

## Treatment Tracking Help Documentation

Link:

<https://msugis.maps.arcgis.com/apps/webappviewer/index.html?id=422345656cb34682a58620a2a1fd1435>

To access the treatment tracker, you can follow the URL provided above or you can find it in your ArcGIS Online account. First, log in to <https://msugis.maps.arcgis.com/> using the username and password that was provided to you. Once you are logged in, click on the **Groups** section in the toolbar at the top of the screen (between Notebook and Content). Once there you will see the group call **ASETS MISIN Treatment Tracking**, click on the group name. On the group page, you will see under **Recently added content** the “2020 MISIN: Treatment Tracker”. Clicking on the thumbnail image will immediately open the tracker, if you click the name, you will be brought to the web mapping applications main page – here you can click on the blue **View Application** button to the right of your screen.

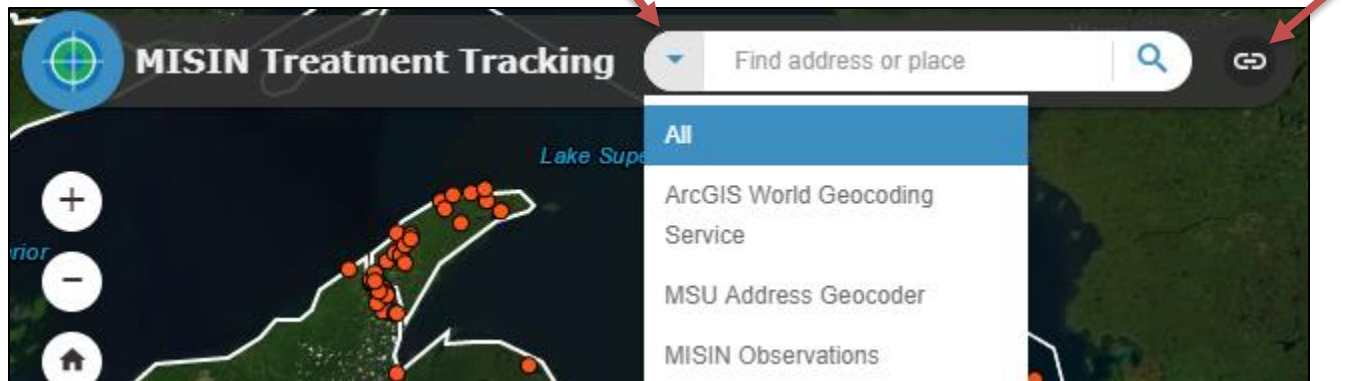
Once you have the treatment tracking open the *first thing you will do* is create a site polygon if there is not already a site created for your treatment location. Once you have created a site, you can then start creating treatment polygons. Sites only need to be created for the initial treatment, follow up treatments do not need additional, overlapping site polygons. If your initial site is large, you can certainly create smaller sites within that initial site but overlapping copies are not necessary.

## Header

Click on the arrow to the left of the search bar to display the available options for searching.

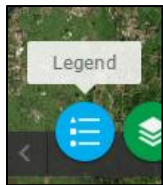
- The ESRI World Geocoder allows you to type in a street address, county or state and zoom into the selected location.
- MSU Address Geocoder
- MISIN Observations allow you to search by a MISIN Record ID number.

The chain-link button at the far right displays links to the MISIN homepage, data dictionary and this help document.



## Widgets

Each widget will display a tooltip pop-up when you place your cursor over it. The pop-up will display the name of the widget.



## Right Side of Window

There are 4 circular buttons on the right-hand side of the window

- Show Map Overview
- About
- Print
- Project Info (European Frog-bit Collaborative)
- Attribute Table (located towards the bottom right hand corner)



## Bottom of Window



- **Legend** (*blue*): Displays the current visible layers on the map.
- **Layer List** (*green*): Displays the operational layers that are available to turn on and off.
- **Basemap Gallery** (*orange*): Allows you to change the basemap.
- **Smart Editor** (*brown*): Create new features on the map.

