

Contents

Introduction	p1
Creating spatial features	p2
Creating new Resources	p10

Introduction

Arches for HERs is a new platform for Historic Environment Records (HERs) which incorporates both an inventory system as well as a new heritage management tool: the consultations resource model.

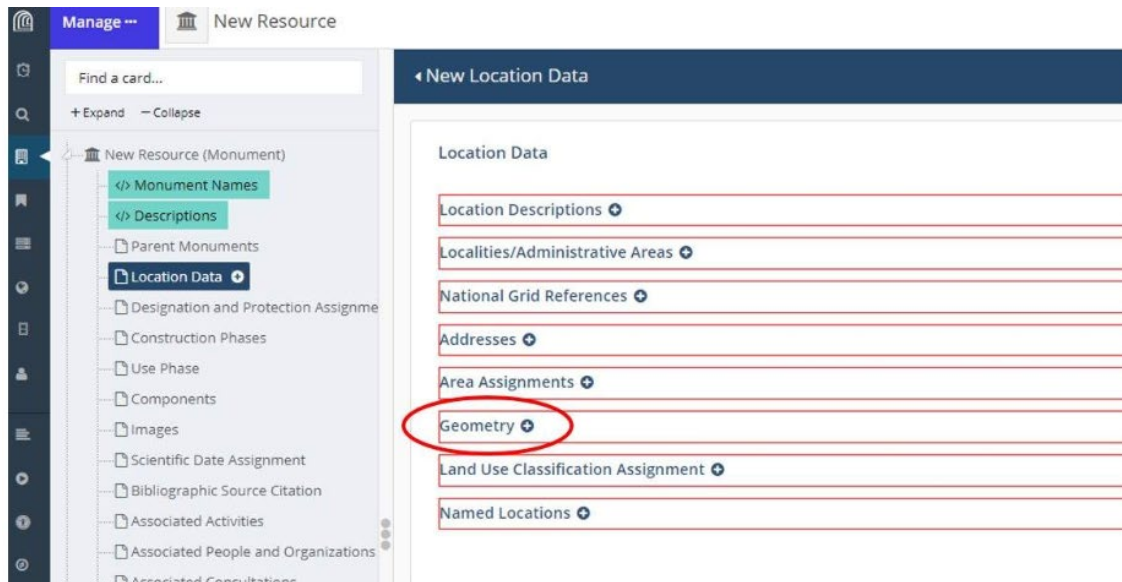
Within Arches for HERs the majority of the Resource Models contain identical tools and functions for the creation, editing, import and export of spatial depictions. Whether they are describing the locations of monuments, activities, sites or areas, the principles and functions are the same from resource to resource.

Features can be created within the application using a range of drawing tools - for creating point, line or polygon-based features - or they can be imported from other GIS applications via GeoJSON. This section will show you how to create new spatial features within Arches for HERs as well as providing guidance for interacting with other applications to import externally-created geometry.

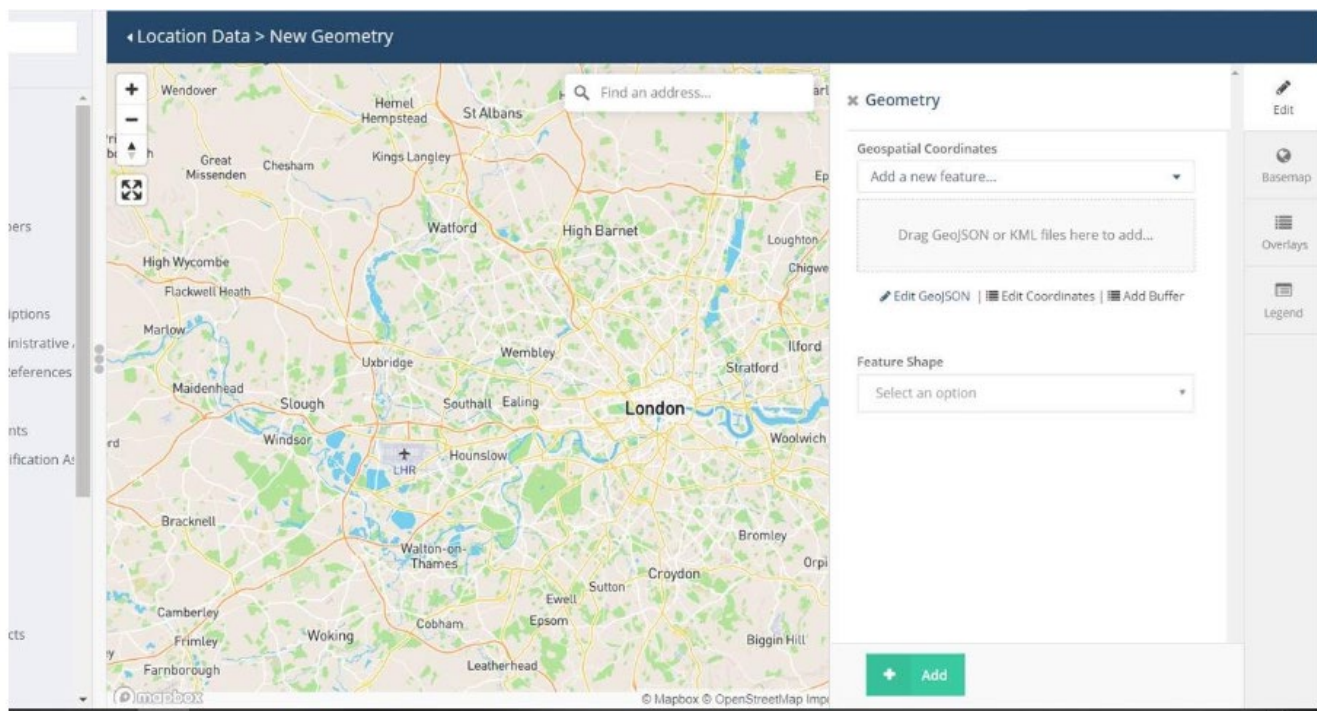
Creating Spatial Features

Geometry

To apply a map depiction of a site, building or area, select the Geometry option in the Resource's *Location Data* card.

