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Version: ArcGIS Pro

# EXERCISE 3

# Editing – Spatial Edits

Introduction  
In this exercise you will use ArcGIS Pro to complete common editing tasks like creating new features and modifying existing features.

Objectives

* Prepare the edit-environment using settings typical for many edits done in ArcGIS Pro
* Learn common edit processes for point, line, and polygon features

Prerequisites

* **Install ArcGIS Pro on local computer, version 2.6 or higher.**
* **Completed the “ArcGIS Pro for ArcMap Users” class or equivalent Pro experience.**
* **Copy the data to your workspace and unzip.**

**DISCAIMER:** The exercise scenario uses original data from an actual past timber project on the Black Hills National Forest, however it has been manipulated for this training. Neither the data nor the workflows in the exercises are representative of the actual processes or outputs used on any Forest. The exercises in this course simply give examples of how data could be created and edited in an efficient and effective way. The goal is to improve both spatial and attribute data integrity.

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Step 1: The Edit Scenario

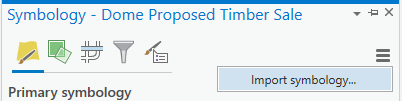
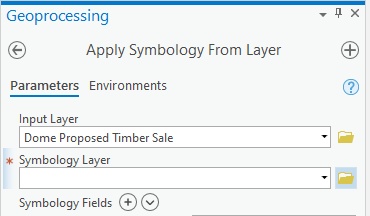
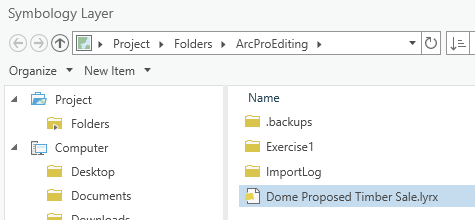
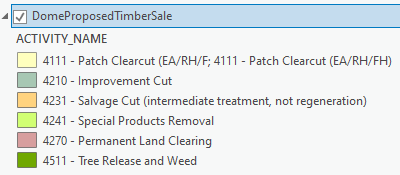
The scenario for this exercise continues with the Silviculturist finalizing the boundaries for the proposed timber sale data as well as planning the roads to use and where the landing sites for the logs will be. We have a good start on the data, but now we need to examine the units and maybe tweak the boundaries according to logistics. The list below spells out the editing tasks you will complete.  
1. Delete a Landing Sites point feature.  
2. Digitize two missing Landing Sites point features.  
3. Split an existing road feature and delete an incorrect road segment.  
4. Digitize missing road segment and merge into existing road feature.  
5. Merge two Timber Sale polygons.  
6. Reshape a Timber Sale polygon and snap the edge to a road.  
7. Create a new adjacent polygons with the Auto-Complete Features tool.  
 **IMPORTANT:** Forest Service GIS data (e.g., Roads, Streams), usually have edit procedures in place that GIS editors are expected to follow to ensure data integrity and quality. During this exercise, we will be using our own copy of the data and will ignore any applicable corporate-level edit procedures, since our goal is to learn how to edit generally in ArcGIS Pro and not teach dataset specific procedures. In real projects, before you edit GIS data always talk with your GIS Coordinator about any specific editing requirements for each Layer.

Step 2: Prepare Map for Editing

The goal for this exercise is to update the data used for the Dome timber sale. These updates will require both spatial and attribute edits.

1. If necessary, open the ArcGIS Pro project **TimberPlanningBHNF.aprx** project.
2. Right-click on DomeProposedTimberSale and **open the Symbology pane.**  
   

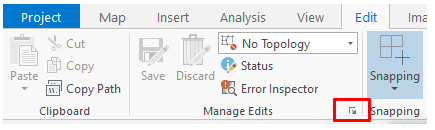
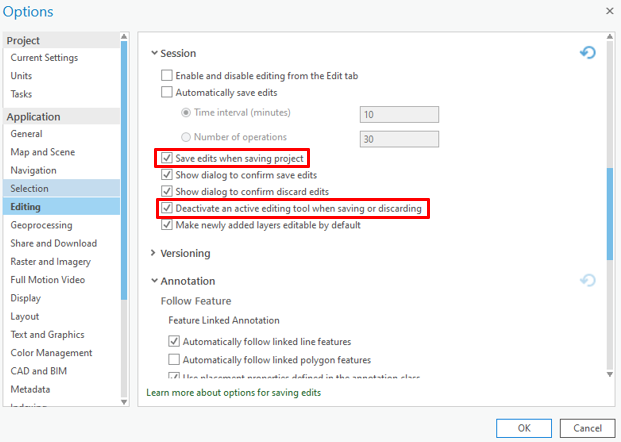
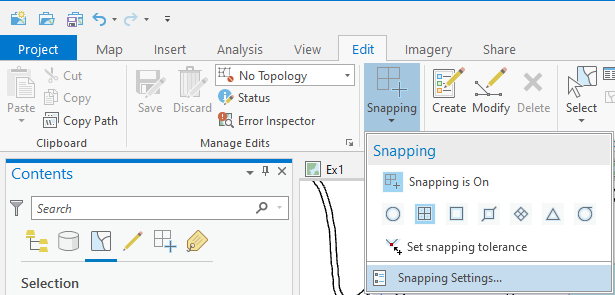
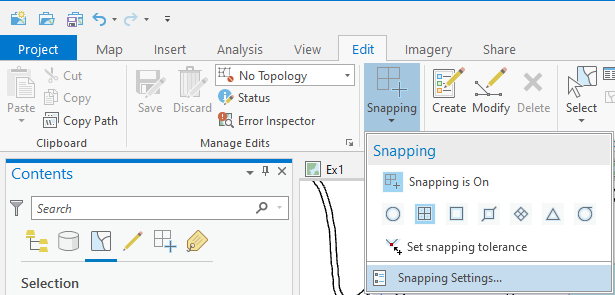
We want to see the layer symbolized using the Activity attributes we entered in the last lesson. In this scenario we will use a Layer File our GIS Specialist helped create with your desired colors. Layer files are useful in that you can save time whenever you start a new project and want to use the same symbology for a layer, you don’t have to manually pick the colors. Also, Layerfiles can help ensure consistency between maps.

1. Click the menu icon in the upper right side of the Symbology pane and **select Import Symbology**.   
   
2. The **Apply Symbology From Layer** tool will open. **Click on the Browse icon**  next to the Symbology Layer.  
   
3. A Symbology Layer window will open. Navigate to where you saved the ArcProEditing folder and **select Dome Proposed Timber Sale.lyrx**. Click OK.  
   
4. Accept the Symbology Fields as they are and **click Run** at the bottom. If necessary, close the Geoprocessing pane when complete.
5. The Dome Proposed Timber Sale should look like this in your Contents pane.  
   
6. **Remove the World Imagery layer and the dome\_FSVegSpatial** in the Contents pane by right-clicking and selecting Remove (this will speed up the draw time).  
   

The Dome Boundary, Landing Sites, GPS Points, Dome Streams and Dome Other Roads layers all come from the BHNF\_DomeProject.gdb. This is the background data for the project and it is arranged into Feature Datasets by topic (e.g. Activities, Administrative, Botany). This is one way to organize an official Geodatabase for a NEPA project record.

