Basic layer editing tutorial
based on GeoNode Users Guide
for Data Atlas Fontium platform

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About the tutorial

This tutorial is dedicated to non-advanced Users of the Data Atlas Fontium platform.

data.atlasfontium.pl is a repository of historical geodata managed by the Department of Historical Atlas (IH PAN). It allows storing historical sources and materials that have a spatial dimension and as such can easily be viewed as maps.

In this manual we describe how to edit *Layers*.

Tutorial was based on **GeoNode Users Guide,** where you can find more advanced and detailed information.

Layer editing tools

To open the editing window, click the **Editing Tools** button.
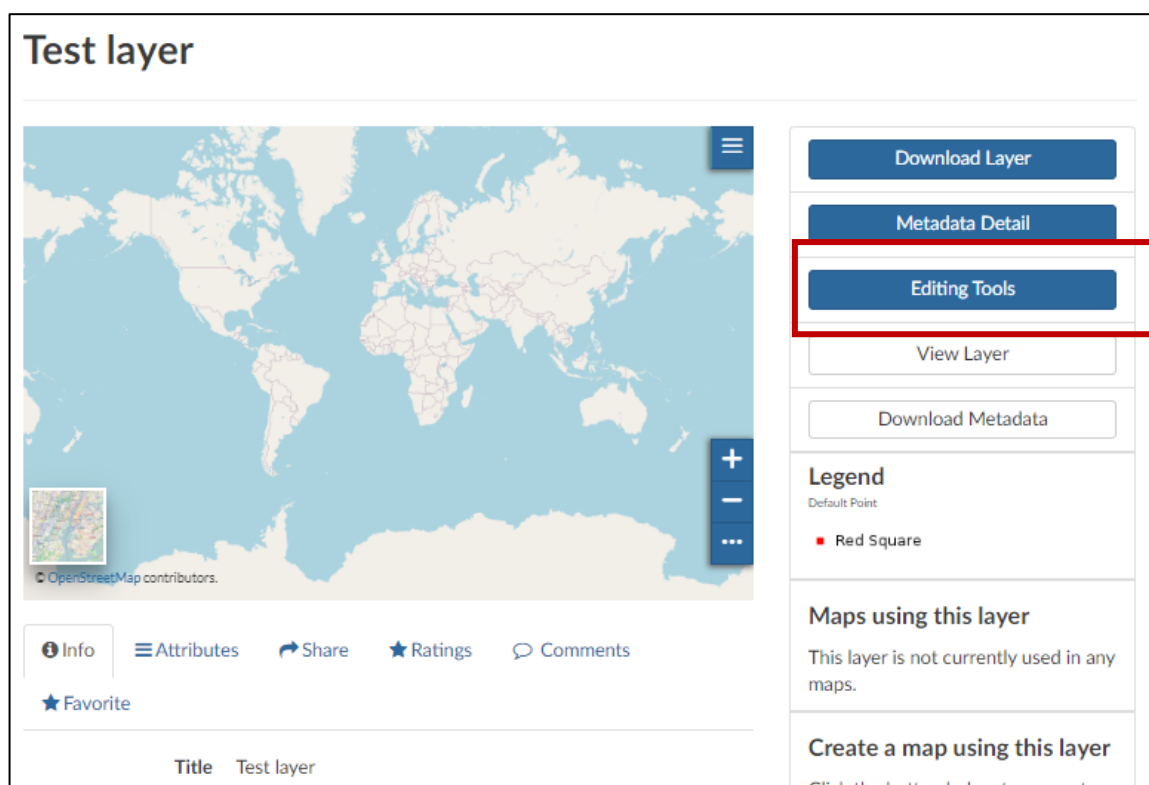
Replace and **Append Data** functionalities allow you to upload data from an external source. To edit data directly via GeoNode, click the **Edit Data** button.
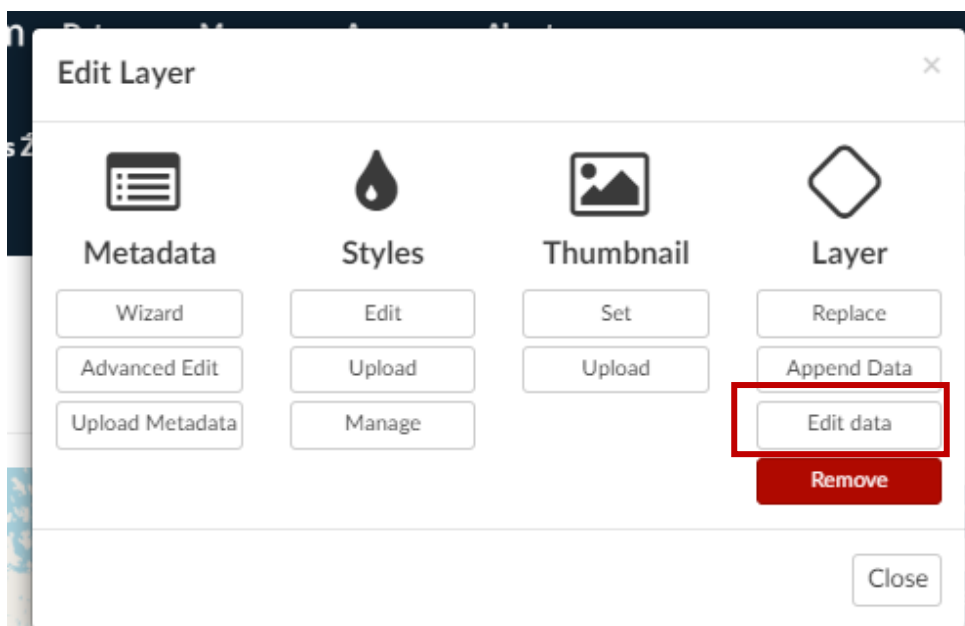
Data editing window

