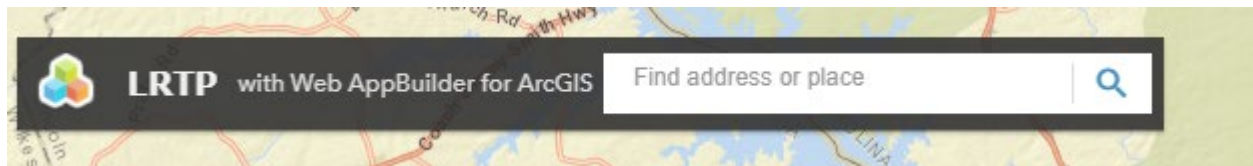
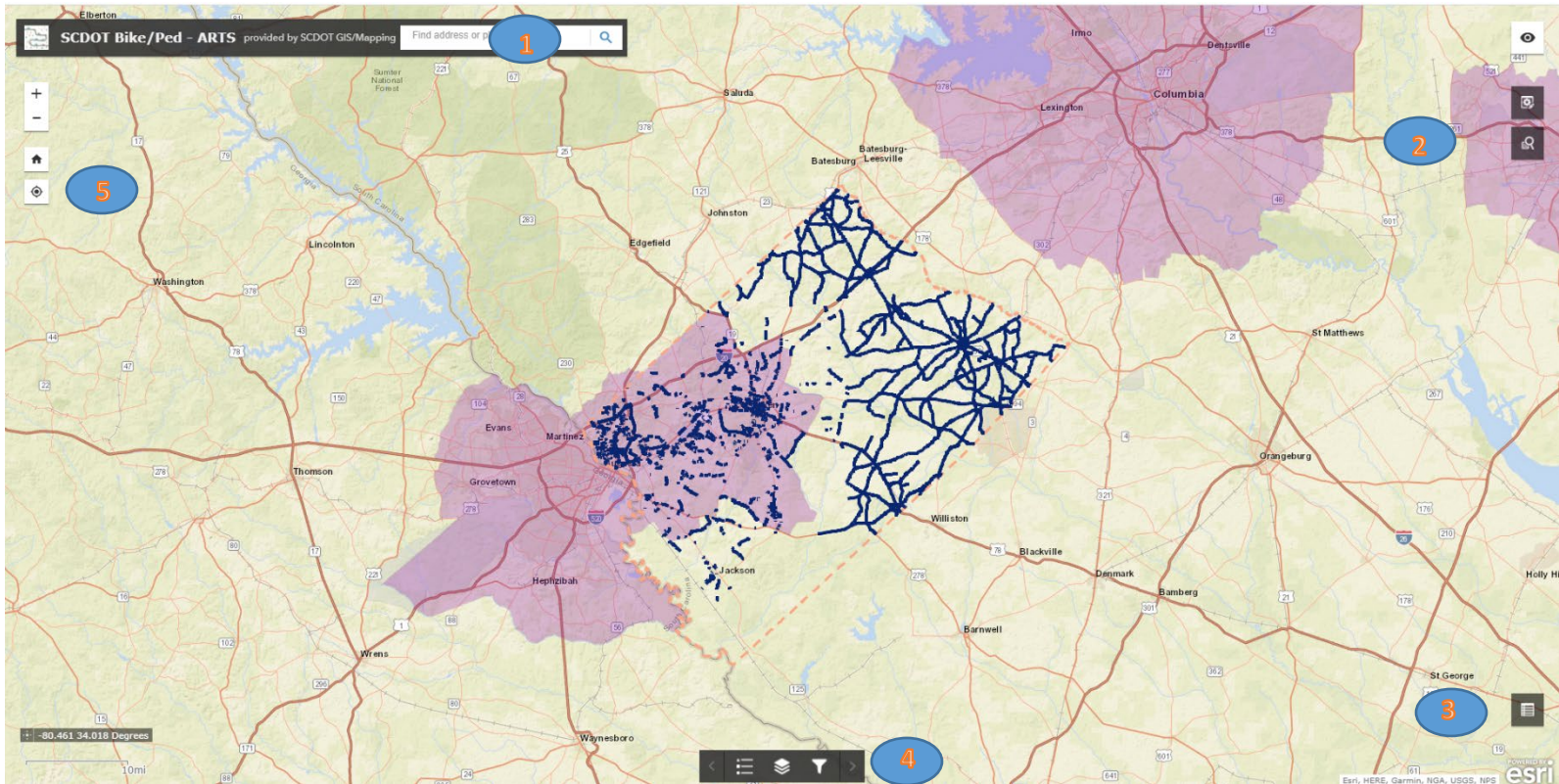