Step 3: Preparing the Edit Environment

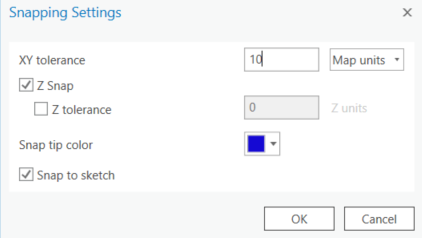
Before you start editing any data, consider these questions:

1. What are my Editing preferences?   
   Pro has a section in the Project Options window for Editing Options. This will save your preferences whenever you edit in the Project.
2. Which spatial reference will be used for all my edits?   
   During Project set-up make sure the Map, reference data, and data to be edited are all using the same spatial reference (e.g. coordinate system, projection). *In Exercise 1 we made sure that all layers had the same Spatial Reference so we are set for this scenario..*
3. What snapping tolerance is needed for the project?  
   This will depend on the scale and specific needs of your project. If you are unsure, snapping tolerance can usually be left as default, or 10 pixels. Snapping an editing tool to an existing feature helps avoid issues of gaps, overlaps, overshoots, or undershoots.
4. Which layers will have selectable features?   
   Pro has a button at the top of the Contents pane where you can choose which layers are selectable. This may change between edits.
5. Which layers should be editable?  
   Pro has a button at the top of the Contents pane where you can choose which layers can be edited. This may change between edits.
6. Which layers should I snap to?  
   Pro has a button at the top of the Contents pane where you can choose which layers can be used when snapping. This may change between edits.
7. What Snapping tools do I need?  
   Pro has seven different Snapping options. Depending on your editing scenario you may only want one to be active, at other times you may them all active.
8. How do I want to edit the attributes?  
   In Pro you can decide to dock the Attributes window and add the attributes after every edit, or you can decide to create or edit all spatial features, then edit the attributes all at once afterward.
9. From the Editor Toolbar, **click the arrow in the lower right corner of the Manage Edits** group to open the Editing Options dialog window.  
   
10. In the Options window, Editing is selected in the left column. Scroll down to see the Session options. **Click on “Save edits when saving a project” and “Deactivate an active editing tool when saving or discarding”**. We will leave the rest to default. Click OK to close.  
      
    
11. Activate the Edit ribbon. Click the down arrow under the Snapping button. If the window reads, ‘Snapping is off’, **click the smaller snapping button on the left side to activate snapping**. Snapping is on when the icon is blue.  
    . 
12. Next click **Snapping Settings**.  
    

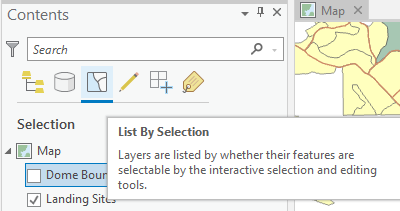
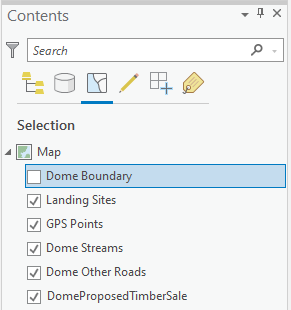
We do not want any gaps or overlaps when editing. For this Project, whenever an editing tool is within 10 Map Units (UTM = Meters) of an existing feature, we want the editing tool to snap to the existing feature. The 10 Map Unit distance is entered as the “Snapping tolerance.” We are using Map Units because they are easier to visualize than Map Pixels. This setting will work well for this project because we will be editing at a scale of 1:20,000 or below. If you are working on a project where you are zoomed out further, you may need a wider Snapping Tolerance.

1. Set the **XY Tolerance to 10** and **click the down arrow** **to** **select Map Units** (instead of Map Pixels).

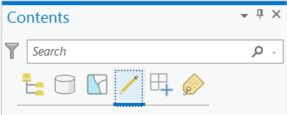
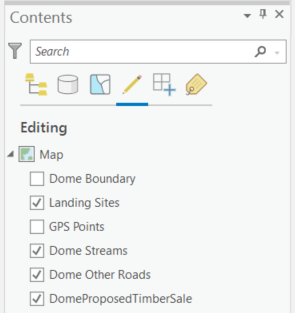
Another option you may want to set up is Snap tips. When an editing tool snaps to an existing feature, a tip appears that shows which snap type is being used (e.g. Point, Vertex, Edge, or End), and the name of the layer. You can set the Snap tip color to best match your project.

1. Leave the Snap tip color as blue and the Snap to Sketch checked. **Click OK**. 

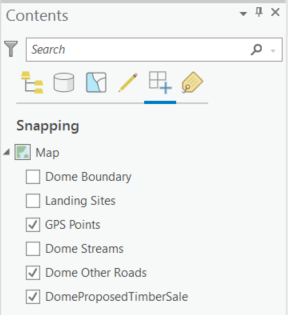
When editing you can decide which layers will have selectable features. This option may change between edits.

1. Click the **List by Selection** View in the Contents pane.   
   
2. If necessary, **uncheck the Dome Boundary layer** so that it is not selectable. **Check all the other layers to make them selectable**.  
   

Next you need to decide which layers are editable. This setting can help you avoid editing a layer unintentionally, and it may need to be changed between edits. Pro has a simple way to change editable layers in the Contents pane.

1. **Click the List by Editing** button at the top of the Contents pane.  
   
2. Uncheck the **Dome Boundary and the GPS Points** if necessary. All the rest of the layers should be checked for editing in the scenario.   
   

For each editing scenario you will want to consider which layers are needed for snapping.  
Pro has a simple way to change snapping layers in the Contents pane. This setting may change between edits.

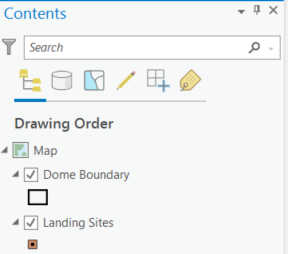
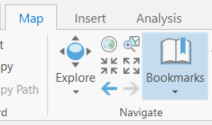
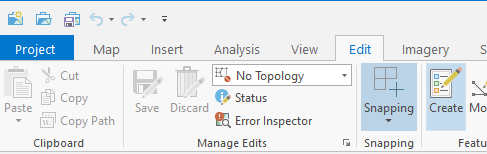
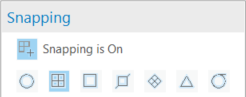
1. Click on the **List by Snapping** button in the Contents pane.  
   
2. **Uncheck Dome Boundary, Landing Sites, and Dome Streams**. Leave all the others layers available for snapping.  
   

Lastly, you will want to decide how you want to add or edit the attributes, there are many options. For example you could dock and pin the Attributes pane in your Pro window so that you can add the attributes after every edit, or you could open the Attribute table and edit the attributes all at once after completing the spatial edits. This decision will vary depending on your data and workflow. We will leave the Attribute pane closed for now, since you already used it in Exercise 2.

1. **Save the ArcGIS Pro project** using the save button up on the Quick list in the upper left side of the window.  
   

Step 4: Delete and Add Points

For this section we will be working with the Landing Sites Layer. In this scenario you are deciding where you will stack your logs along the existing roads. These areas are called landing sites.

1. **Expand and turn on the Landing Sites** layer in the Contents pane under the List by Drawing order view.  
   
2. **Click on the Bookmarks** button on the Map ribbon.  
   
3. **Select the Landing Sites** bookmark.  
   
4. Click the Edit tab and **click on the Snapping drop-down** button.  
   
5. **Enable the EndPoint tool** (indicated by the blue color). You may have to disable other tools if they are enabled.  
   

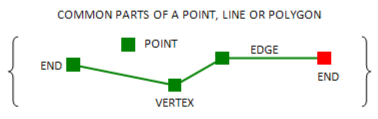
When the snapping tool is enabled, an editing tool can snap to another feature. The illustration below shows the common parts of a line or polygon. There are more options in Pro but these are the four we will use in this exercise.  
  
** Point:** An XY coordinate defining a single point feature.

**Vertex:** An XY coordinate used in defining a feature’s shape. A point feature is represented by a single vertex. Connected vertices define a line or polygon feature.

