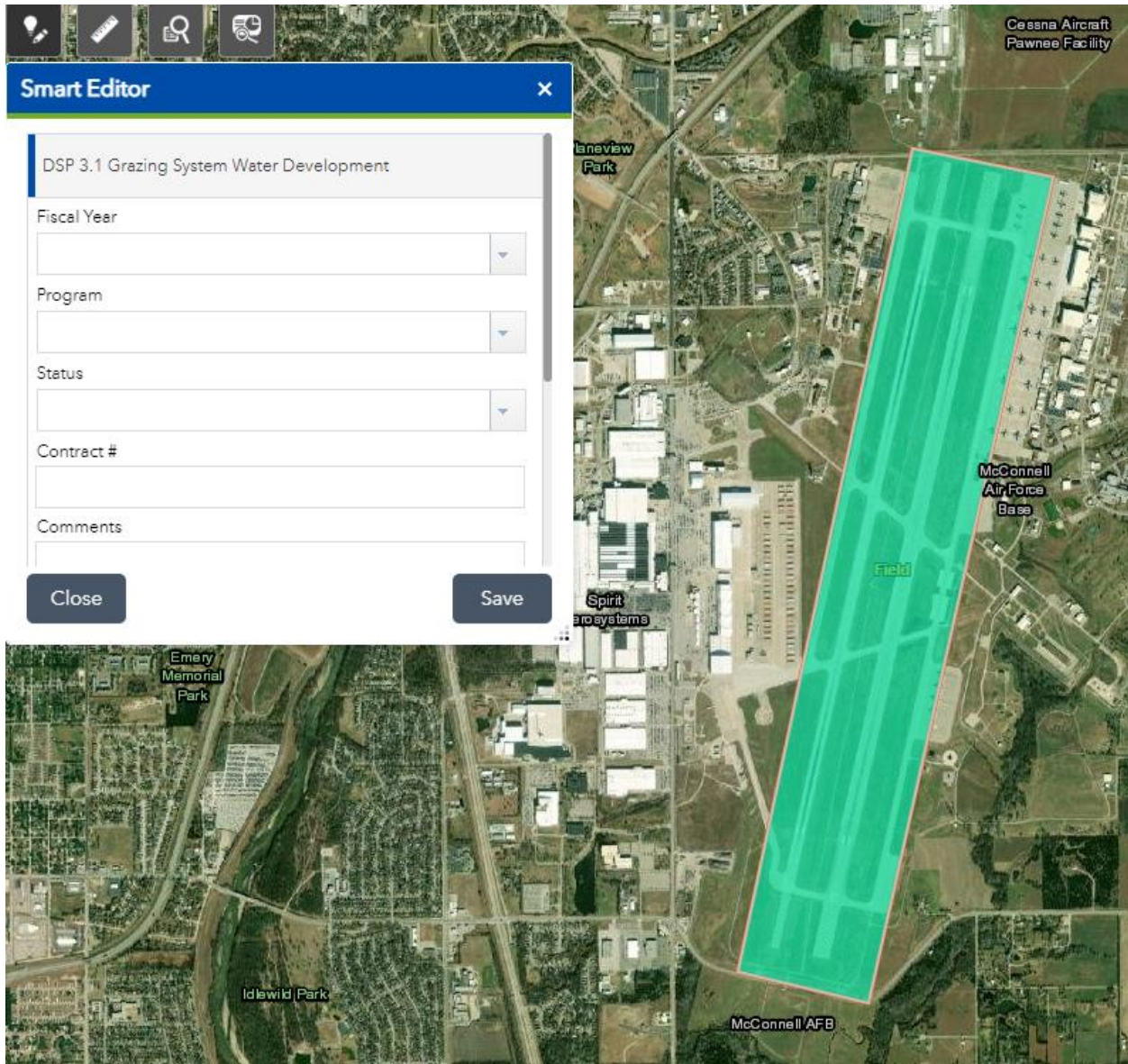
Note: The map graphics layer comes from the basemap (if using the default Imagery basemap) and should be unchecked in the Smart Editor window to avoid creating unwanted features.

Once the correct layer has been identified, and all other layers checked off, the user has two options to copy the geometry to a new feature, "Create Feature" and "Apply Field Matching".



Create Feature

If the user selects the Create Feature button, feature creation proceeds as normal. In the Smart Editor window, attributes for the new feature type will display and the user can proceed with manually entering values as needed. Upon completion of attributes, the user will select "Save" and the new feature will be created.



Apply Field Matching

If the user selects the Apply Field Matching button, a new window will appear. This window allows the user to copy attribute values from the existing feature to the new feature. If not all fields need to be copied, users can leave the field matching blank and once field matching is applied and the new feature created, users can select the new feature and manually update the attributes as needed.