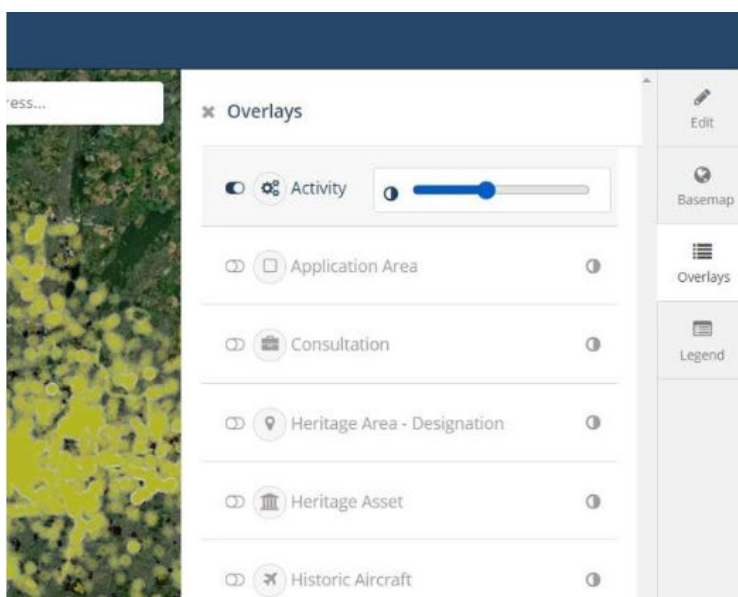
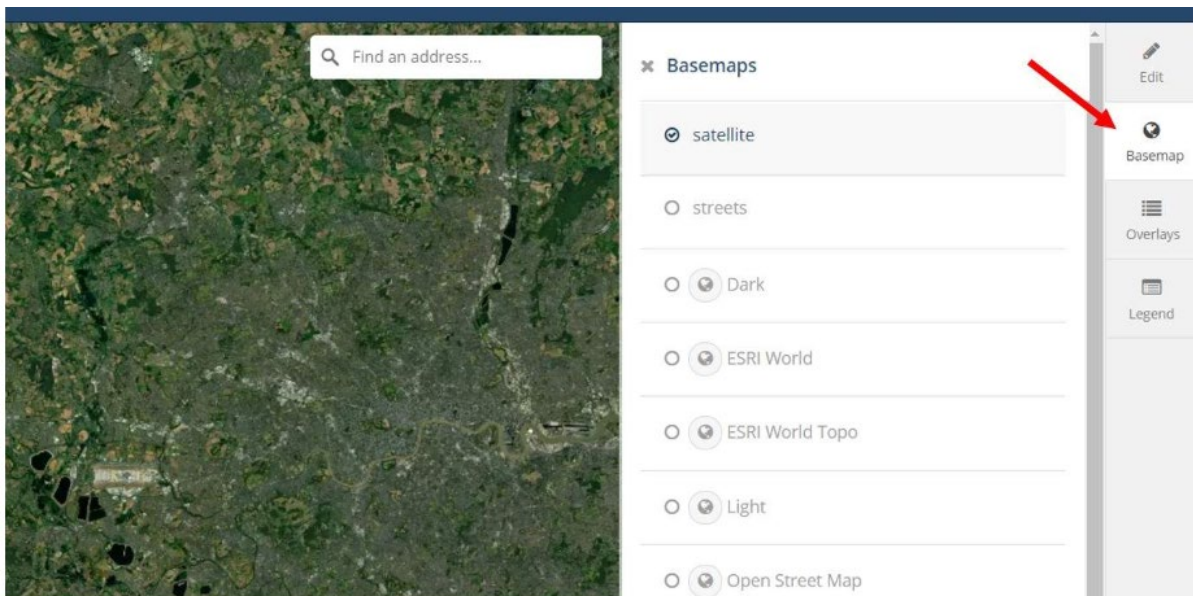


A map display will open with the Edit panel displayed. This contains a selection of drawing tools and options for creating your spatial depiction.



Use the gazetteer and pan/zoom tools to specify your location (see *Map Search* for guidance).

Basemaps (featuring a choice of mapping or satellites images) and **Overlays** (including various data layers) can be selected using the icons on the right of the screen.

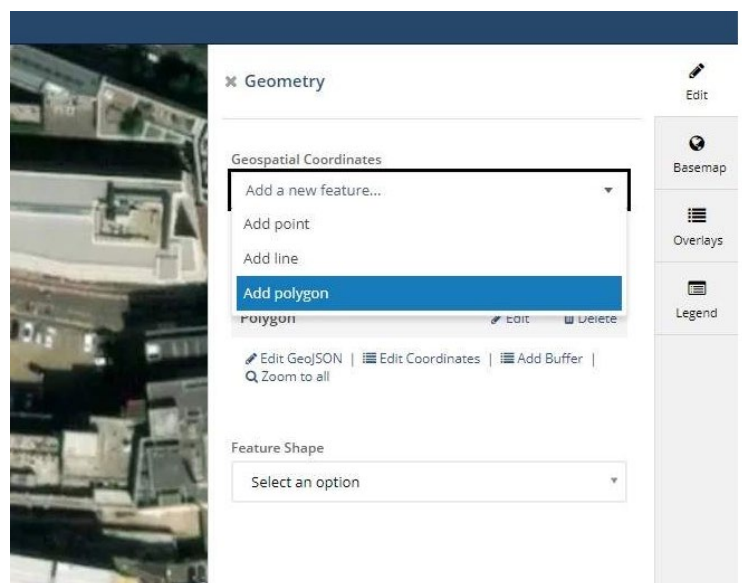


Selecting the Overlays option opens a pane displaying the data layers currently present in the map display. If not currently displayed, the entry will be greyed out. Click to select/de-select.

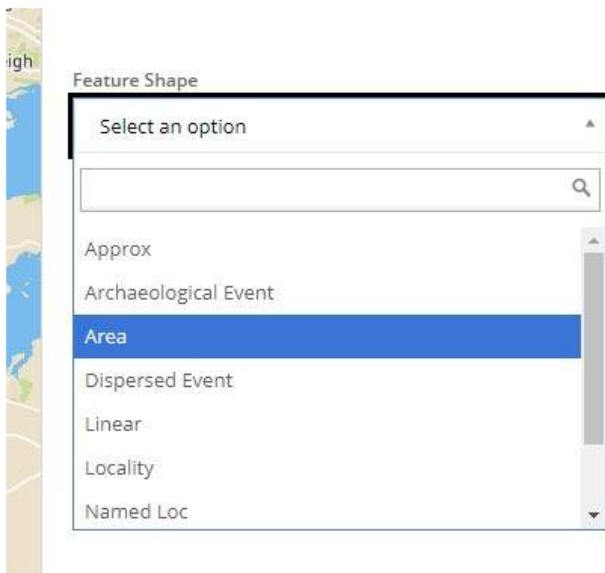
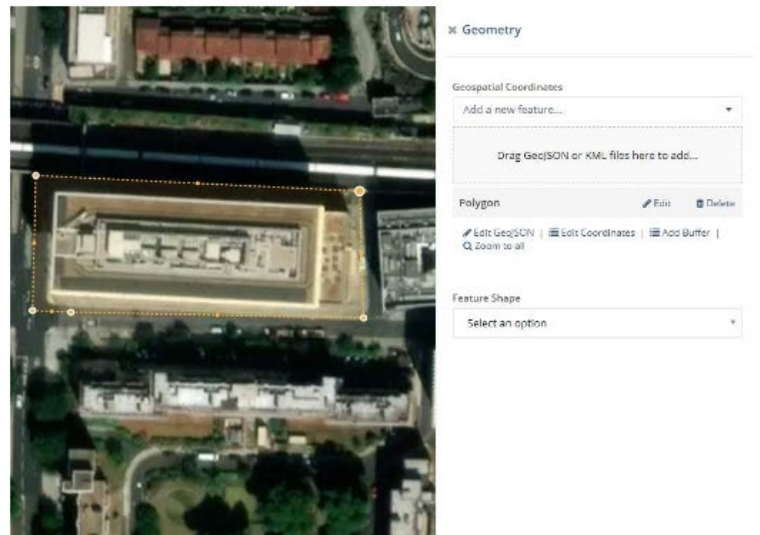
The transparency of the layer can be adjusted using the slider control.