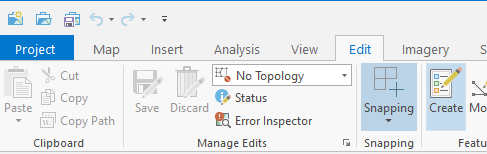


**Edge:** Line segment between connected vertices.

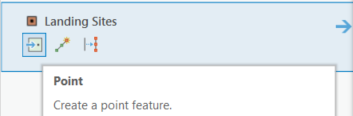
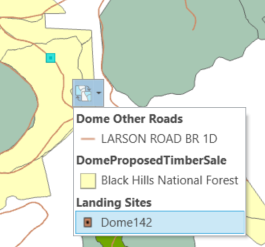
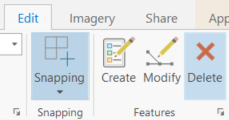


**End:** End vertices of a line feature.  
  
 

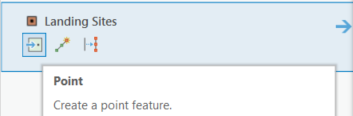
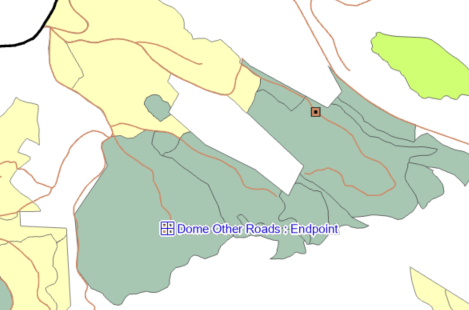


1. Select the **Create Features** button to open the Create Features pane.  
   

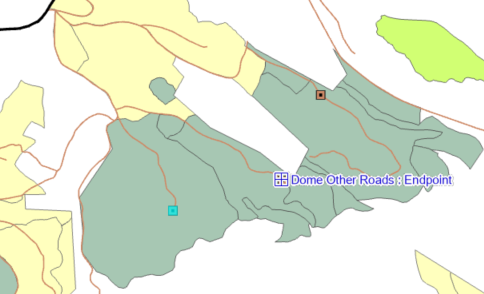
The **Create Features** pane opens on the right side of the Map View, allowing you to choose the feature class you want to edit and the construction tools you will use.

1. **Click on the Landing Sites** template in the Create Features pane.  
   
2. Click on the **Select tool** in the Edit Ribbon.
3. **Select the Landing in the far west side** of the Bookmarked map. Click on the toggle button to see the three possible selected features. Leave the **Dome142 Landing site selected**.  
    
4. Click the Delete button on the Edit ribbon.   
   

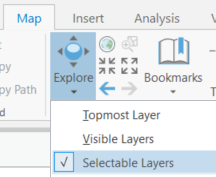
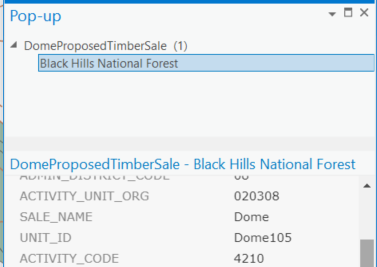
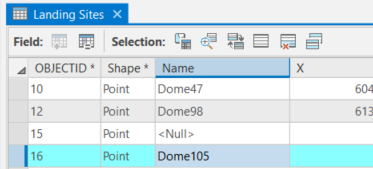
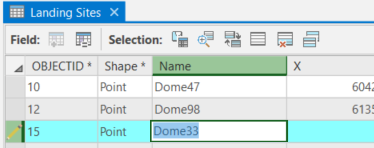
The Landing Dome 142 will be deleted from the feature class. If you ever make a mistake you can always click Undo before you save to get it back. However, once you click Save on the Edit toolbar the edit will be permanent.   
  
Next, we will add a few Landings at the end of roads. By using only the EndPoint Snapping tool, we will be sure to place the landing right at the end of the roads.

1. Go back to the **Create Feature pane** and click on the first button next to the Landing Sites template to **create a point feature**.   
   
2. In the Map **hover your mouse** slowly around the end of the road until it snaps and **you see the** **Snap Tips text “Dome Other Roads : EndPoint”. Click your mouse to create a point**.  
   

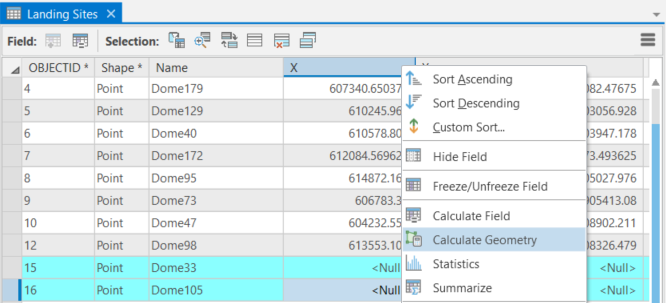
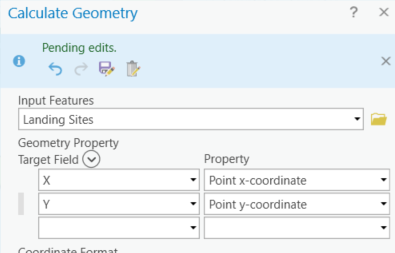
It may take a few passes to find the exact endpoint it since we have the snapping tolerance set so small. You could zoom in more if necessary.

1. **Create another Landing Site** at the end of the next road to the east. 

**Tip:** If you need to snap an editing tool to an existing feature, wait to click until you see the snap-tip. Snap-tips provide pop-up text and status bar messages to indicate the layer you are snapped to and with which snap type.

1. Click on the Map tab and the **Explore tool**. If necessary, **check Selectable Layers** to show only those pop-ups (otherwise you will get the pop-up for the Dome Boundary).  
   
2. Click on the polygon under the selected Landing Sites point to **determine the UNIT\_ID**. We will name the Landing Site Dome105.  
   
3. Open the Attribute table for Landing Sites. In the **Name field for the selected point type Dome105**.   
   
4. Repeat steps 15 and 16 to **name the first new point we created**.  
   

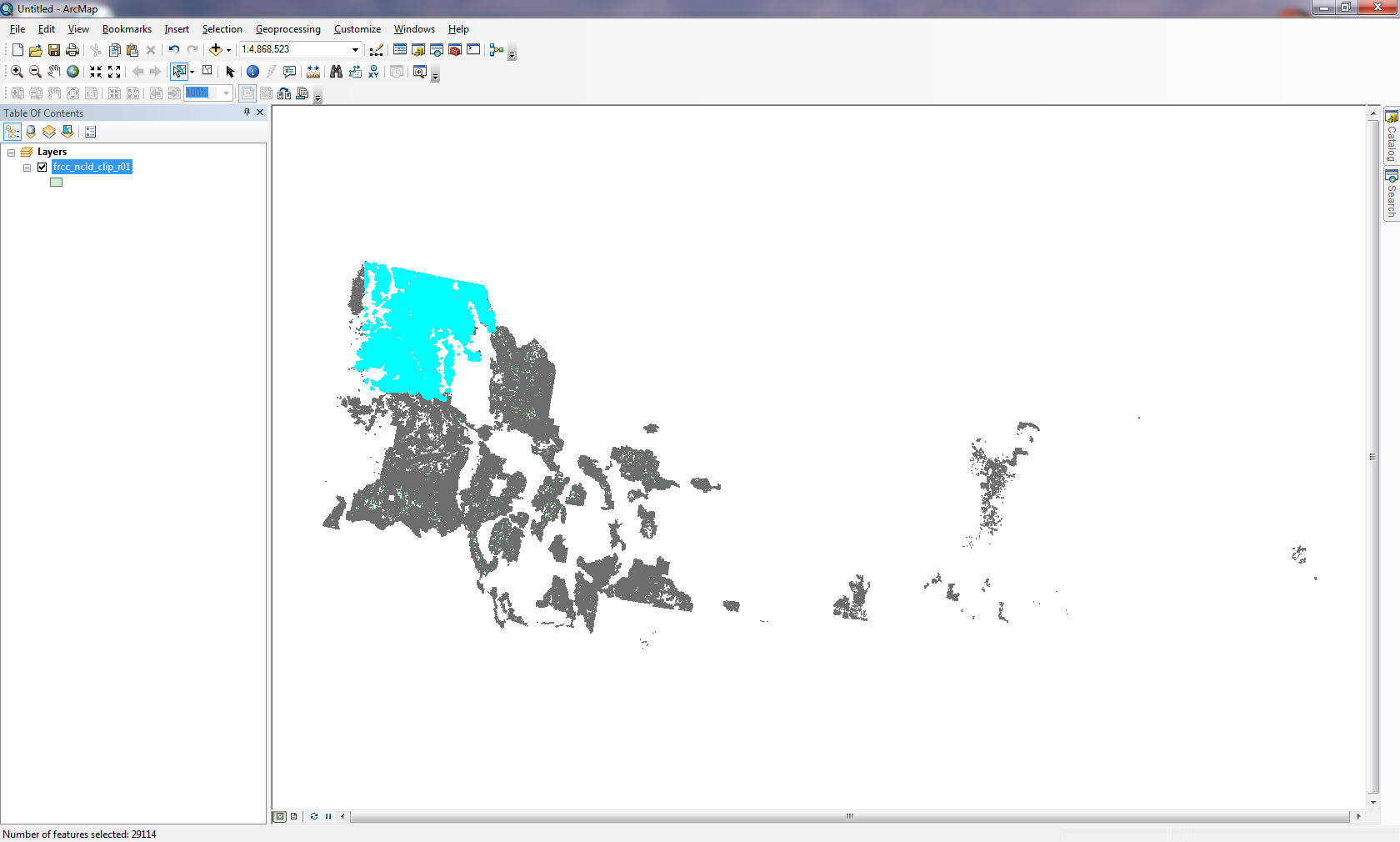
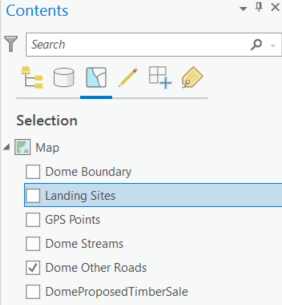
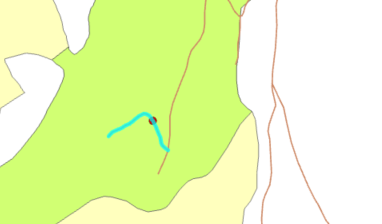
Next, we will create an X and Y coordinate for each point so that the Landings can be found by the logging trucks.