In the data editing window, you can see the map and editing tools. For the purposes of this manual, we operate on the newly created „Test layer", with the "name" and "number" attributes.
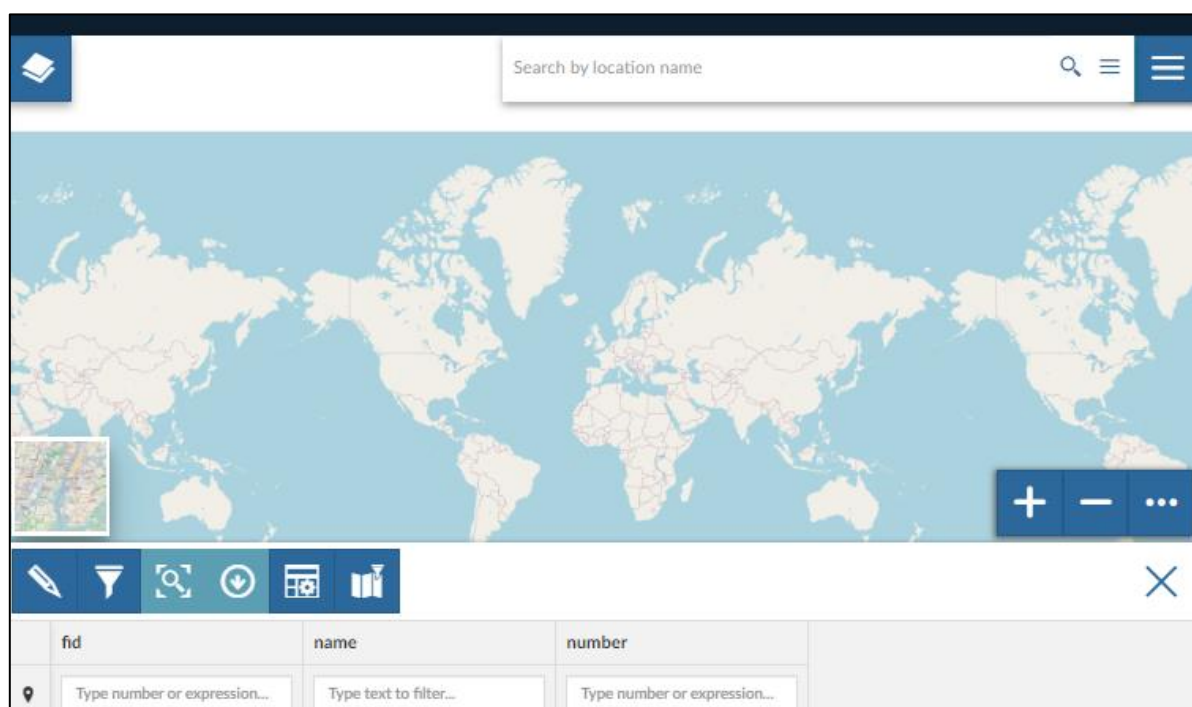
The following functionalities are included in the map window:

 Change the map background.

 Zoom out, zoom in and window size options.

To edit a layer, click the buton .

