



Edit Thematic Layers



Remote Sensing For Ranger Districts Using Image Analysis For ArcGIS

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The Raster Editor extension's capabilities extend to editing classes only present in the thematic image—see http://fsweb.geotraining.fs.fed.us/tutorials/image_analysis/pdf/059_edit_thematic_lyr.pdf for an instructional guide to simultaneously make edits and create new classes.

Objective

- To make edits to a thematic layer (image).

Required Data

- A classified thematic image

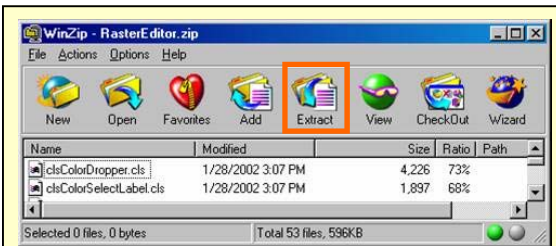
Introduction and Overview of Procedure Steps

Thematic layer editing is the process of changing pixel class values, and is commonly used to correct classification errors. This document describes how to make edits to a thematic layer using the Raster Editor extension. The major topics are:

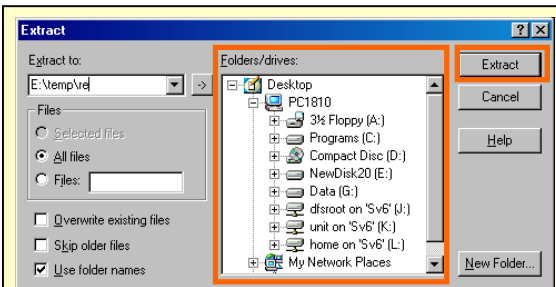
1. Download and Unzip the Raster Editor Extension
2. Install the Raster Editor Extension
3. Edit a Thematic Layer

I. Download and Unzip the Raster Editor Extension

1. Open **Internet Explorer** from the **Start** menu (**Start | Programs | Internet Explorer**).
2. Navigate to this website: <http://arcobjectsonline.esri.com/ArcObjectsOnline/Samples/Raster/Raster%20Editor/RasterEditor.htm>.
3. Scroll down (near the bottom of the webpage) and click on **Download Now** to open the **File Download** dialog. In the **File Download** dialog:
 - Select the **Save** button
 - Navigate to an appropriate directory to save **RasterEditor.zip**
 - Select **Save**
4. Select the **Close** button to close the **Download Complete** dialog.
5. Open **Windows Explorer** from the **Start** menu (**Start | Programs | Windows Explorer**).
6. Navigate to and double-click on **RasterEditor.zip** to open the **WinZip** application.
7. Select the **Extract** button (in the **WinZip** application) to open the **Extract** dialog.
8. Navigate to an appropriate directory to place the **Raster Editor** extension files in the **Folders/Drives** section.
9. Select the **Extract** button in the **Extract** dialog to “unzip” the **Raster Editor** extension files.
10. Close the **WinZip** application.



*This graphic illustrates the location of the **Extract** button from the **WinZip** application.*



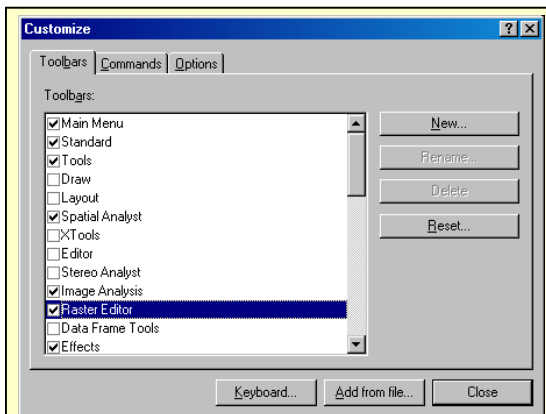
*This graphic illustrates the location of the **Extract** button and the **Folders/Drives** section from the **Extract** dialog.*

II. Install the Raster Editor Extension

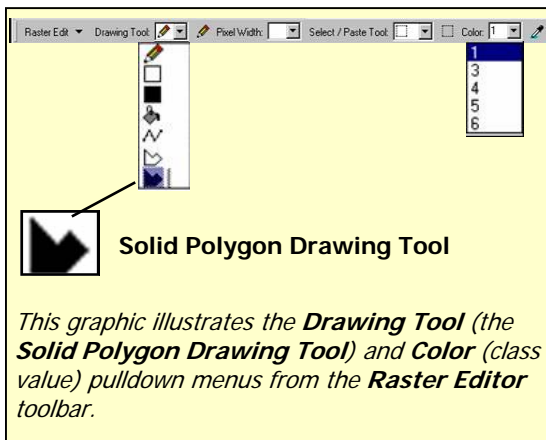
1. Open **ArcMap** from the **Start** menu (**Start | Programs | ArcGIS | ArcMap**).
2. Select **Tools | Customize** from **ArcMap's** main menu to open the **Customize** dialog.



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This graphic illustrates ArcMap's Customize dialog. Ensure that you enable Raster Editor.



This graphic illustrates the Drawing Tool (the Solid Polygon Drawing Tool) and Color (class value) pull-down menus from the Raster Editor toolbar.

3. Select **Add From File** from the **Toolbars** tab of the **Customize** dialog, navigate to and select **RasterEditorPrj.dll** (from the unzipped files), and select **Open**.
4. Select **OK** in the **Added Objects** dialog.
5. Enable **Raster Editor** from the **Toolbars** section of the **Customize** dialog.
6. Select **Close** to close the **Customize** dialog.
7. Select **View | Toolbars** from **ArcMap's** main menu.
8. Enable **Raster Editor**. The **Raster Editor** toolbar should appear in the **ArcMap** interface.
9. Select the **Raster Editor** toolbar's **Title Bar** and 'dock' the toolbar in **ArcMap** (if you wish).

III. Edit a Thematic Layer

1. Select the **Add Data** button from **ArcMap's Standard** toolbar.
2. Navigate to and select your **Thematic Image** that you wish to edit.
3. Select **Add** to load your **Thematic Image** into **ArcMap's Table of Contents**.
4. Select **Raster Edit | Start Editing** from the **Raster Editor** toolbar to open the **Start Editing** dialog.
5. Single-click your **Thematic Image**, and then select **OK**.
6. Select **OK** from the **Raster Editor** dialog to find a temporary workspace.
7. Enter a **Working Directory** in the **Edit Workspace** dialog.
8. Select **OK**. Note that a new thematic image will automatically appear in the **Table of Contents** called **RASEDDAT.img**. **RASEDDAT.img** is a copy of your **Thematic Image** that requires editing—you will make and save edits to this image.
9. Identify and zoom-in to pixels (or areas) that require editing.
10. Select the **Solid Polygon Drawing Tool** from the **Drawing Tool** pull-down menu of the **Raster Editor** toolbar.
11. Select a **correct class value for the pixels requiring edits** from the **Color** pull-down menu of the **Raster Editor** toolbar (e.g., if forest was misclassified as water, you would select the forest class value from the **Color** pull-down menu).
12. Digitize a polygon over **RASEDDAT.img** to update classification errors.
13. Continue to make classification edits to each class ensuring that you specify the correct class (from the **Color** pull-down menu) for which you are editing.
14. Select **Raster Edit | Stop Editing** when you are finished. Select **Yes** to save the edits.
15. Inspect **RASEDDAT.img** to ensure that you have accurately edited your thematic layer.
16. Rename **RASEDDAT.img** if desired.