1. Select the rows for both new points. **Right-click on the X field and select Calculate Geometry**.   
   
2. From the dropdown **next to X select Point x-coordinate**. In the next Target Field dropdown **select Y and Point y-coordinate** in the Property dropdown. Click OK.  
   
3. **Close** the Landing Sites attribute table.
4. From the Edit ribbon click **Clear** to clear the Selected Features.
5. From the Edit ribbon select **Save**.

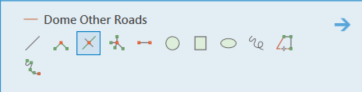
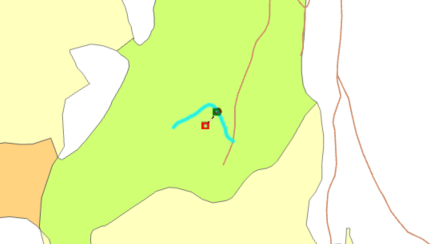
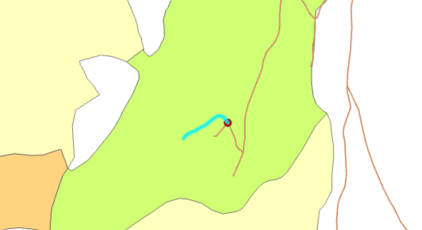
**Good Habit:** After a significant spatial edit (e.g., creating new points), **SAVE** your edits. You never know what will happen, saving often can reduce the amount of work lost if your computer locks up.

Step 5: Line Edits Splitting a Line

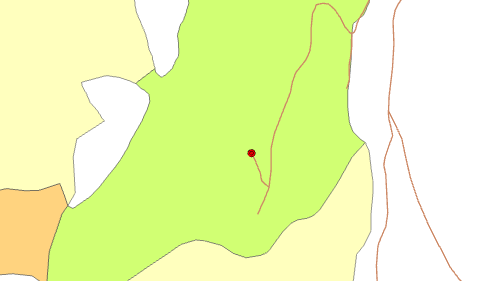
In this step we will edit line features. This scenario has you use a GPS point created in the field to show where the road really ends so you can split the line and delete the erroneous segment.

1. In the Contents pane, click the List by Drawing Order button  then turn on and expand the GPS Points layer.  
   
2. On the Map tab, click the **Split Line** **Bookmark** button.  
   
3. In the Contents pane List by Selection view, make **Dome Other Roads the only Selectable Layer**.  
   
4. Using the Select tool, **select the road** on the map that has a GPS point on it.  
   

We are almost ready to split the road. What remains is setting the snapping environment that ensures the Split tool snaps to the location of the GPS point. As the name implies, the GPS Points layer is made of points. Therefore, we want the Split tool to snap to a point in the GPS Points layer.

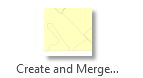
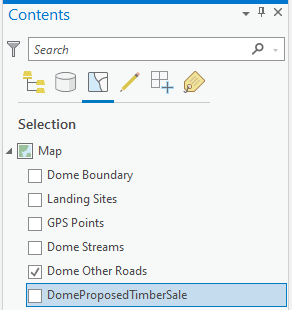
1. From the Edit ribbon click the Snapping button and **make the Point snapping tool Image: Point snapping iconthe only one selected**.
2. In the Create Features pane **select Dome Other Roads and activate the Split tool**.   
   
3. Snap the **Split** tool cursor to the **GPS point**.  
   
4. **Click on the GPS Point**, then **digitize another point** to make a short line and double-click to finish.   
   
5. **Click Clear** on the Edit ribbon, then **activate the Select button**. Click on the end part of the line and **see that the line has been split** at the GPS Point.
6. Click the **Delete** button on your keyboard to remove the road segment.

ArcMap used to have a tool where you could split a line with a point, but in Pro we have to split with a line. To split with a point in Pro you need to use Python code. Therefore we create a small line then delete it when we are finished splitting the road.

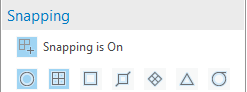
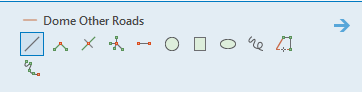
1. **Select the new line** you created with the Split Tool and **Select Delete**.
2. **Save** your edits.

Step 6: Line Edits – Create and Merge Lines

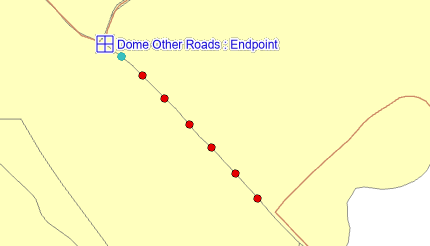
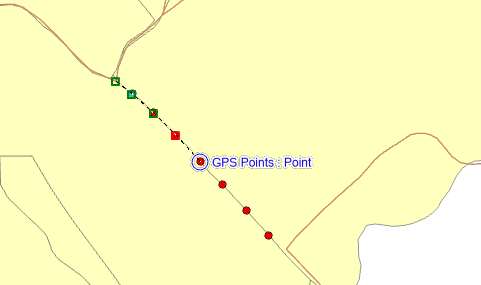
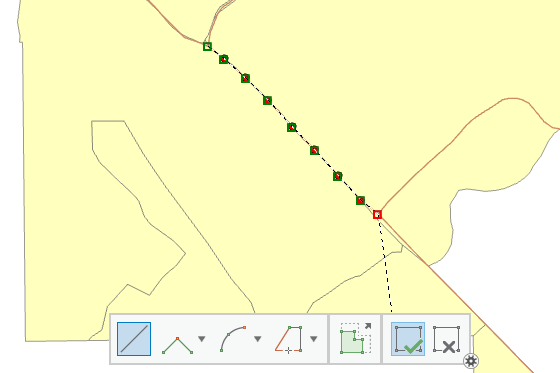
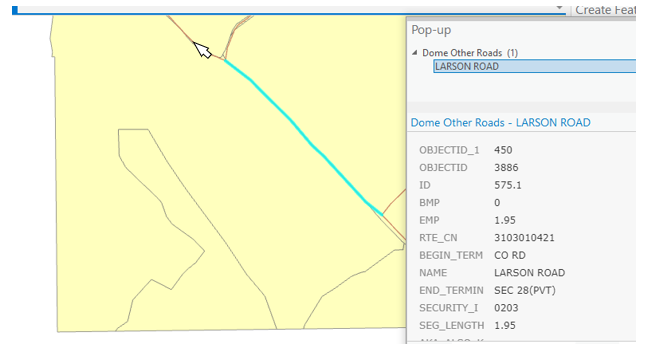
We will continue working with lines in this step. You will digitize a new line feature and assign attributes to the new feature accordingly. In this scenario, GPS points were collected in the field to indicate where a road is missing from the map.