To add a feature manually, select the *Add a new feature* drop-down and select a drawing tool. The Add Point/Line/Polygon tools enable the creation of point and multi-node map features directly in the map display.

Select an appropriate drawing tool (e.g. Add Polygon)



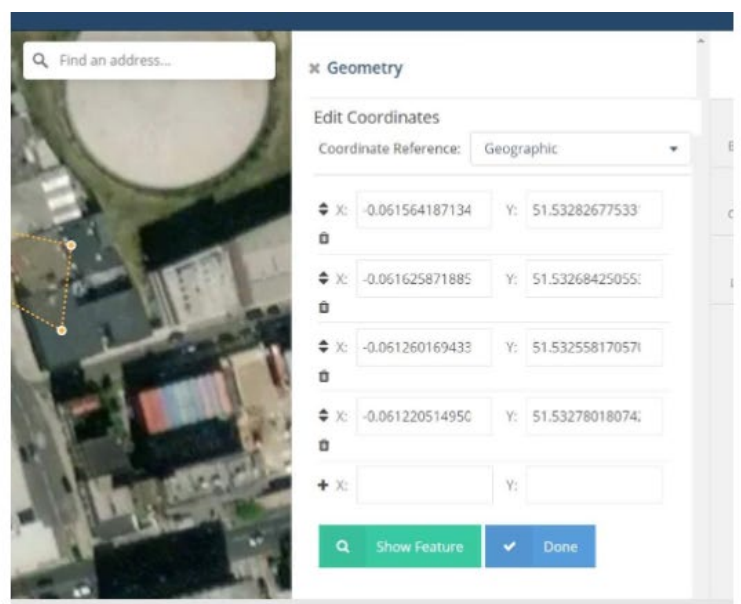
Create your drawing by selecting each node, or vertex, with a single mouse-click and double-clicking to finish the sketch.



A Classification can be added by opening the *Feature Shape* drop-down menu.

When a feature has been defined, adjustments can be made to the node coordinates by selecting *Edit Coordinates*.

Changes to the coordinates can be made, or entire nodes deleted; or new nodes added.



Selecting *Add Buffer* allows the user to define an area around the feature as drawn.

These adjustment tools can also be utilised to edit existing features.

When the drawing is completed, a **Cancel edit** button will appear, allowing you to delete the drawing and start again.

Select *Add Feature* to commit your completed drawing.

For more complex sites, the Edit GeoJSON option allows the user to paste a GeoJSON code string associated with an externally-generated feature into the resource; or a GeoJSON or KML spatial data file can be dropped onto the drop box in the Edit panel.



Geospatial Coordinates

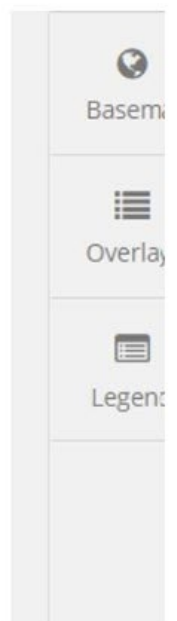
Add a new feature...

Drag GeoJSON or KML files here to add...

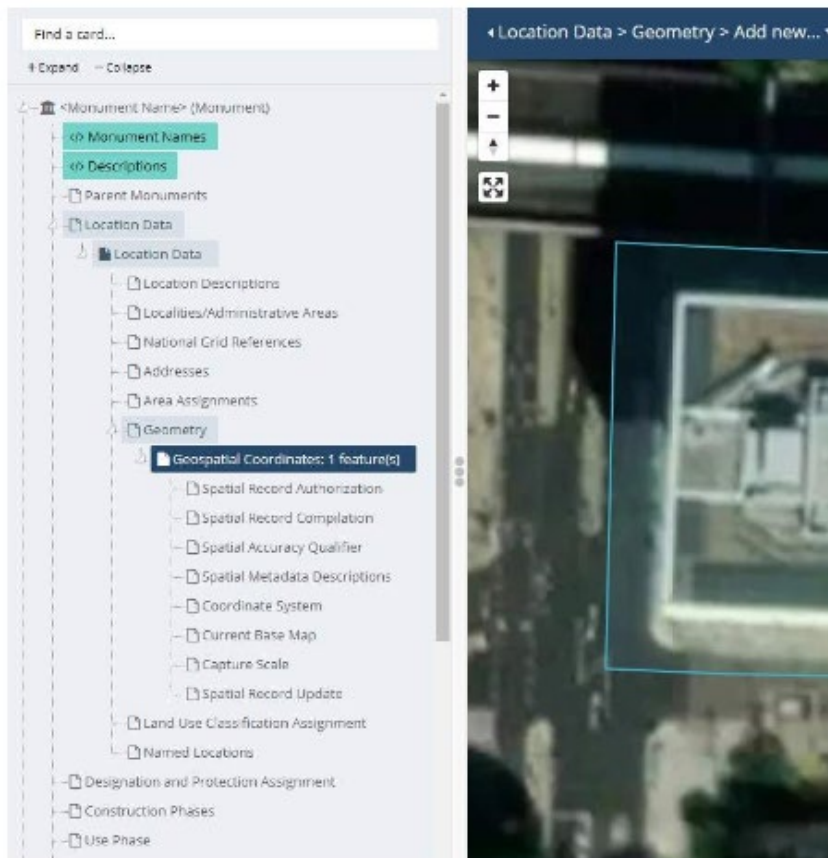
Edit GeoJSON | Edit Coordinates | Add Buffer

Feature Shape

Select an option

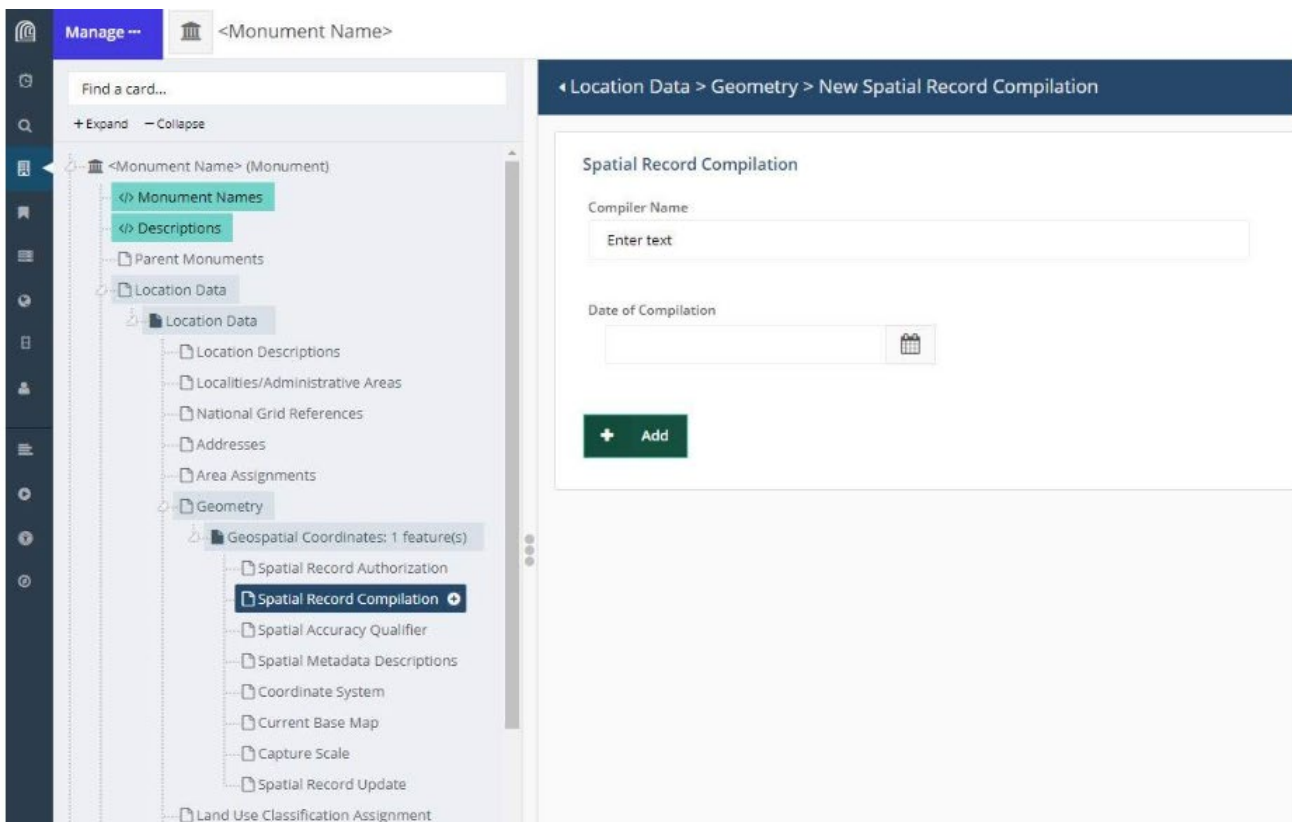


Spatial Metadata



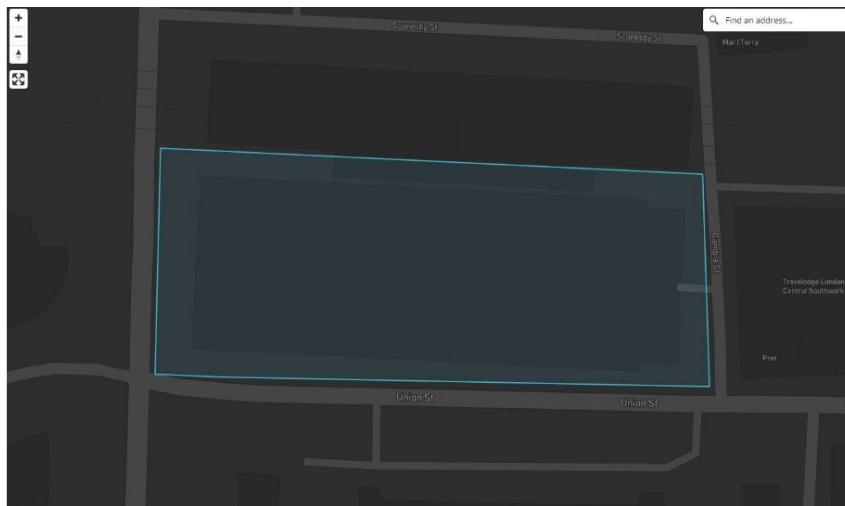
Once a spatial feature has been added to the record, a new set of cards will appear in the tree view under the Geometry facet.

Each of these can be opened to insert data relating to the capture of the spatial feature: Compiler details, descriptions, coordinate system used, base map, capture scale etc.