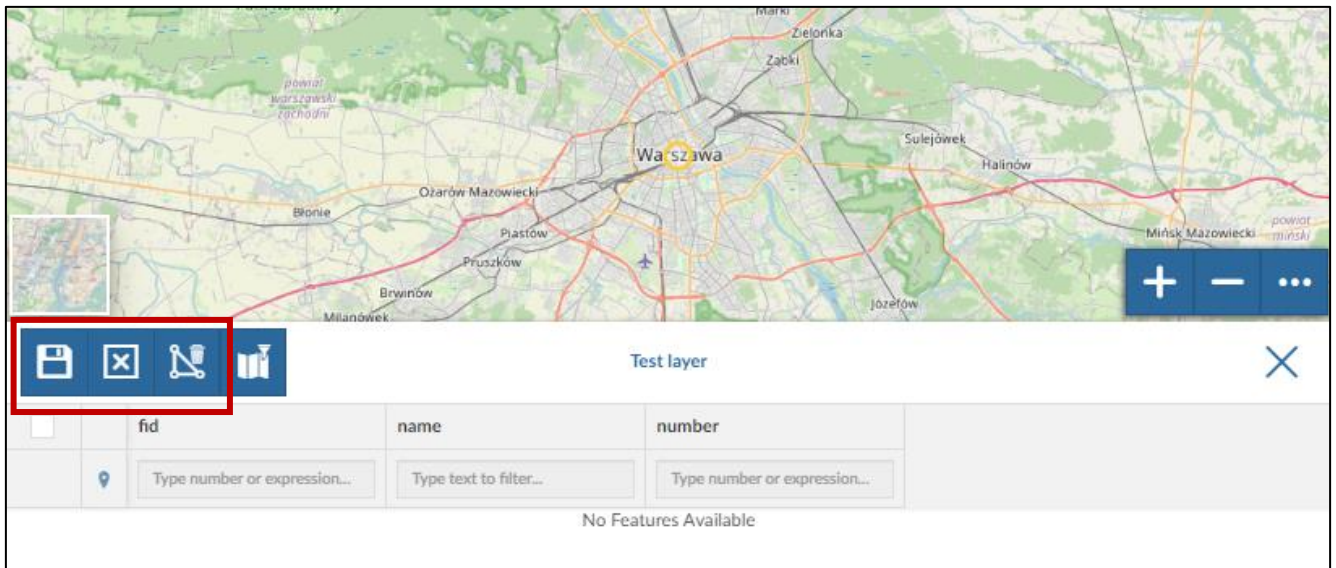In the layer editing mode it is possible to add new objects.

To create a new record in the attribute table, select .

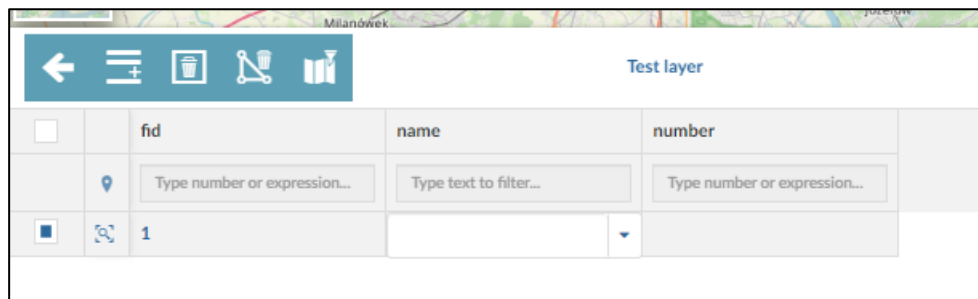From the list of tools, select the option to create geometry: .

When the cursor changes, draw the geometry in the selected place on the map.
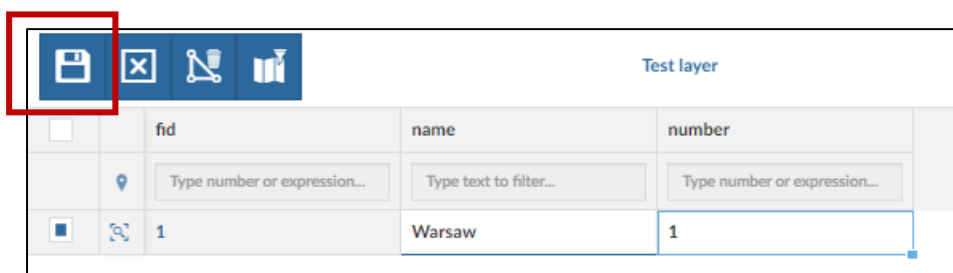
Adding objects

After you draw the geometry on the map, you can save, cancel or delete the changes.