1. From the Map ribbon Bookmarks button select **Create and Merge a Line**.  
   
2. In the Contents pane make **Dome Other Roads** the **only selectable layer**.  
   

With the Roads as the only selectable layer it will simplify this workflow because it reduces the risk of unintended selections.

1. Set Snapping to the **Point Tool** and the **End Point tool**.  
   
2. Click the **Create Features button** Image: Create Features button from the Edit ribbon.
3. **Select Dome Other Roads and the Line tool** from the Create Features pane.  
   

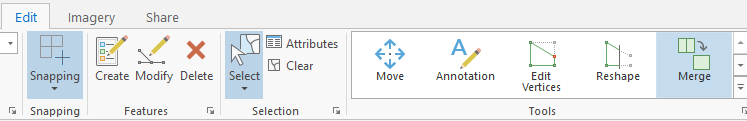
In this scenario we have found that the Dome Other Roads layer is missing a segment. We want to digitize it back in by snapping to endpoints, then snapping to the GPS points provided from the field. After we complete the line we will then merge the segment with the connected segments on either end.

1. **Hover over the endpoint of the road** in the northwest side of the bookmarked map until the snap tip appears saying Dome Other Roads: Endpoint. **Click to start digitizing**.  
   
2. Digitize the line by **snapping to each GPS point** until close to the end point.  
   
3. **Click on the southeastern road endpoint** after you see the snap tips appear.  
   
4. **Click Finish** from the Editing toolbar at the bottom of the map.  
   
5. **Turn off the GPS Points** in the Contents pane.
6. Click on the Map tab and then select the Explore tool. Click to **see the Pop-up for the roads** on either side of the new road.  
   

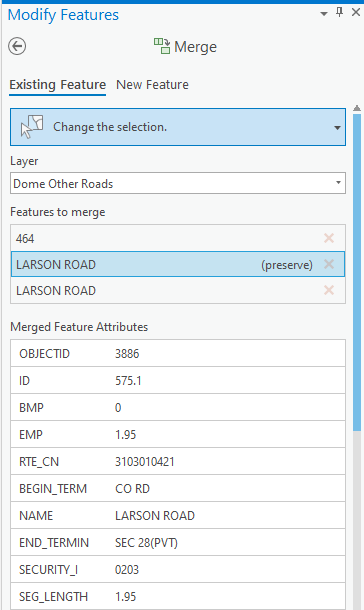
Both sides of the road are Larson Road. Next, we will merge all three line segments together into one line with the same attributes.

1. Activate the Select tool and hold down the Shift key to select all three road segments.  
   

Rather than enter new attributes, we can use the Merge command to combine the three road segments into a single road. When the Merge command is executed, you specify which of three road segment’s attributes to preserve.

1. In the Tools section of the Edit ribbon scroll down and **select the Merge tool**.  
   

The Merge tool pane will open and you can choose which road segment attributes you want for the merged road.

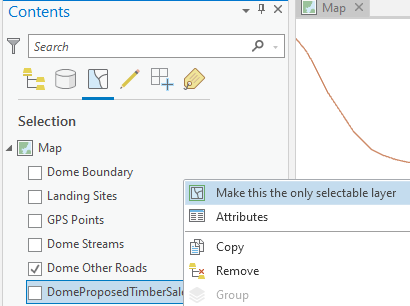
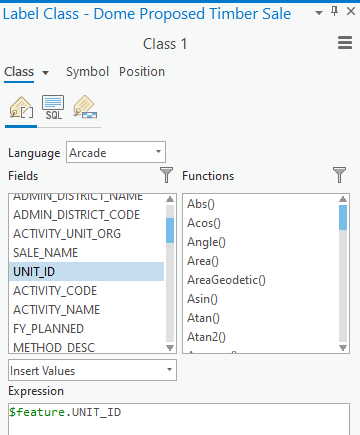
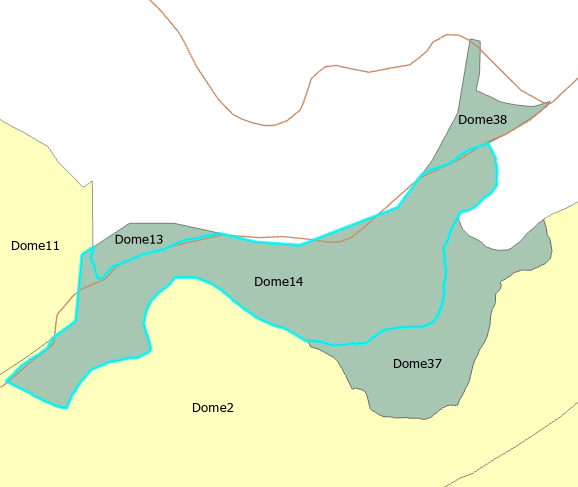
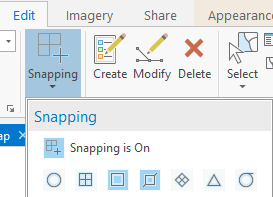
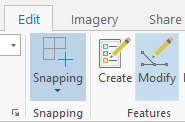
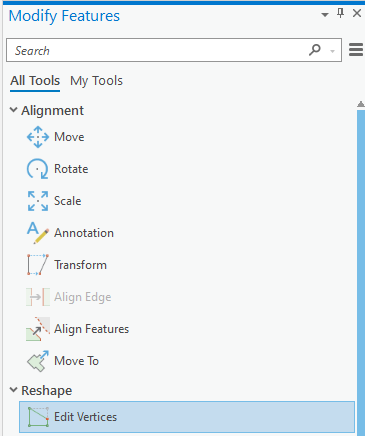
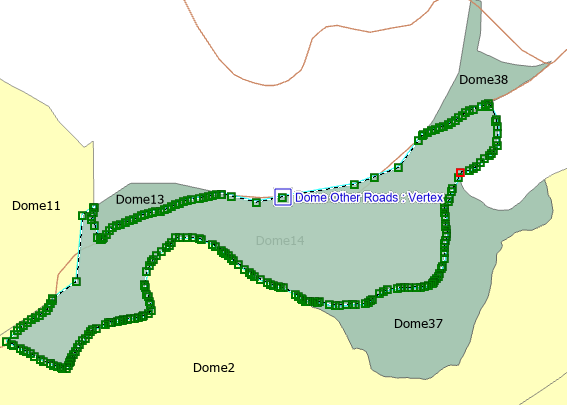
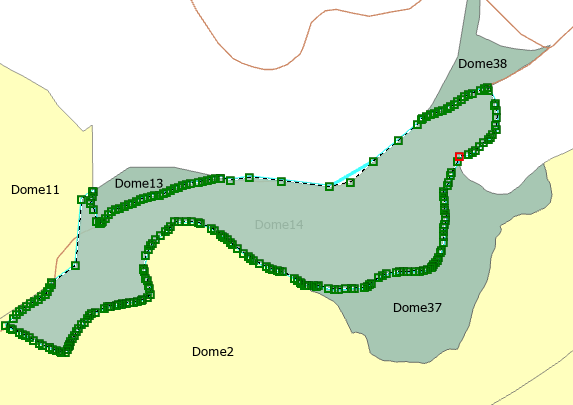
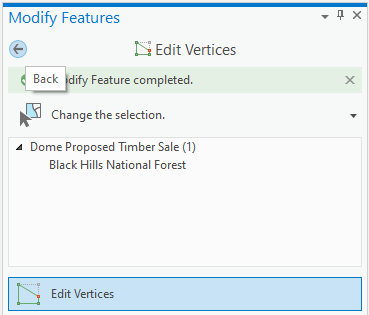
1. **Select one of the Larson Road segments** under Features to Merge, then **click the Merge button** at the bottom of the pane.  
     
   

Now if you select the road it will be one feature instead of three different segments.

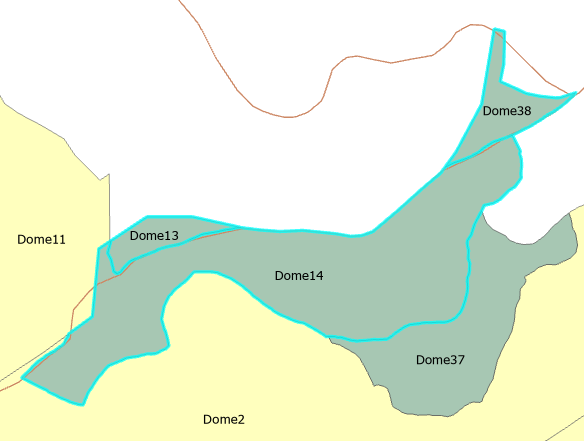
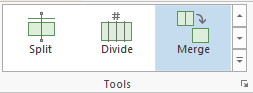
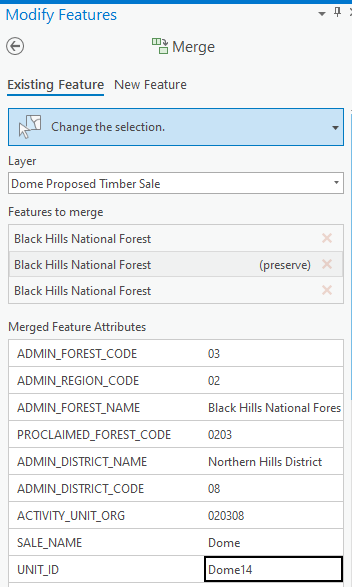
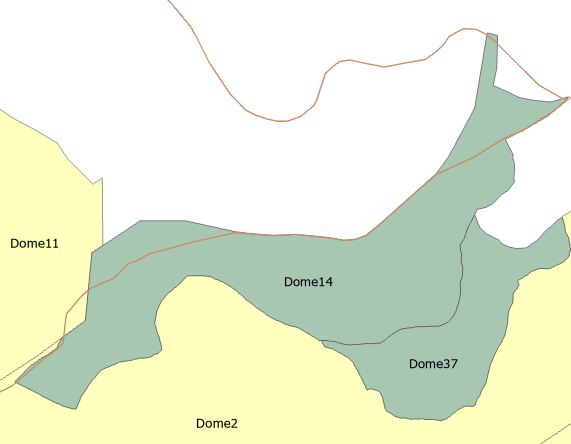
1. Click the **Clear Selected Features** button Image: Clear selected button from the Tools toolbar.
2. **Save** your edits.

Step 7: Polygon Edits – Edit and Merge Polygon

In this scenario we have two small Units that have the same treatment as a nearby bigger Unit. To simplify the project it was decided to merge the smaller polygons into the bigger one. In this step we will first snap part of the polygon to the road to fix overlaps. Then we will merge two polygons together and select the polygon whose attributes we want to use.

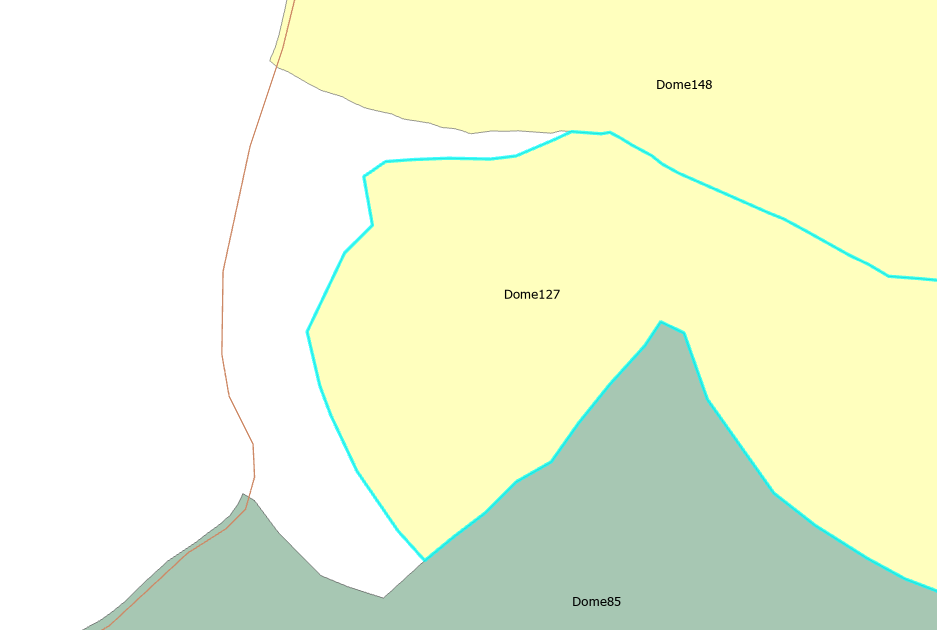
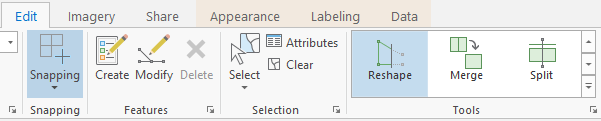
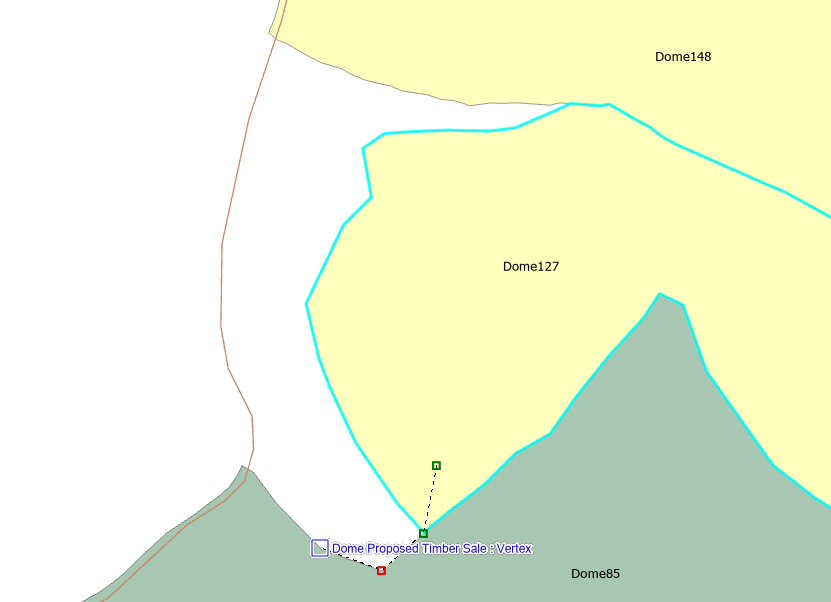
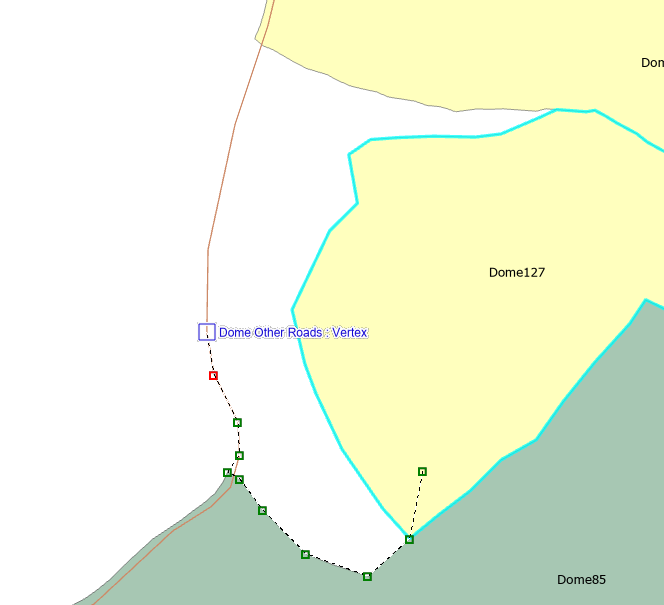
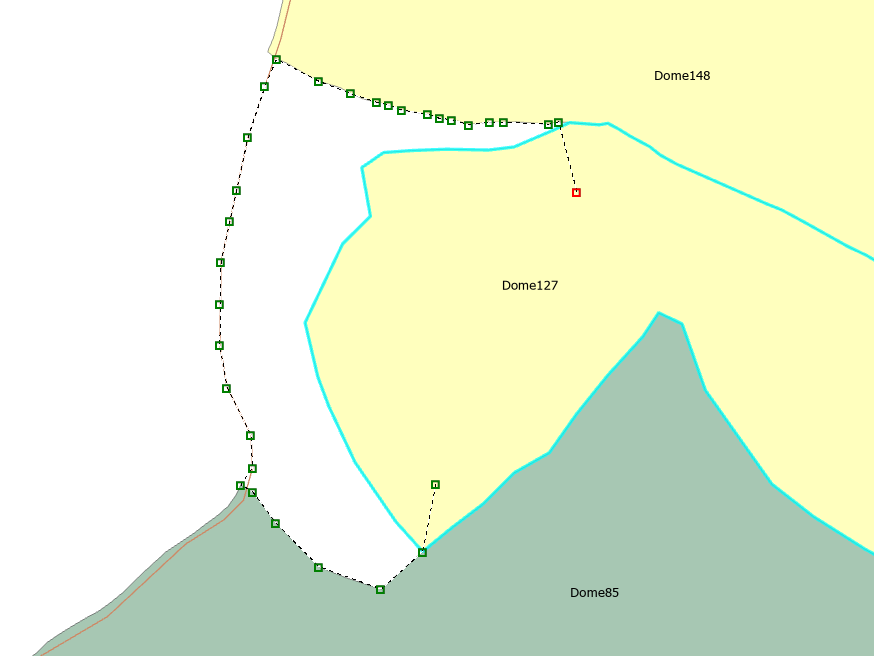
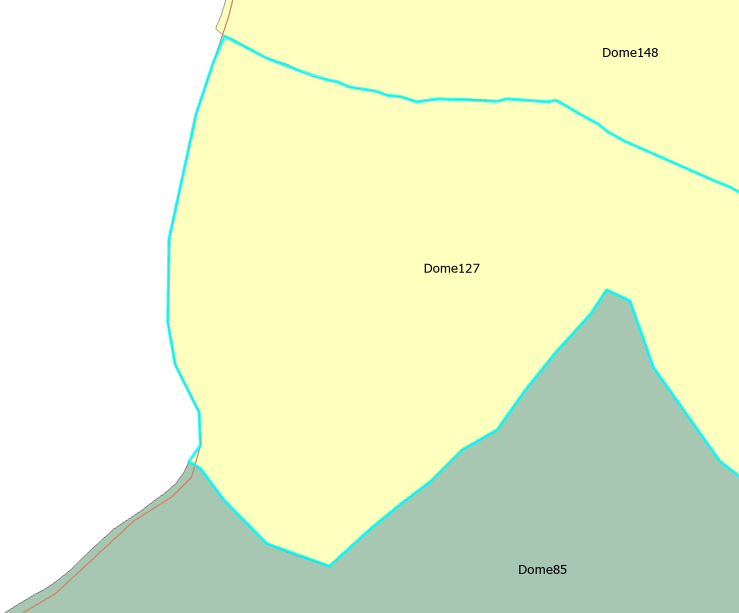
1. **Select the Merge and Delete Polygons Bookmark** from the Map ribbon Bookmark dropdown.  
   