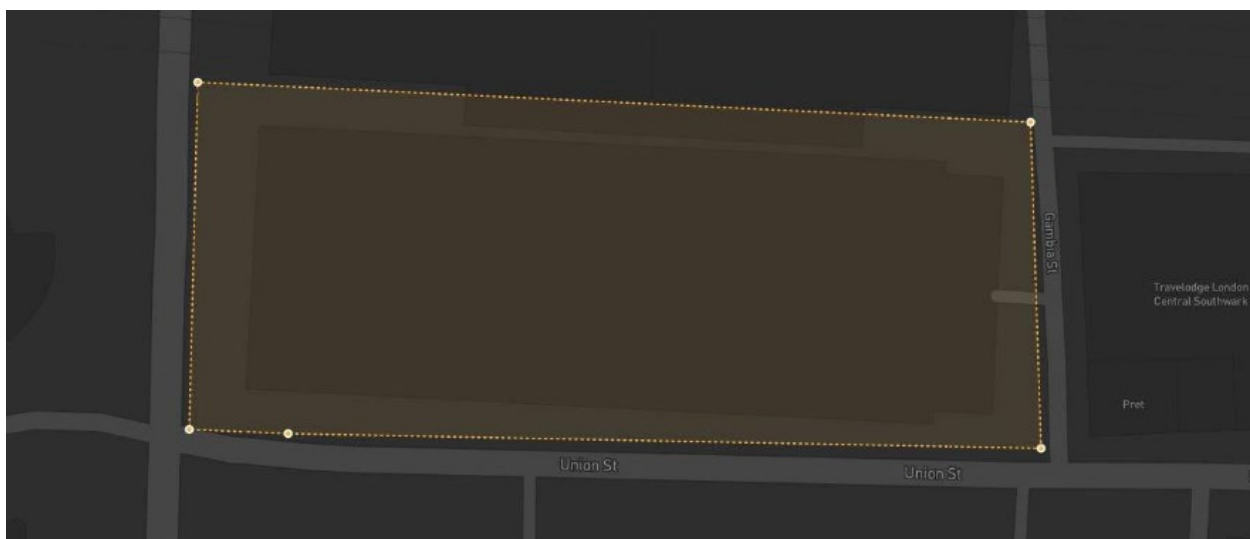


Note: When a new spatial feature is committed to the record, coordinates for the centre-point of the features will be automatically populated in the National Grid References card. The Localities/Administrative Areas card will similarly be auto-populated with the relevant place names. Should you move a spatial feature to a new location where the original assigned areas are no longer relevant, you may need to manually edit the Localities/Administrative Areas values.

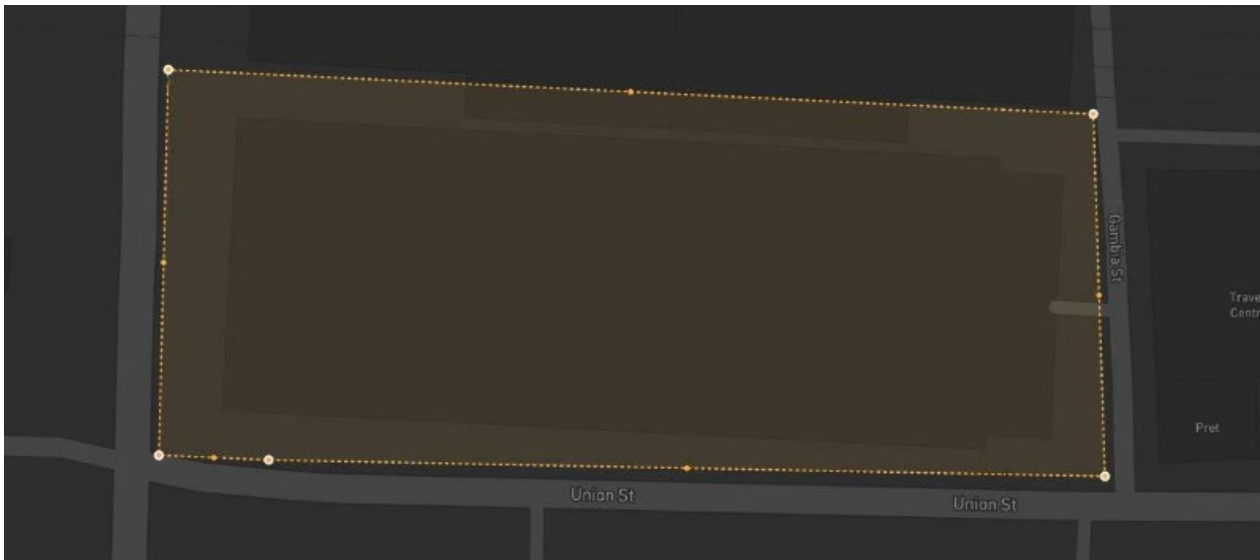
Manually editing existing drawings



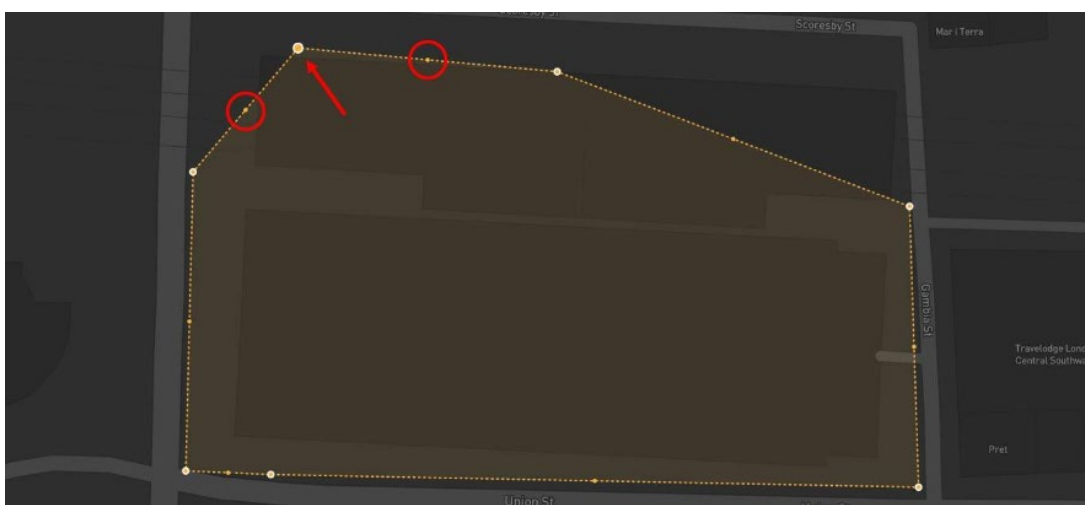
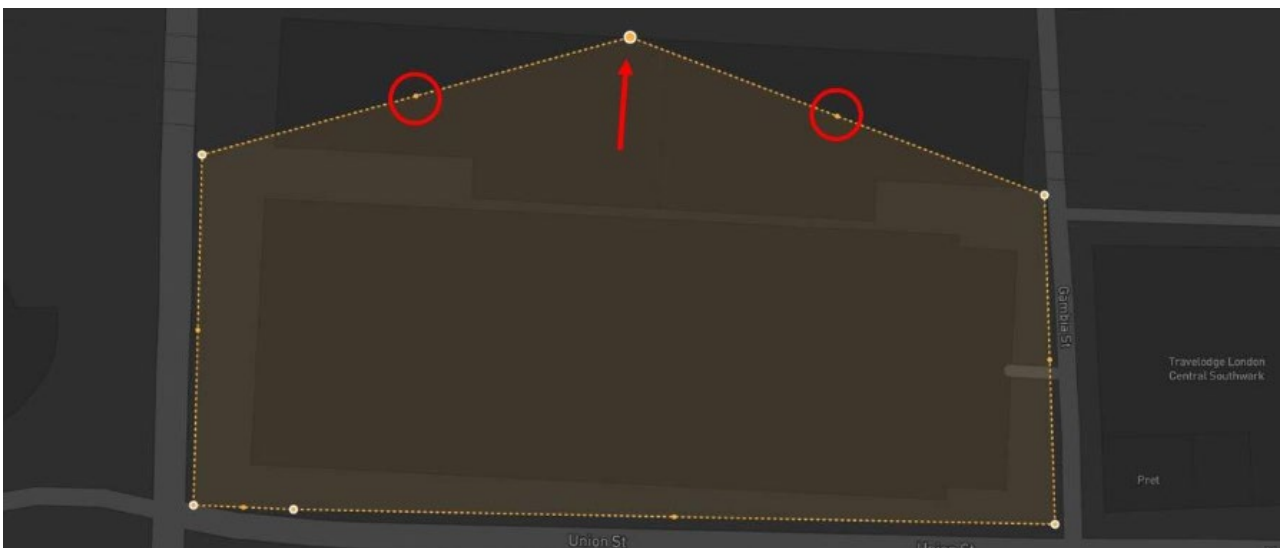
If you have already added a finished drawing, or if you have accessed an existing Resource and opened the Location Data Facet to edit an existing drawing, selecting the feature with a single mouse-click will reveal the nodes applied during the drawing process.