After saving the changes, the new feature is added to the attribute table below the map. Identifier (fid) is generated automatically.
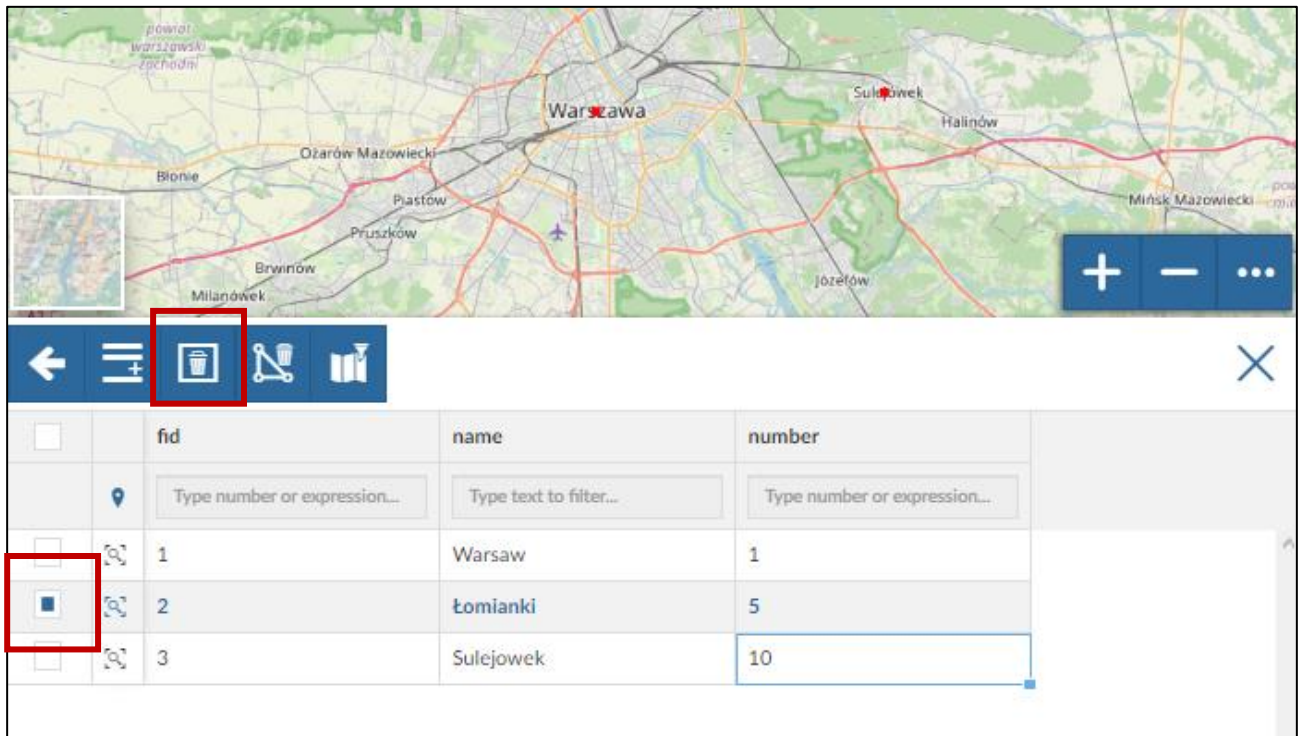

To edit the value of an attribute, double-click the field with the left mouse button and enter the value. If other values have been entered before, they will be suggested in empty fields. To save changes, click the save button.

Deleting objects

To delete an object, select it in the attribute table and click the delete icon.

