

PEATLAND CODE



PEATLAND CODE MAPPING

Running the ArcGIS script

[Abstract](#)

This tutorial outlines the required input data, installation method and running of the script.

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Peatland Code Mapping

Introduction

The map outputs required for the Peatland Code can be generated automatically using the Peatland Code script in ArcGIS. The script uses the following inputs:

Required

- Bare peat (polygon)
- Hags (polyline)
- Gullies (polyline)
- Site boundary (polygon)

Optional

- Grips (polyline)
- Non peatland (polygon)

Prepare all of the inputs before loading and running the script – for instructions on creating the input data, see the “Peatland Code mapping input data tutorial.pdf”.

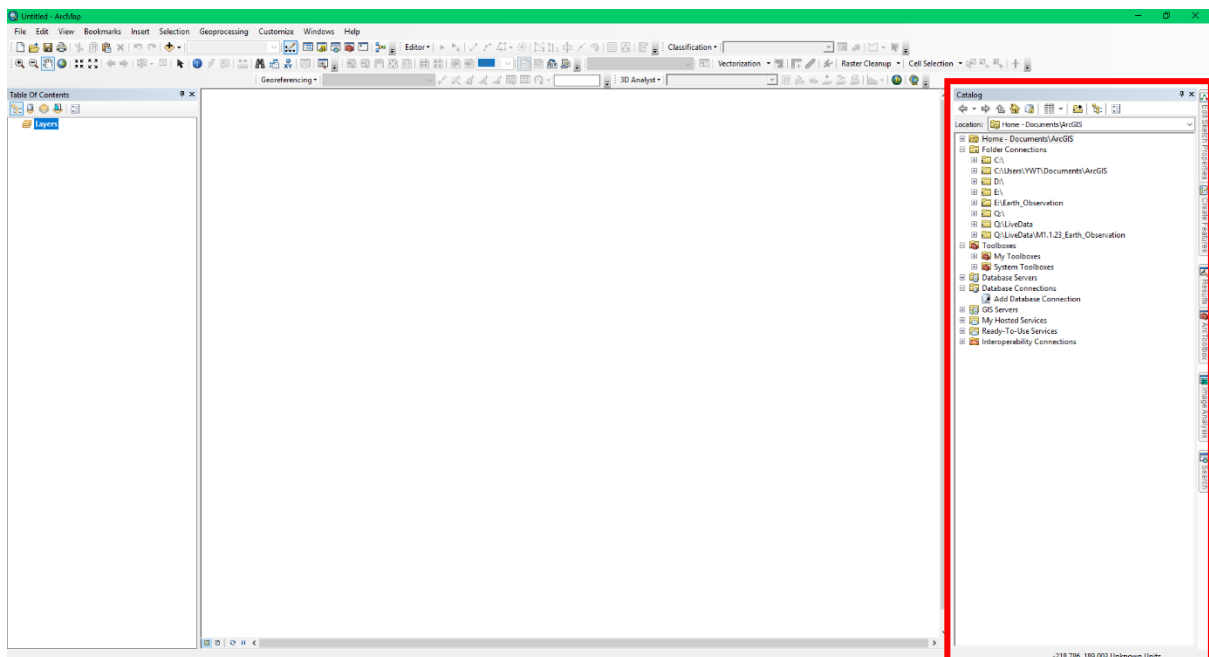
Save the peatland code toolbox to an appropriate location on your PC or server.

Loading the script

Open ArcMap. If your map view does not already have it, dock the ‘Catalog’ tab to the right side (this tab allows you to navigate folder structures). The Catalog icon is located along the top toolbar and looks like this:

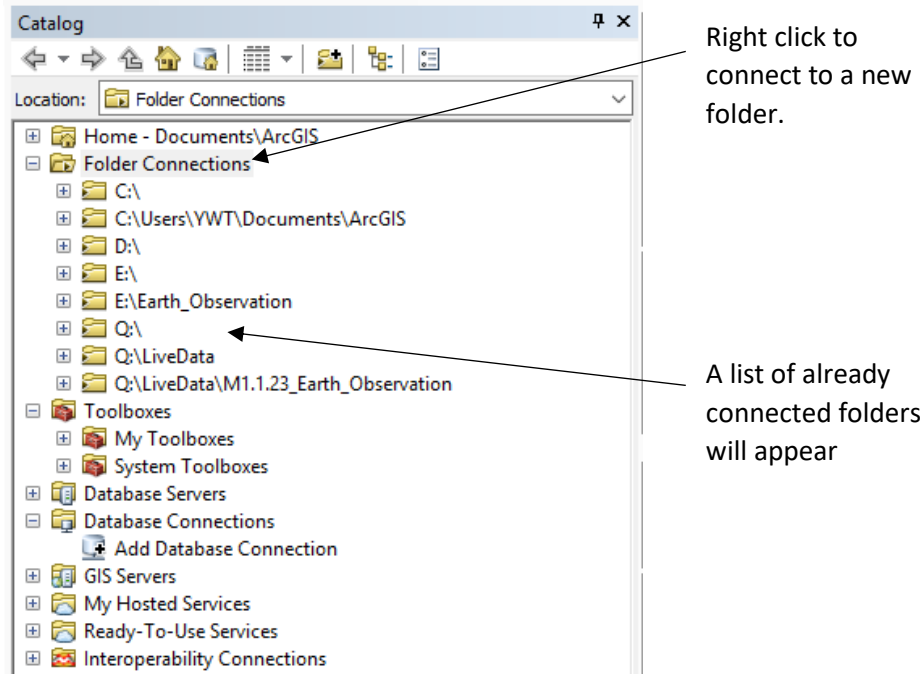


Select the button and the Catalog window will appear on the right side (if it appears elsewhere, drag the box to the right side to dock it).



If you have any questions about the script, input and output data, contact Chris Osborne at Yorkshire Peat Partnership (christopher.osborne@yppartnership.org.uk)

When using the Catalog for the first time, a folder connection will need to be made. Right click the 'Folder Connections' and select 'Connect to folder'. A window will appear, navigate to your preferred location to create the connection.



To load the Peatland Code script, navigate to the location of the saved toolbox.

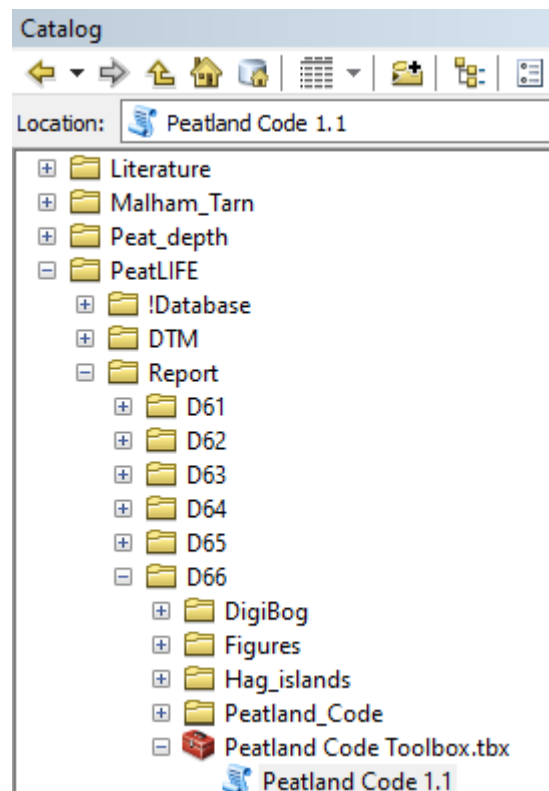
In this example, the Peatland Code script is stored within:

E:\PeatLIFE\Report\D66

Before running the script, ensure the source code is correctly referenced. Right click the script, go to properties and select source. Make sure that the path corresponds to the location of the .py file.