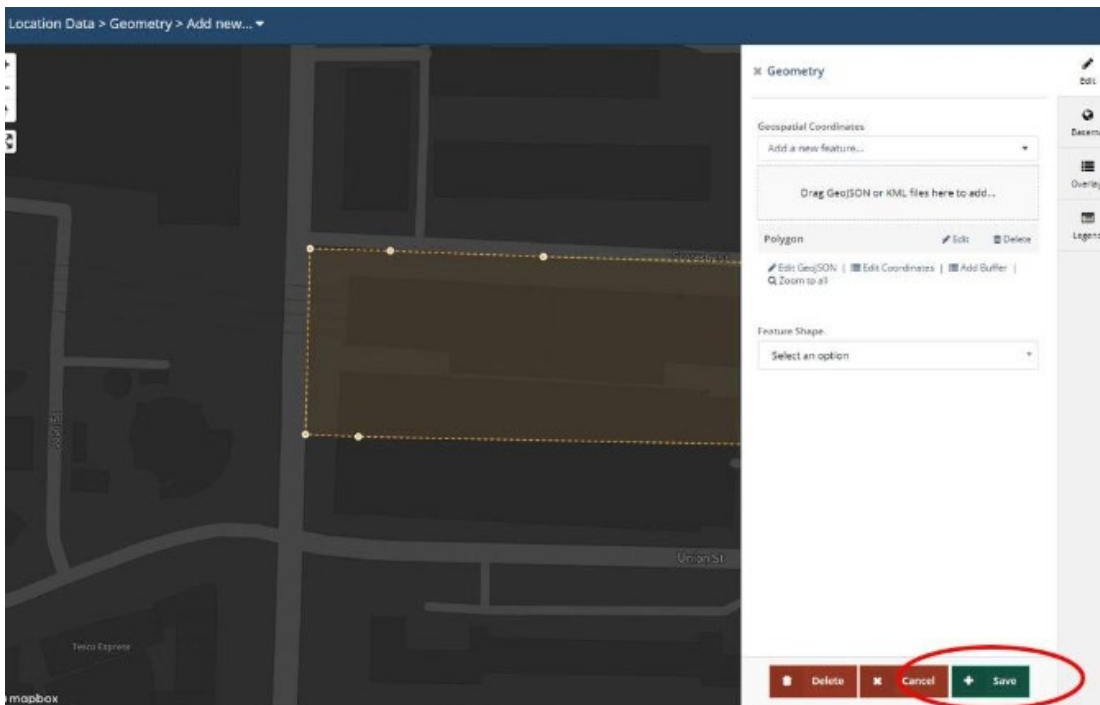
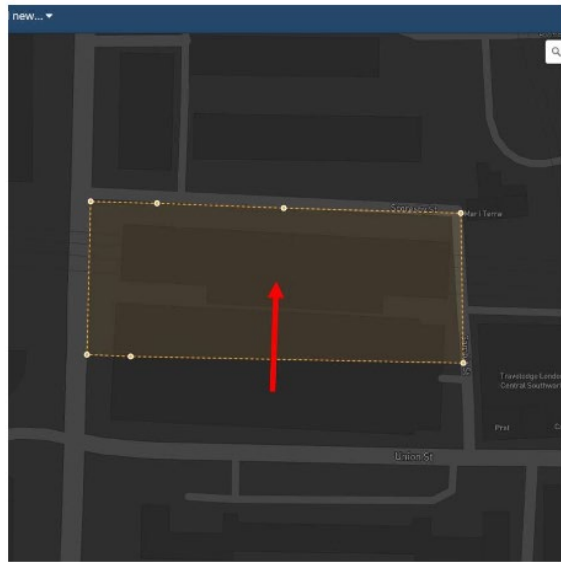
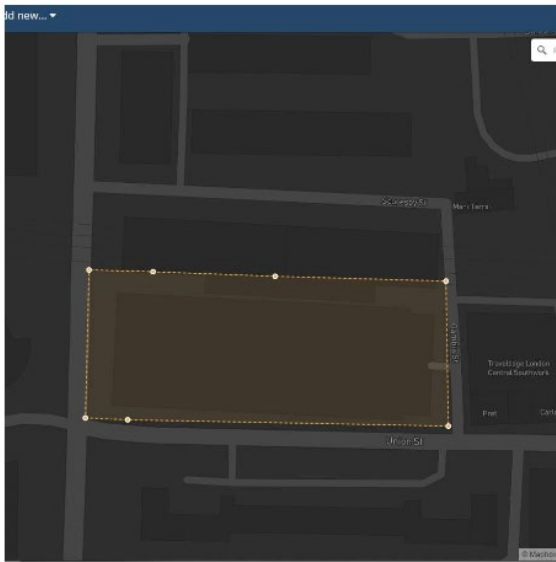
These can be manually edited by selecting a node and dragging it to a new location. Selecting the drawing with a second mouse-click will reveal additional nodes that can be used to edit the feature.



Each time you select a node and drag it to a new location, additional nodes will appear on the drawing's outline.