Editing Data in AGOL

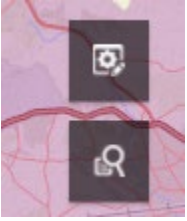


This is a search bar. There are several options as to how to use this:

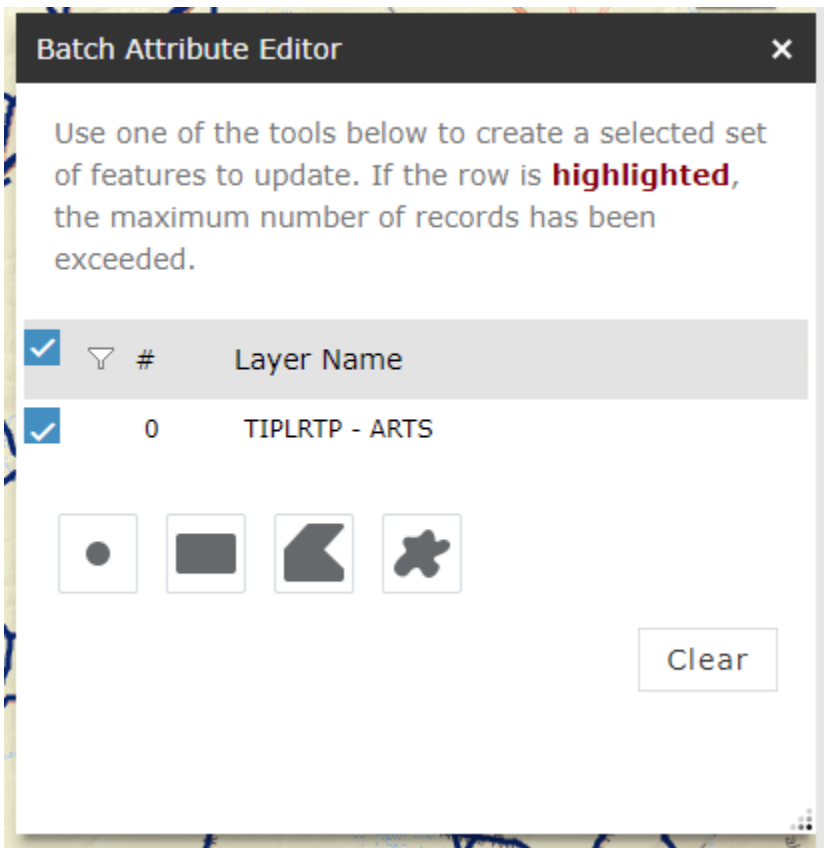
- 955 Park Street, Columbia SC, 29201
- Park Street, Columbia SC
- Columbia Sc

This will zoom the map in to the area you search for.

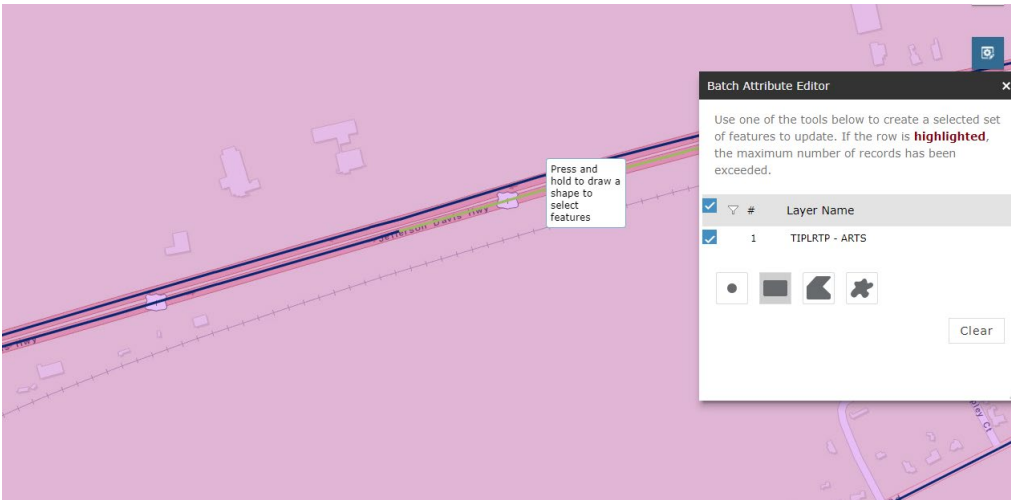
2



This widget will open the editor tool. When you click on it will open the following window:



Select the shape you want to use to select the road you wish to update. I suggest the second one.