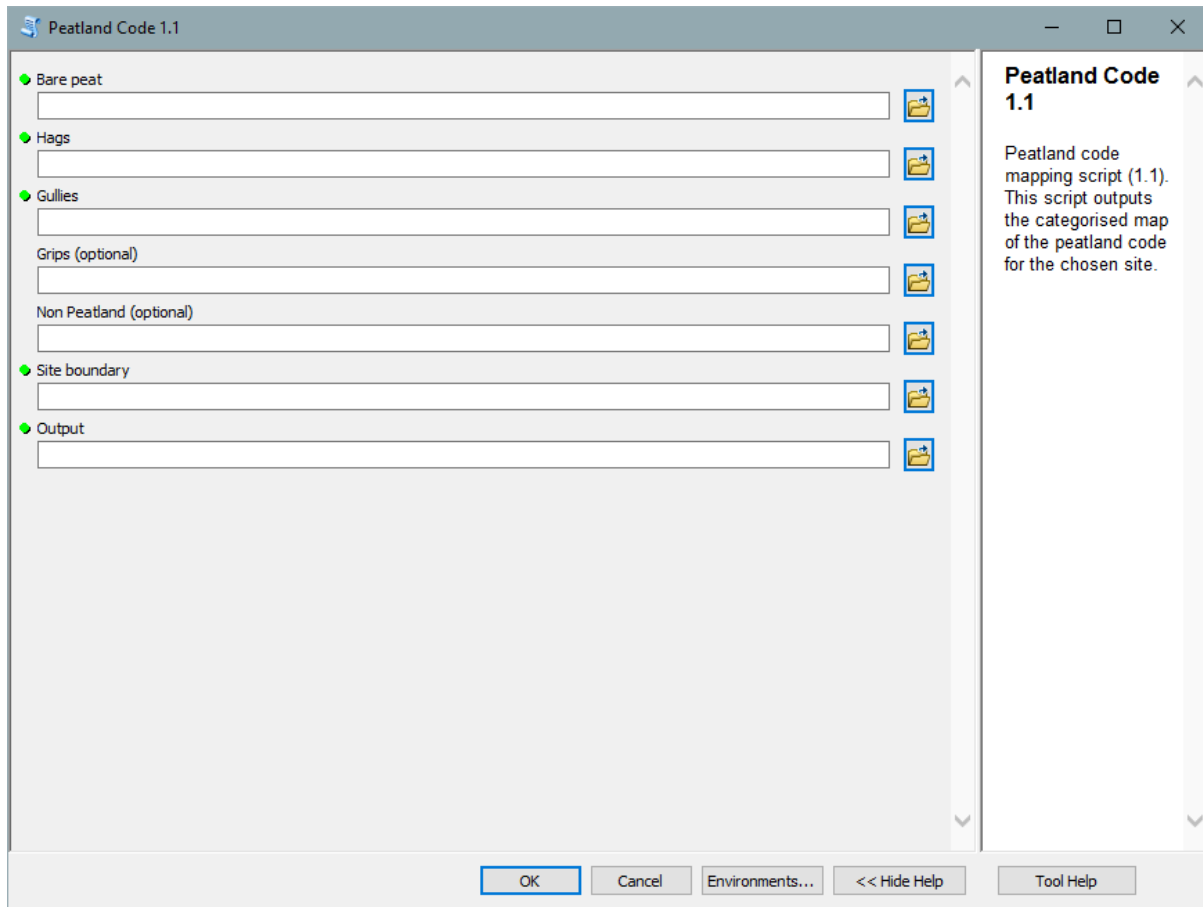
The symbology layer for the output also needs to be assigned. Right click the script and go to properties. Navigate to the parameters tab and highlight the 'Output' parameter. Select the symbology option and add the 'Peatland Code symbology.lyr'. All future outputs will adopt the symbology layer.

Now the script is ready. Double click on the script within the toolbox to begin.



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When opened the following dialogue box will appear:



A brief description can be found on the right (by selecting the 'Help' option at the bottom of the box if it does not already appear). As mentioned in the introduction, bare peat, hags, gullies and a site boundary are required inputs for the script.