- **Measurement** (*grey*): Measure distance/area between features. Results appear in the Measurement Window
- **Bookmark** (*light blue*): Save different map extents as bookmarks to easily view data.
- **Analysis** (*blue*): Allows you to export data from layers and save them as CSV files.
- **Info Summary** (*green*): displays a window that summarizes all the features in the current map view (will only county features from layers that are visible/turned on)
- **Near Me** (*orange*): Allows you to type in an address or click on the map to place a marker and choose a search radius to see all features within that radius. This operation may take some time as it turns on all available layers within that location. Once widget is closed, all layers that were turned on for the search will be automatically turned back off.
- **Group Filter** (*brown*): Allows you to Filter by County, Group, Chemical Used, Treatment Date and Control Method used.
- **Select** (*grey*)
- **Time Slider** (*light blue*): allows you to scroll through time to see how treatments have progressed since the start of the tracker.

## Left side of Window

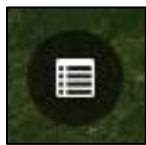
On the left-hand side of the screen, you will see 4 buttons

- Zoom In
- Zoom Out
- Default Extent
- My Location

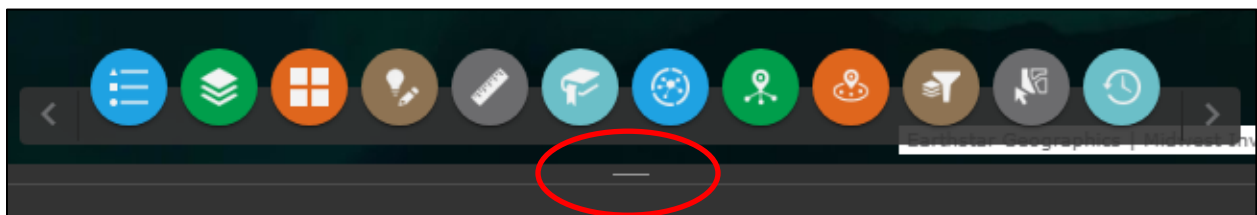


## Attribute Table

Clicking on the Attribute button in the lower right-hand corner will make the attribute table appear across the bottom of the map.

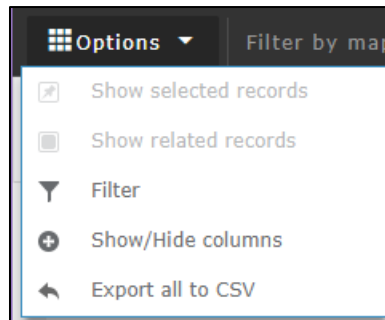
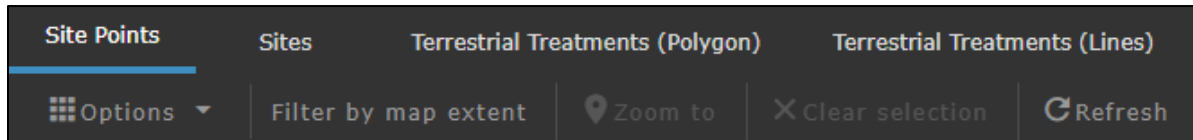


To resize the attribute table, you will see a light gray/white line below the widget buttons in the middle. Click and drag up or down.

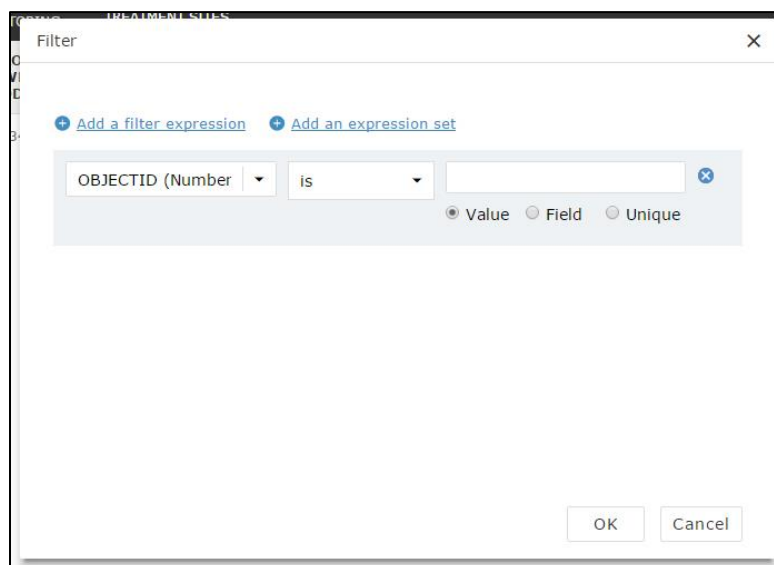


The toolbar within the attribute table gives you options such as Filter by Map Extent, Zoom to, Clear selection, Refresh and under the options tab; Show selected records, show related records, filter, show/hide columns and export all to CSV. You will also see tables for each map layer.