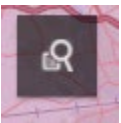


Then you will draw a box around the road you wish to select – you can see the number next to TIPLRTP-ARTS has increased from zero to 1, indicating that 1 record has been selected.

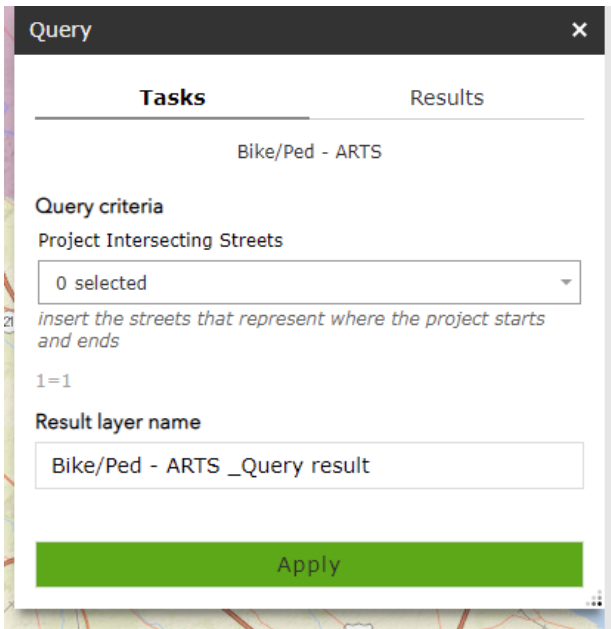
A box will pop up:



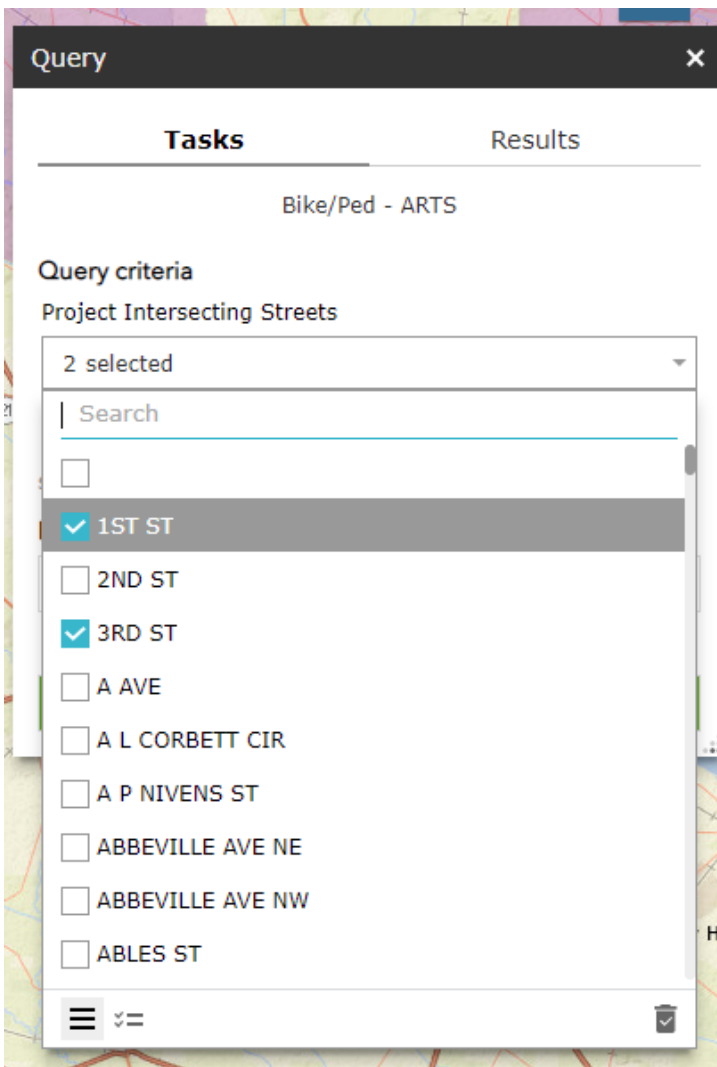
Here you will be able to choose from a drop down menu indicating project type and status. Once you have entered the correct data—select save. This will save your edits.