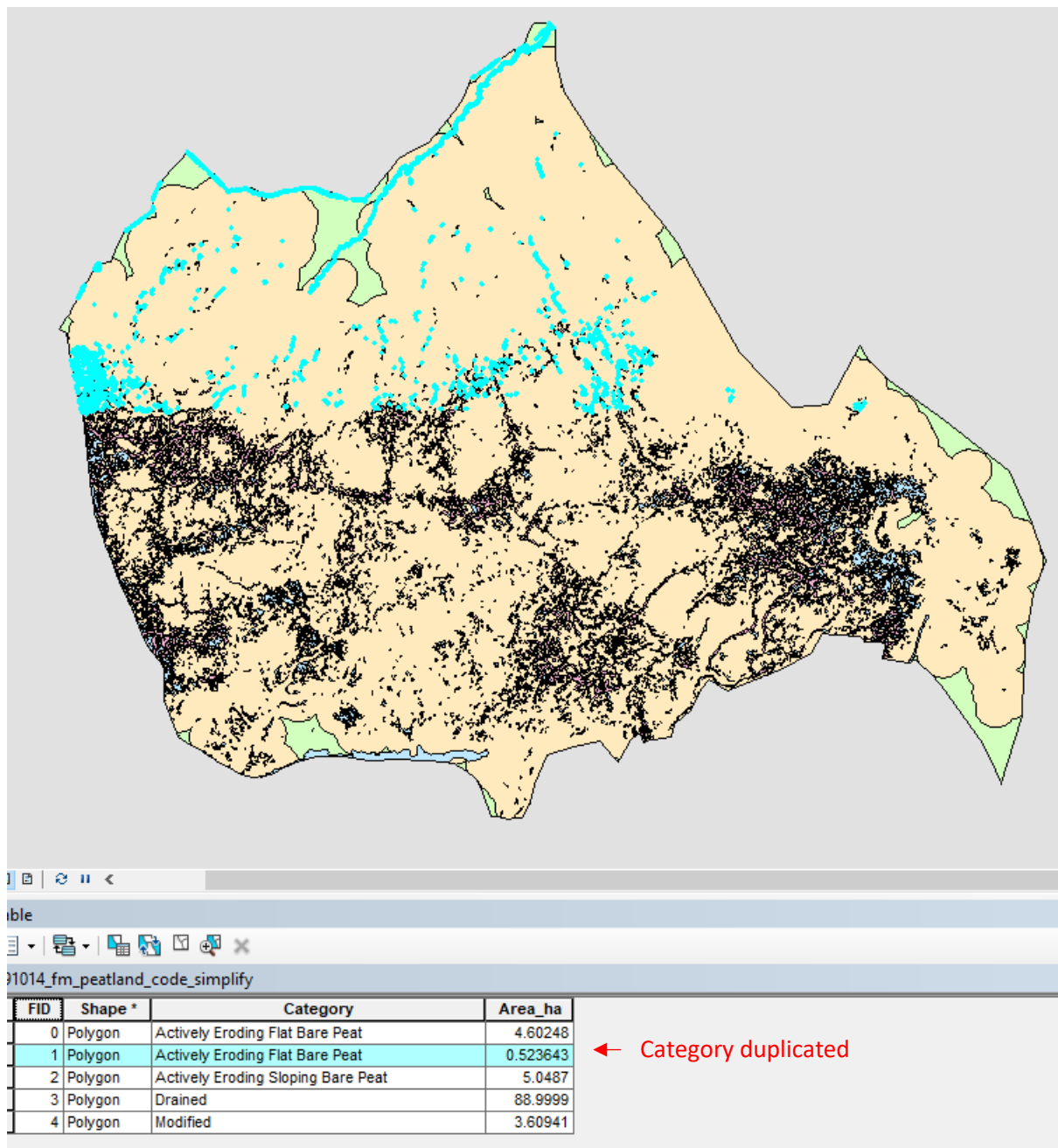
Depending on the scale of the site and its features, the script can take between 3 to 15 minutes to run.

The output will be a single shapefile with all peatland code categories included. A version attribute will be added to document the script version used to create the output (e.g. 1.1).

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Considerations

- Make sure that the input layers are not within a group in the Table of Contents
- Large, complex dataset may lead to categories being separated – see example below:



This is due to the limitations of ArcMap for processing large datasets in a 32bit environment. To resolve this, separate the site boundary into sections and run the script for each section. Once all sections have been processed, merge them together making sure to dissolve the field 'Category'.

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