**NOTE:** Filter by map extent is automatically turned on when you open the attribute table. If it is highlighted in white, it is turned on. Click to turn off in order to view all records.



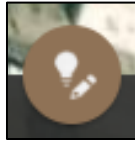
You can filter the records that are displayed in the attribute table by clicking the arrow next to Options and then clicking on Filter. There you can add a filter expression or an expression set.



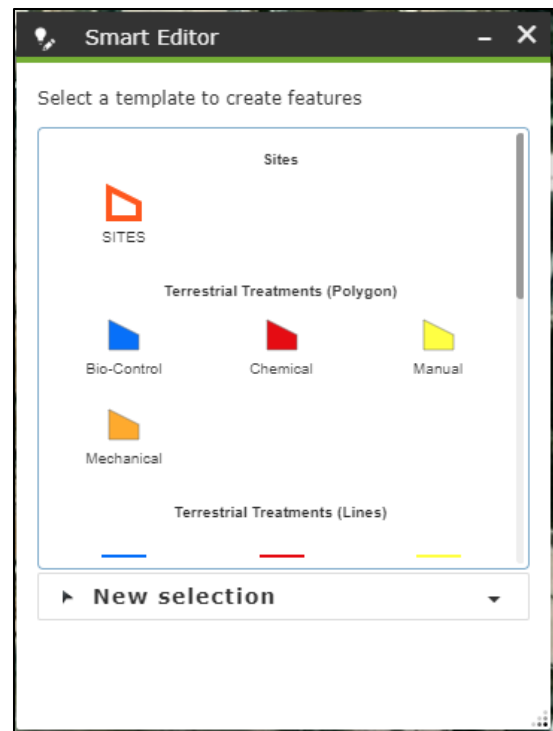
## Create Features

To Edit/Draw a new feature:

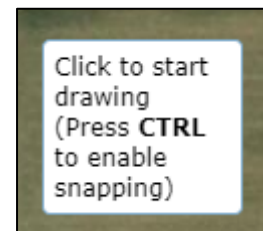
Click on the “Smart Editor” button at the bottom of the map. An edit window will appear on the left side of the screen.



In the Smart Editor widget, click on the desired template to begin drawing the specific feature. The selected template will be highlighted by a bluish square.



Once you have selected a template, move your arrow over to the map. You will now see a small pop-up window “attached” to your cursor that instructs you to click to start drawing (Press CTRL to enable snapping). Per ESRI: Snapping allows you to create features that connect to each other, so your edits are more accurate, with fewer errors. When snapping is turned on, your pointer will jump, or snap to, edges, vertices, and other geometric elements when your pointer is near them and within a certain tolerance. This enables you to position a feature easily in relation to the locations of other features.



After you place your first vertex by clicking on the map, the pop-up message will change to “Click to continue drawing”.



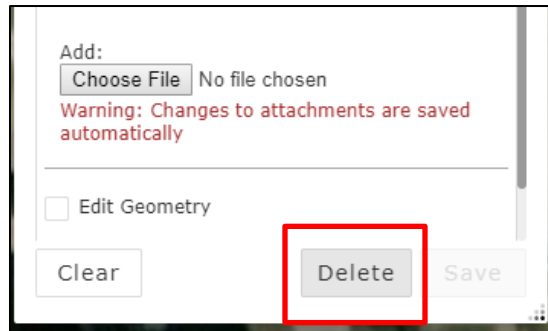
Once you place the first two vertices, the pop-up will now instruct you to double click, whenever you are finished, in order to complete drawing.



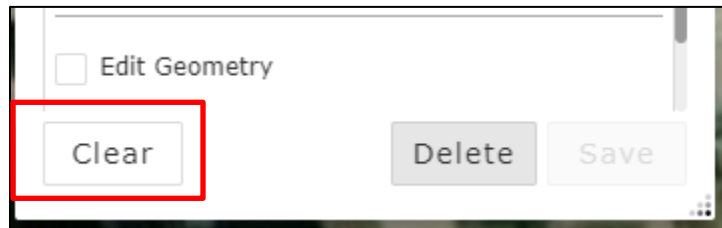
Once the polygon has been completed, the feature attributes will then appear in the Smart Editor widget. Fill out this form with as much information as possible – required attributes will be highlighted in red with an exclamation point to the right. If you have any attachments, please include those as well.

A screenshot of a web application window titled "Smart Editor". The window has a dark header bar with a lightbulb icon, the title "Smart Editor", and standard window controls (minimize, maximize, close). The main content area is a form titled "Terrestrial Treatments (Polygon)". The form contains several fields: "Control Method \*" with a dropdown menu showing "Chemical"; "Site ID \*" with a text input field and a red exclamation point icon; "Associated Group" with a dropdown menu; "Treatment Date \*" with a text input field, a red exclamation point icon, and a calendar icon; and "Treatment Type \*" with a dropdown menu and a red exclamation point icon. At the bottom of the form are two buttons: "Clear" and "Save".

To delete a feature, click on the polygon to select it and in the “smart editor” widget, click the Delete button.



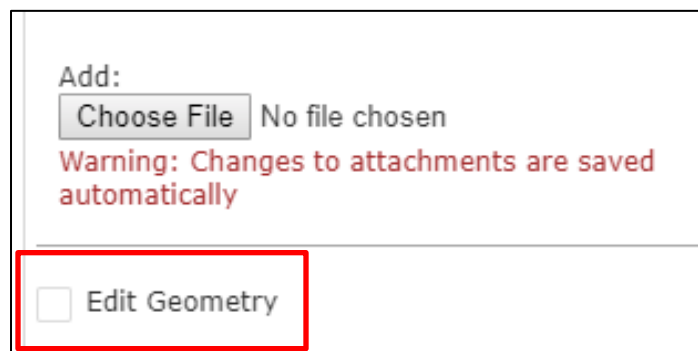
To clear your selection, go to the smart editor widget and click Clear at the bottom.



## **Move/Edit the Geometry of Features**

Make sure the Smart Editor widget is turned on. Click on the polygon that you wish to modify - It will turn to a light translucent green.

Scroll to the bottom of the Smart Editor widget and click the box next to Edit Geometry. This will cause gray and white dots to appear around the boundary of the polygon. Click and drag these dots to change the geometry of the feature.

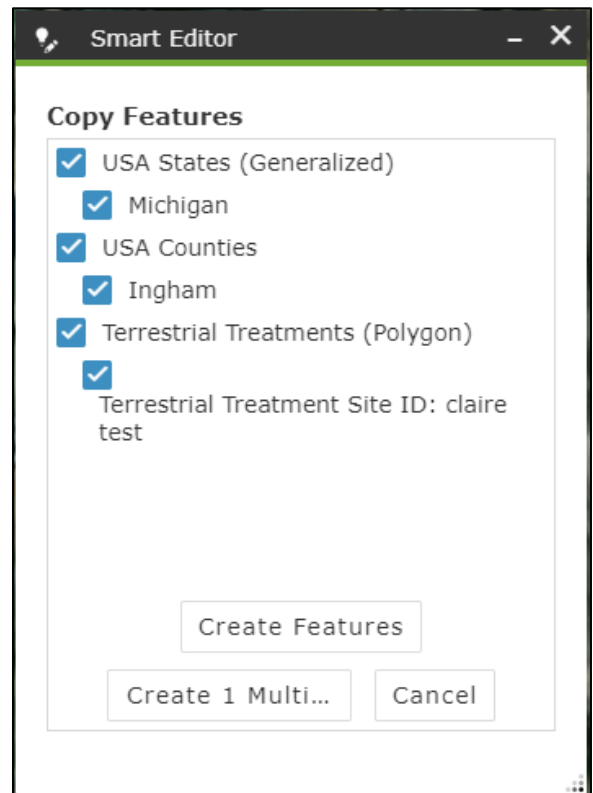
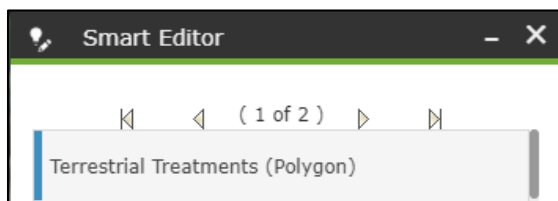


## Copy Features

- Open the Smart Editor widget and select a template.
- Draw your polygon, fill out the attributes in the Smart Editor widget and click save.
- Click clear to return to the initial Smart Editor window (showing the templates) and select another template.
- Once you have selected a template, you will see the section at the bottom change from New selection to Polygon.