2. In the Table of Contents, click List by Selection and **right-click DomeProposedTimberSale to select Make This the Only Selectable Layer**.   
   
3. Right click the Dome Proposed Timber Sale layer in the Contents Pane and **select Labeling Properties**.  
   
4. In the Label Class pane clear any expression, then **double-click on the Unit\_ID in the Fields box**. It will populate the Expression. Click Apply at the bottom.  
   
5. Right-click Dome Proposed Timber Sale and click on Label to **turn on the labels**.  
   
6. Click on the Select tool in the Edit ribbon and **Select Dome 14**.  
   
7. Set Snapping to Vertex and Edge.  
   
8. Click the Modify tool in the Edit ribbon.  
   
9. In the Modify Features pane that appears click on Edit Vertices in the Reshape Group.  
   
10. The selected polygon will turn into a sketch with green squares representing the vertices. **Grab the sketch vertices** with your mouse and **snap them to the road** as shown.  
    
11. Click the **Add Vertex** button from the Edit toolbar.  
    
12. **Create more vertices** and snap them to the road until there are no gaps.   
    
13. Click on the back button on the Modify Vertices pane to **turn off the sketch**.  
    
14. **Click Save** in the Edit ribbon then Yes to save all edits.

The Merge command works with polygons as well as lines. In this step Then we will merge three polygons together and select the polygon whose attributes we want to use. In this scenario it was decided for simplicity sake to Merge Dome13 and Dome38 to Dome14 since they are small areas and have the same Activity Code.

1. Dome14 polygon should still be selected from the previous step. **Click on the Select tool, hold down the Shift Key, and select Dome13 and Dome 38.**  
   
2. Scroll down and **click the Merge tool** in the Tools section of the Edit ribbon.  
   ****
3. In the Merge Pane, **click to preserve the Dome14** polygon attributes and click the Merge button at the bottom.  
   
4. **Clear the selection** with the Clear button and ensure that you now have one polygon where there were three before.  
   
5. **Save** your edits.

Step 8: Polygon Edits – Reshape a Polygon

This scenario involves reshaping a polygon so that it expands to a road. Called a “Reshape Feature,” this edit task requires you to select the feature to be reshaped. We will select a polygon from DomeProposedTimberSale.

1. Click on the **Reshape Polygon Bookmark**.  
   
2. **Select the Dome 127** polygon.  
   
3. **Click the Reshape tool** in the Tools section of the Edit ribbon.  
   
4. **Click inside the Dome127 polygon**, **then snap and click** to create vertices forall the Dome 85 vertices.  
   
5. Snap along all the Road vertices.  
   
6. Snap to all the Dome148 vertices and then click inside the Dome 127 polygon.  
   
7. Click F2 on your keyboard as a shortcut to Finish.  
   

**IMPORTANT:** To avoid gaps with the existing polygon boundary, start your sketch inside of the polygon. When you finish the sketch, the Reshape Features tool will remove any overshoots.

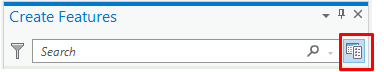
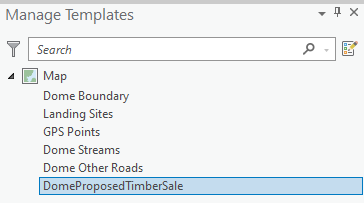
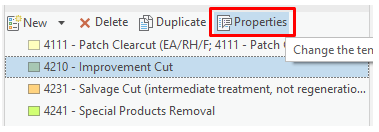
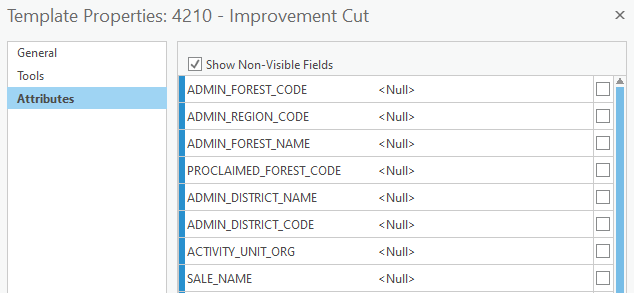
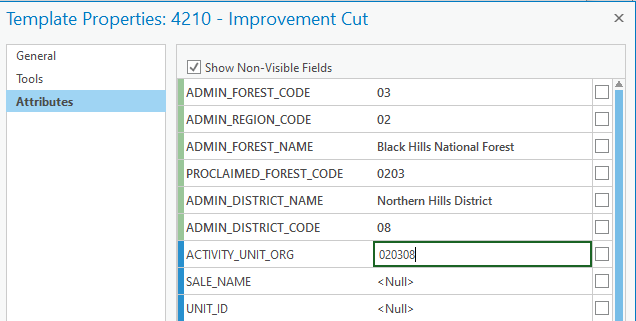
What if my polygon did not reshape? Repeat the instructions for reshaping the selected Unit. Verify you are finishing the Sketch tool by overshooting into the existing polygon.