This is the query tool.

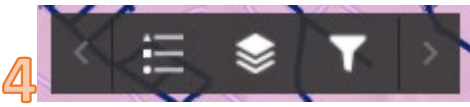
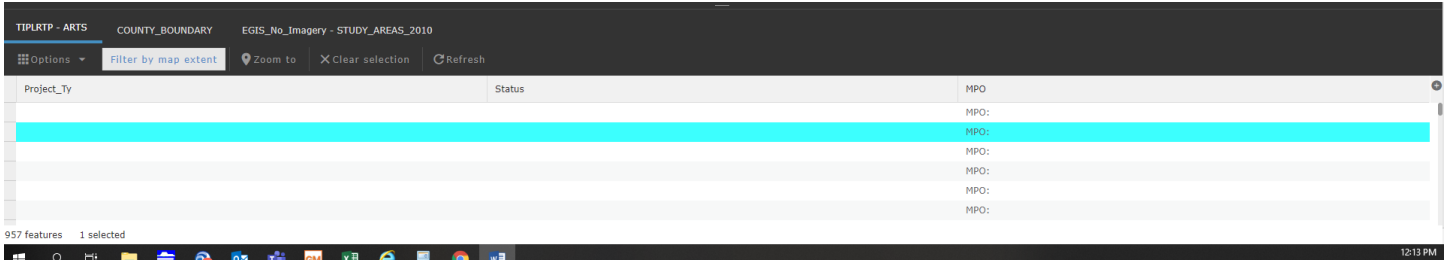


Each route should have “tie points” that symbolize where the project starts and ends. Using the drop down under “Project intersecting streets” you can search for street names





This is the widget that will open the attribute table. You can use this to zoom to selected records if you need to for review purposes.



This toolbar contains 3 very important widgets.



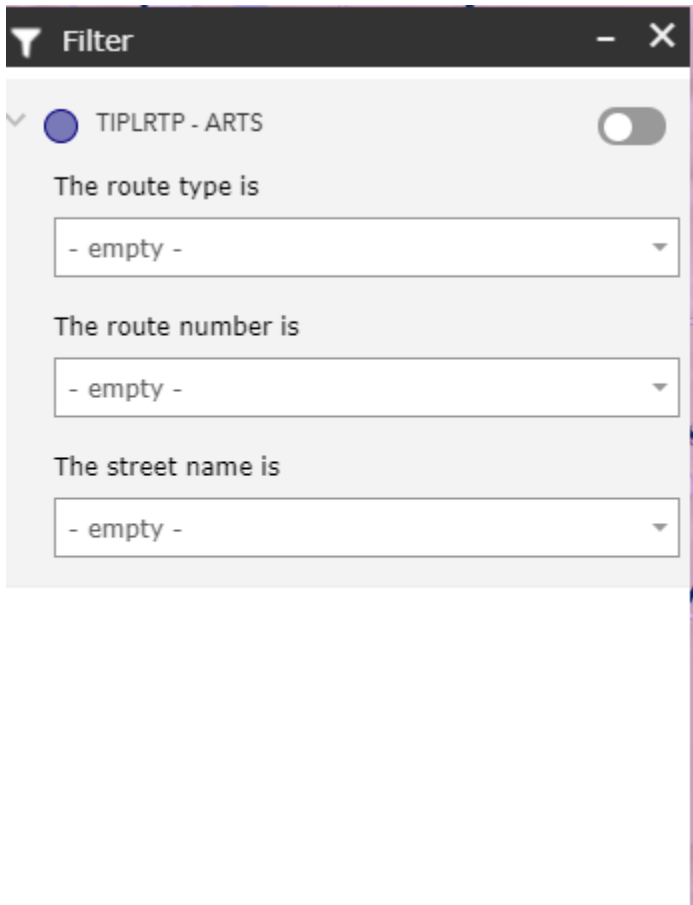
This opens the legend. So you can see what layers are on the map.



This will open the layer list. Here you can toggle any layers on the map on and off



Filter widget. This will allow you to filter the roads that appear on the map.



you can filter by Route Type, Route Number, Or street name. This will turn all the roads off except for the ones that match your filter.



This toolbar consists of a Zoom in and Zoom Out click buttons (you can also zoom out and in using the scroller on your mouse). The Home Button will take you to the full extent of the map. The last button will locate you.