- Click the dropdown arrow to the right and select “**Select features to copy**” at the bottom of the list.
- Click, hold and drag the cursor to select the feature.
- Once you have selected the feature you wish to copy, the Smart Editor widget will change to display the features to copy (image to the right).
- UNCHECK everything except for the feature layer you’d like to copy. In this case it is the last item on the list “Terrestrial Treatment Site ID: Claire test”.
- Click on Create Features. The Smart Editor widget will now display the attributes of the copied feature.
- The copied feature will be placed directly over the original feature. When you select the polygon, you will now see arrows at the top of the Smart Editor widget that allows you to page through the attributes for each feature.

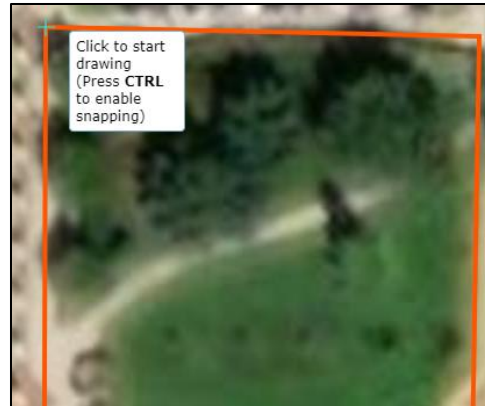


**NOTE:** Copied features retain the attributes of the original feature.



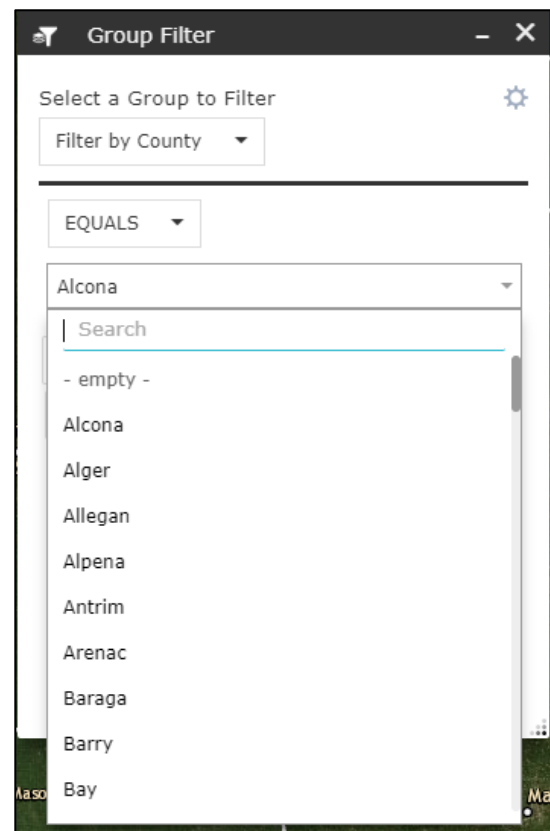
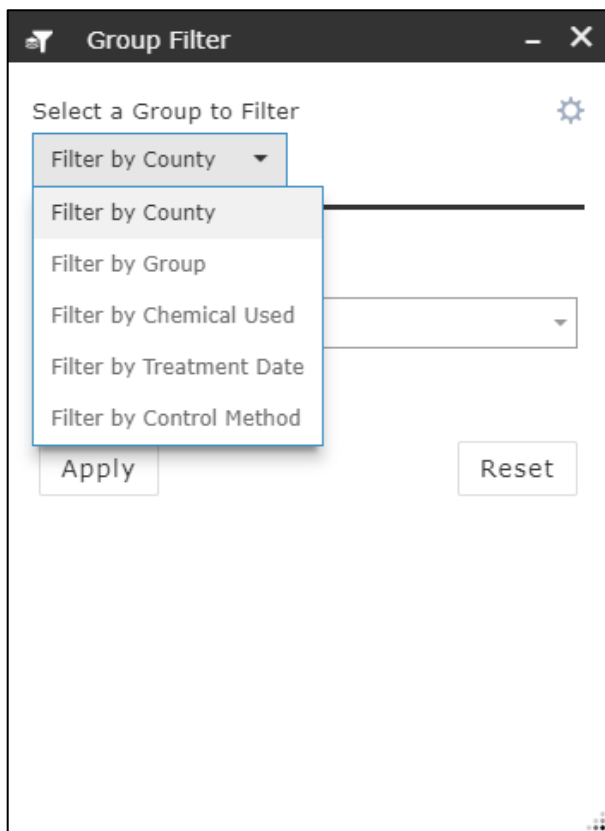
## Snapping