Step 9: Polygon Edits – Create Adjacent Polygons with Auto Complete Polygon Tool

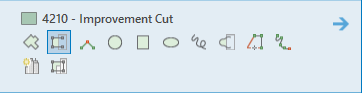
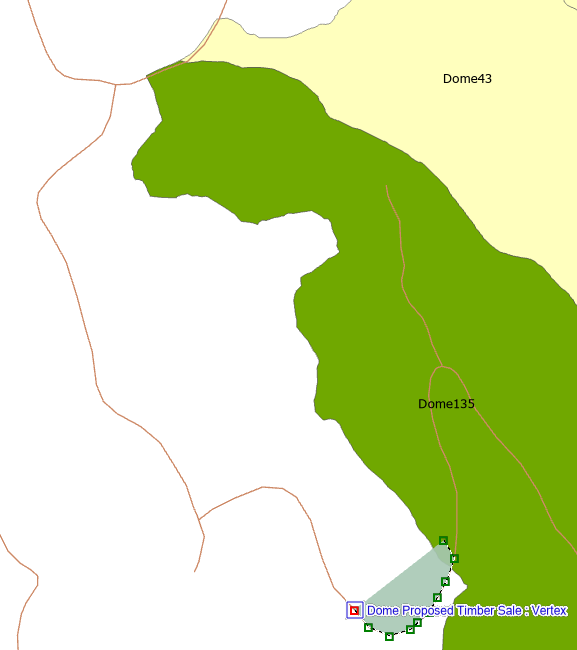
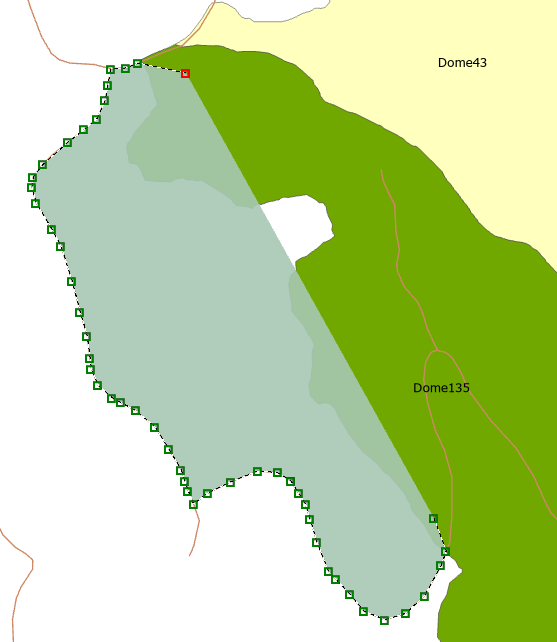
Lastly, we are going to create a new Timber Sale polygon adjacent to another polygon with the Auto Complete Polygon tool. Using the Auto Complete Polygon is similar to the Create Features Polygon tool in that you use the cursor to create the new polygon. While with the Polygon tool you have to digitize the entire shape of the new object, the Auto-Complete tool finishes the graphic for you by matching the new polygon boundary to an existing polygon boundary.

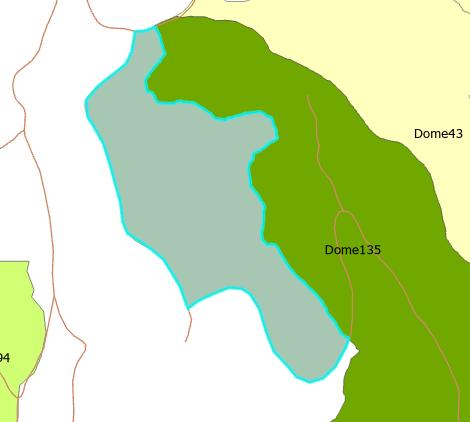
1. **Click the Auto-Complete Polygon bookmark** from the Map tab and the Bookmarks dropdown button.  
   

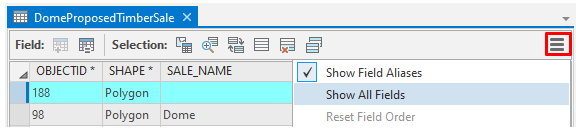
Let us say we will need to create many new units for this project because there have been new timber Stand surveys and they want to add some more improvement cuts. We can set up the template for the Dome Proposed Timber Sale so that the first seven fields get attributed automatically, since they will be the same for every Unit.

1. Open the Create Features pane and right click on the **Manage Templates button** on the right side.  
   
2. In the Manage Templates pane **select DomeProposedTimberSale** in the top section.  
   
3. In the lower section **select 4210 – Improvement Cut** and then **Properties**.  
   
4. The Template Properties window will appear. **Select Attributes** from the menu on the left.  
   
5. **Fill in the top seven Fields** with the information in the screen grab below and then click OK.  
   

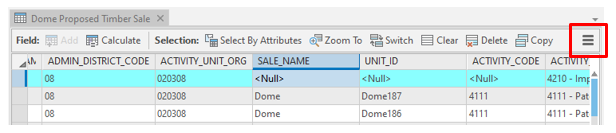
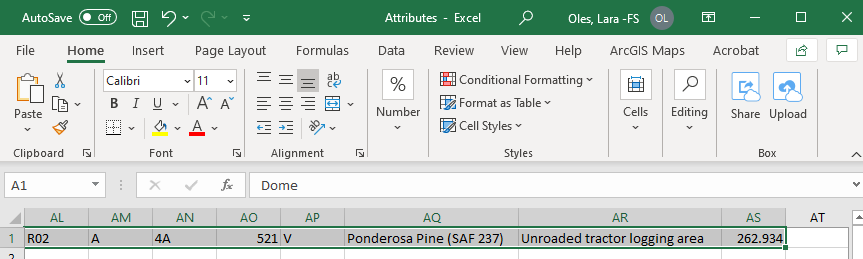
Now every time a new polygon is created for an Improvement Cut these attributes will automatically be filled in from the Template.

1. Open the Create Features Window and **select Improvement Cut and then the Auto-complete polygon tool**.  
   
2. **Click inside the Dome135** polygon to begin digitizing then start snapping points along the road.  
    
3. When you get to the north end of Dome135 **create a vertex inside the Dome135** polygon and then double-click to complete.  
   

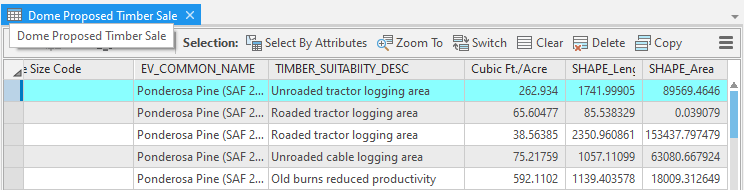
After you double-click the new polygon should like like the one below. Notice how the tool created a new polygon exactly adjacent to Dome135 without you having to digitize along the adjacent boundary.   


1. **Open the Attribute table** for Dome Proposed Timber Sale (Right-click in Contents and click Attributes).
2. **Click on the Menu icon** on the right side of the table and **Select Show all Fields**.  
   

Notice how the first seven fields after the OBJECT-ID and Shape are filled in automaticcally from the template. All the other fields are blank exceptfor the ACTIVITY\_NAME which was populated when we chose it in the Create Features pane.

1. View the new Selected record in the table and scroll across to the **first empty field called SALE\_NAME**. 
2. Go to your File Explorer and navigate to your ArcProEditing folder. **Open the Excel spreadsheet called Attributes.xlsx**.
3. The spreadsheet has all the values from the timber survey to fill the empty fields in the proper order and the proper type (e.g. number or text). **Hold your mouse down and scroll across to select all the values. Click <Ctrl> C to copy**.
4. Return to Pro and click your mouse in the first blank field of the new polygon attributes called **SALE\_NAME then press <Ctrl> V to Paste**.

The data from Excel will fill in all empty the attributes for the new Unit.

1. **Scroll over** **to check the result** so that all the fields up to Cubic Ft./Acre have been filled in correctly. The last two fields are software generated and cannot be edited manually.  
   
2. Scroll back to the first field which is the **OBJECTID field and note that the number is 188**.
3. Scroll back to the Unit\_ID field and **change the Unit name to Dome188**.
4. **Click Clear** to unselect any selected features. Image: Stop editing button
5. **Save** your Edits.
6. **Save the Project** and Exit ArcGIS Pro

**Congratulations!** You have successfully completed this exercise.