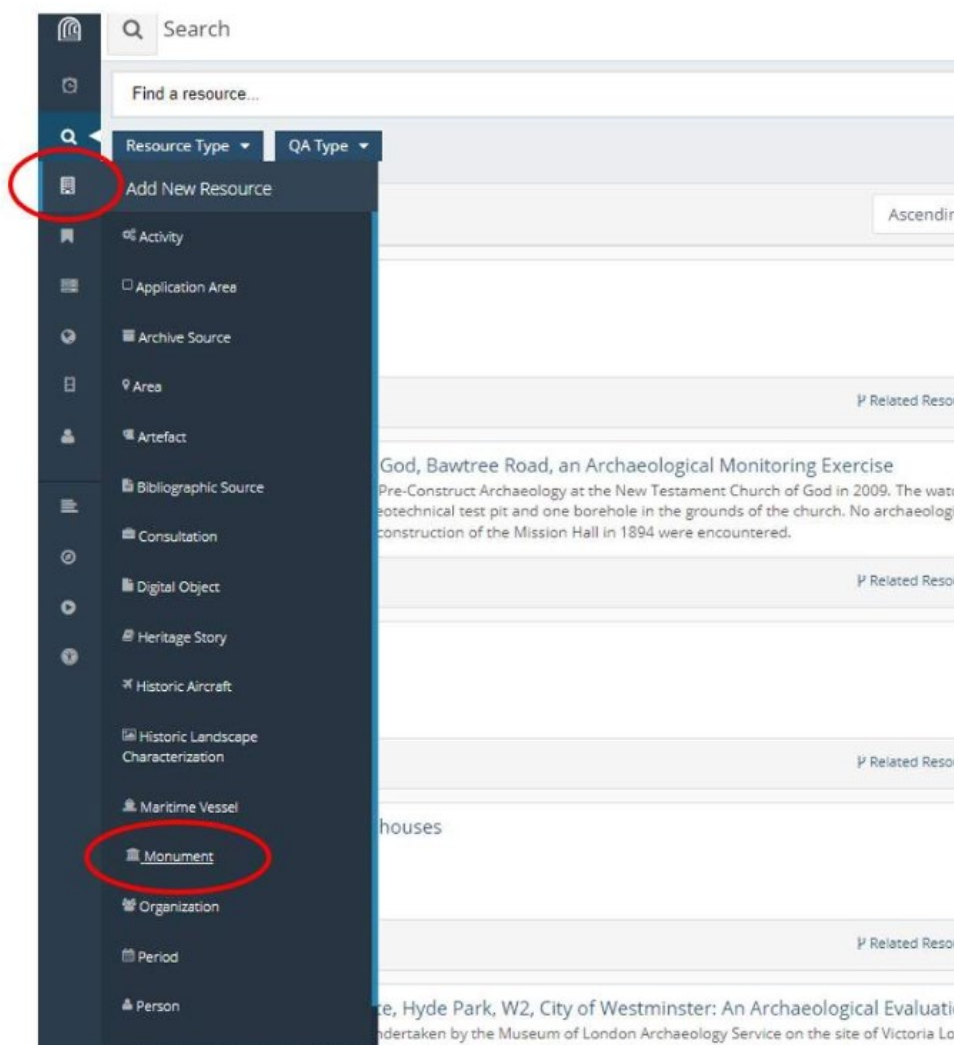
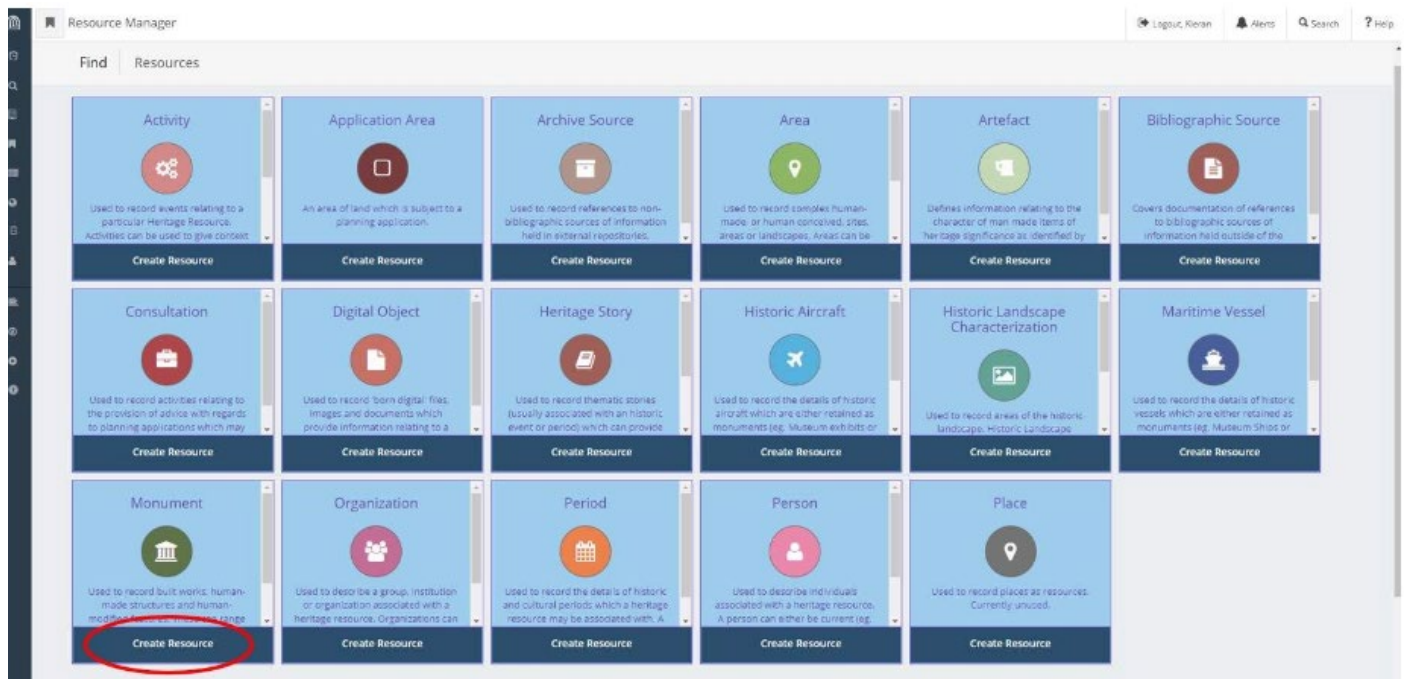
In addition to editing the shape of your drawing, you can move the entire drawing to a new location by selecting it with your cursor and keeping your mouse-button depressed. By doing this you are 'grabbing' the drawing so that you can drag and drop it at its new location.



Save your edits by selecting the **Save** button in the *Edit* tab.

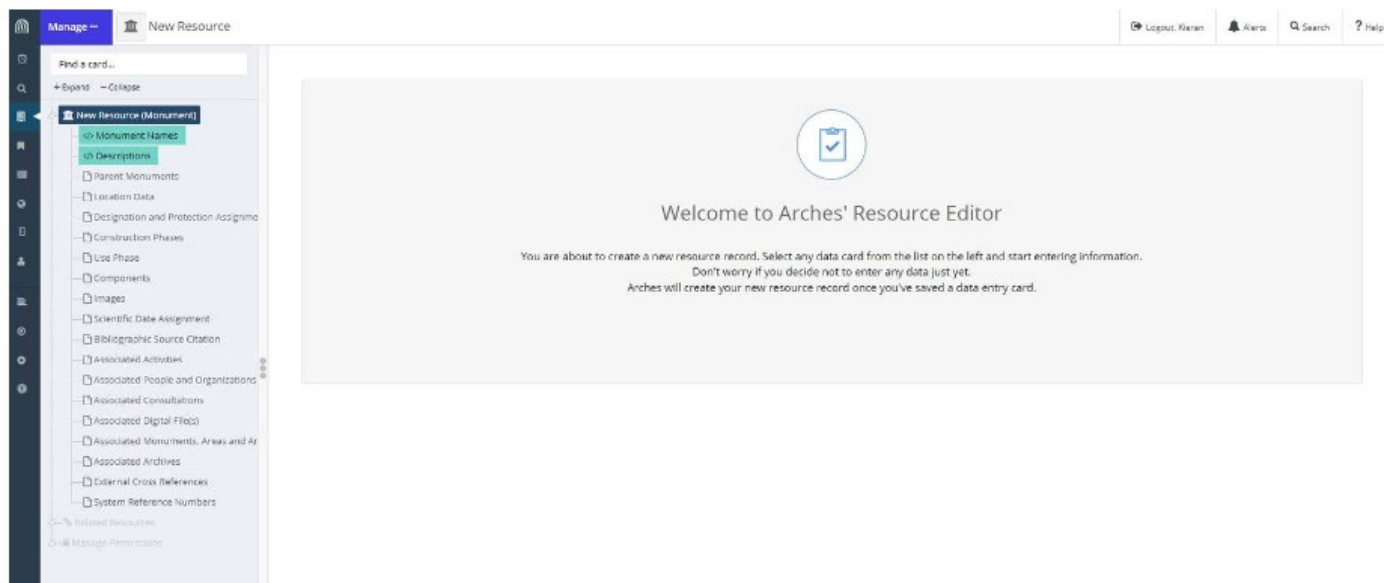
Creating new Resources

To create a new Resource, you can access the appropriate model either by selecting it from the Resource Manager view (accessible by selecting the **Manage** option from the top of the landing page) then selecting the *Create Resource* link beneath each icon...

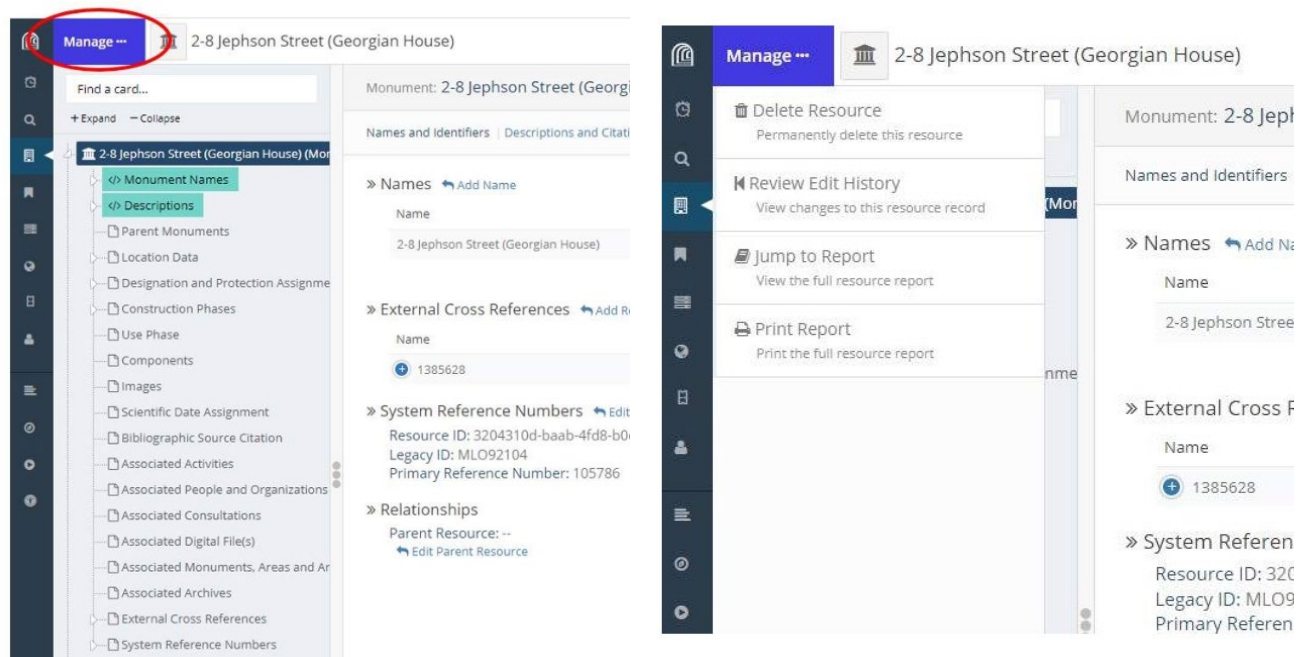


or by selecting the *Add New Resource* option available from the vertical menu present on the left of the screen whilst using any area of the application.

The appropriate Resource interface will open containing a tree-view of all the Resource's facets on the left of the screen. Each of these facets can be selected to open one or more cards in which data can be entered. This interface will be similar for all the different types of Resource, with many sharing the same facets. Navigation and operation is consistent across all Resources.



Whilst using the *Resource Manager* function to edit and create data, there are a number of options available via the **Manage** command at the top of the screen.



Delete Resource: This option will delete the record currently open, first activating a warning message at the top of the screen to alert the user that they are about to delete the record. Select OK to proceed.

Review Edit History: Selecting this option will open the Resource History tab, detailing which data nodes have been updated, the date on which they were updated, and the editor responsible.

Jump to Report: This option will open the Resource Report for the currently open record in a new tab.

Print Report: This option facilitates the printing of the Resource Report without first having to open the report itself.