In order to snap to features already created, hold down the CTRL button and hover over the feature, you will see your cursor turn to a “+”.



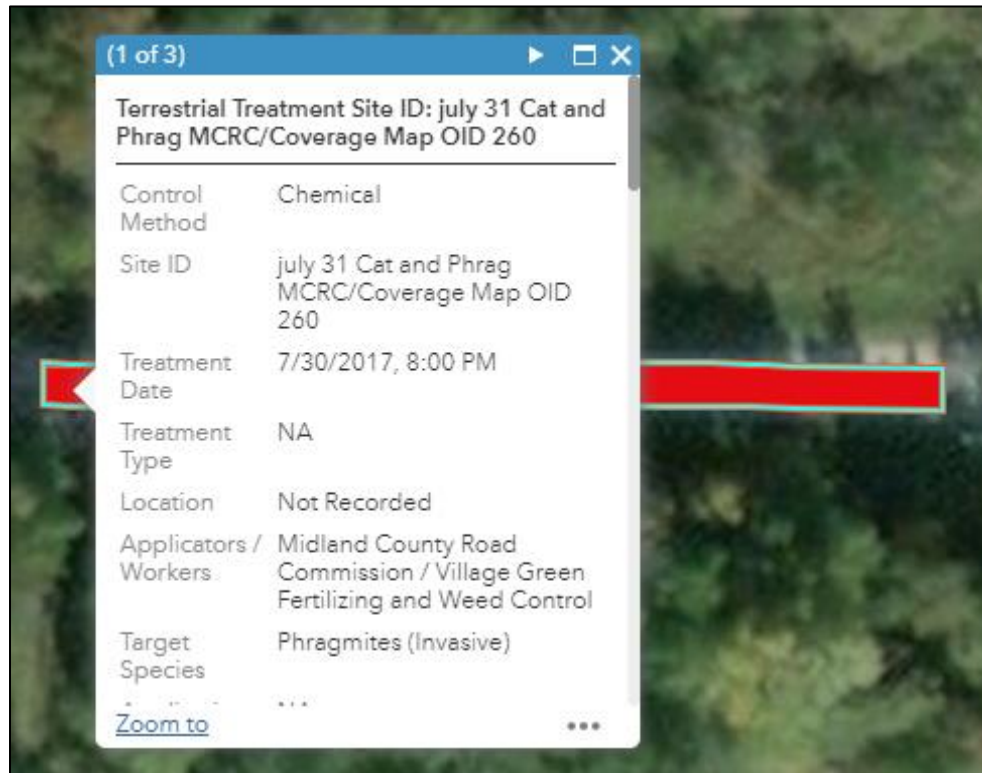
## Filter Data

The Group Filter widget allows you to filter all features by county, group (CISMA), chemical used, treatment date, or control method. When you have finished filling out the criteria – equals, not equal, etc and your search option, click the Apply button to view the filtered results



## Attribute Pop-up Window

Clicking on a feature will result in an attribute window pop-up with more detailed information. In the upper left corner of the blue toolbar you will see that the location in which you clicked, there may be more than one feature displayed. The arrow to the right in the blue toolbar allows you to flip through the different features that are located where you clicked on the map.



## Time Slider Widget

When you click on the time slider widget, a popup appears at the bottom of the screen, just above the widget toolbar. This allows you to scroll through time and see how all of the editable layers have changed over time. The data is displayed progressively versus only displaying the data for that time interval.