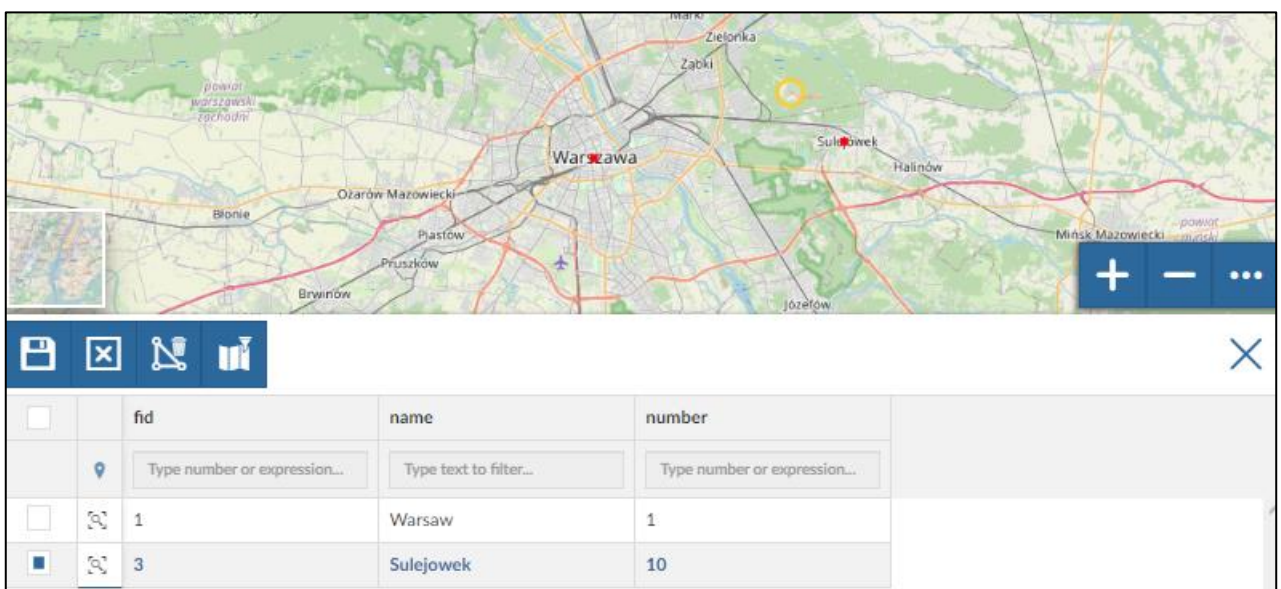In the confirmation window, accept or cancel the deletion.
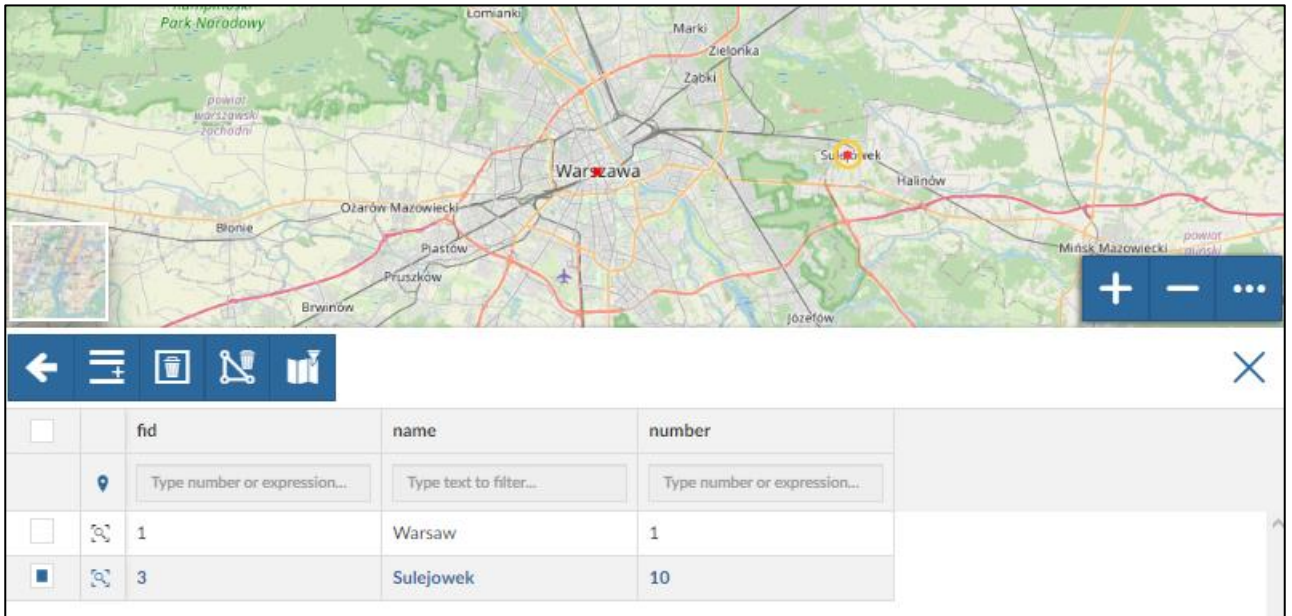
Editing the objects geometry

To edit the geometry of an object, select it in the attribute table.

The selected geometry is marked with a yellow circle on the map.

Hover the selected object with the mouse cursor and when the blue point appears, drag it to the desired place. The previous red point will disappear only after saving the changes.

Filtering objects

After exiting the edit mode, you can filter the attribute table in two ways:

1. By typing phrases in the first row of the attribute table.

2. Using advanced filters. To open the filter window, click
An example of filtering by attribute:

An example of filtering by a selected area: