Hunter kde quicknotes

To make movement maps of harvested elk for hunters:

* Elk database
  + Search for eartag # in animal info
* GitHub > KDEtest > hunterKDEs.R
  + Replace animal id with new animal id (lines 40 and 45)
  + Run all (this exports raster to github repo)
* ArcMap (NSERP\GIS\aOrganized\Maps\HunterKDEs)
  + Add data - raster from R
  + Spatial analyst > map algebra > raster calculator – remove bottom 10% of values to create 90% KDE
    - Eg AnimalID 140400, high value is 263.398, remove values < 26.3398 using expression SetNull("KDE140400.tif" <= 26.3398, "KDE140400.tif")
    - Don’t forget to change the output path/filename (naming convention recalc[AnimalID])
  + 40% trans