# Bring the power of desktop GIS editing to your browser to make it easier for data owners to edit and manage their own spatial data.

Edit+ is an ArcGIS Web AppBuilder widget that brings advanced editing, including topology editing and error checking, to your browser.

Edit+ has all the expected out-of-the-box web editing functionality with the addition of a range of advanced editing capabilities:

- Topological editing (e.g. editing shared polygon boundaries)
- Automatic clipping to shared co-incident boundaries where polygons overlap
- Topological errors shown on screen (e.g. gaps, overlaps, slivers)
- Improved snapping options (user defined snap tolerance, control snapping layers)
- Improved selection and editing workflows (fewer mouse clicks)
- Prevent accidental feature move
- Copy features from another layer to your edit layer
- Merge or Explode multi-part features
- Prevent accidental invalid polygons such as self-intersecting polygons
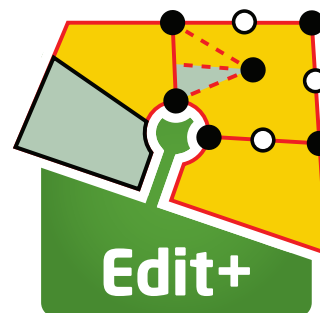
Benefits:

- Reduce the need for expensive ArcGIS Desktop licenses
- Give data owners easy to access and use editing tools
- Improve data quality
- Easy to maintain (i.e. no desktop updates needed)
- Less reliance on skilled GIS staff
- Easy to learn – it's based on the Esri out-of-the-box web editing experience
- Configurable settings – administrator and end user settings
- Configured by an Administrator just like any other WAB widget

"The use of Edit+ has allowed us to create and maintain quality spatial data at the point of capture rather than rely on a third party to maintain it and supply it to us monthly"

– Confidential Logistics client.

"Edit+ has saved us money that would be spent on licenses for products that we were not fully using. It has also allowed more of our users to maintain data using their local knowledge rather than reply on GIS staff" "

– Confidential Logistics client.

Make editing easier, more accessible and cost effective by implementing advanced web based editing with Edit+

esri **Partner Network** Gold
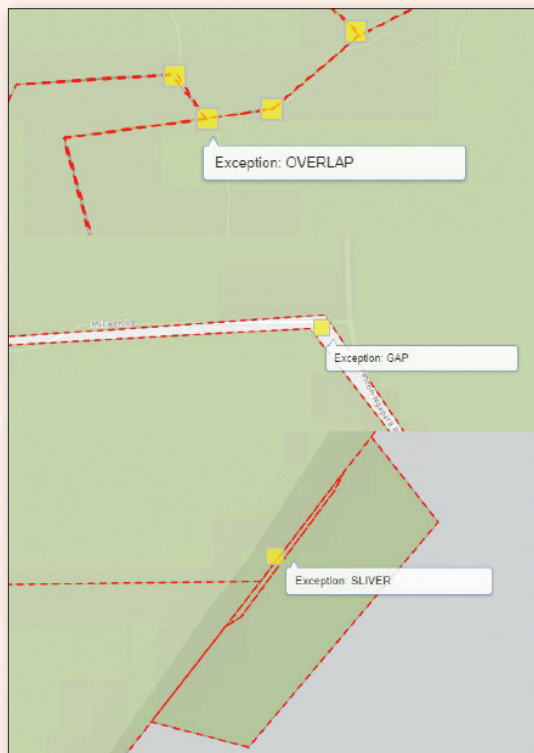
esri ArcGIS System Ready Specialty
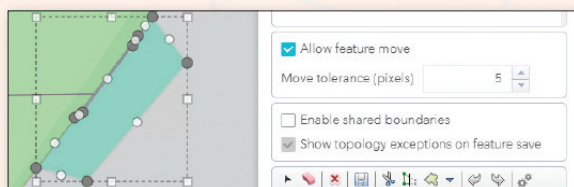
Examples of topological exceptions

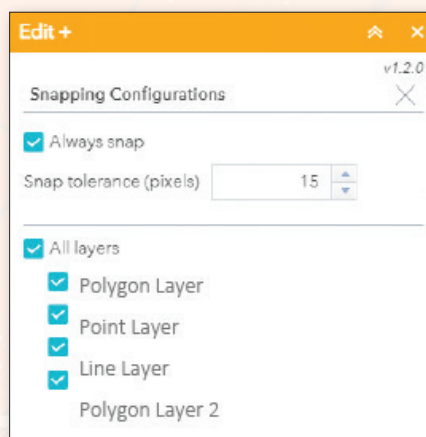## Automatically creating co-incident polygons
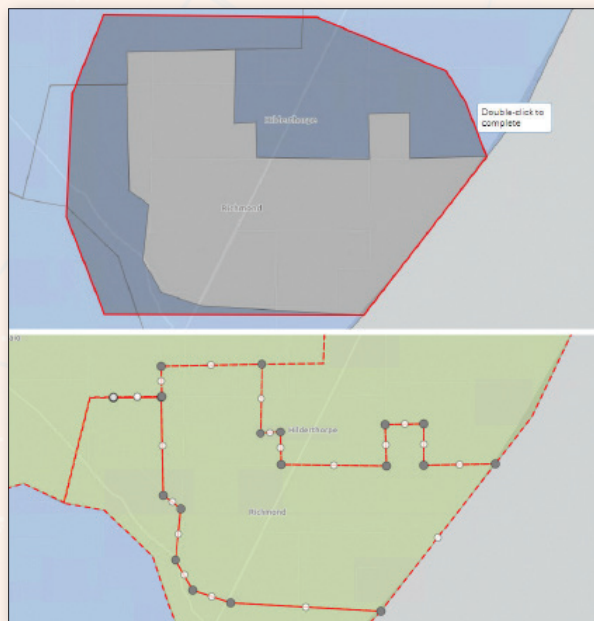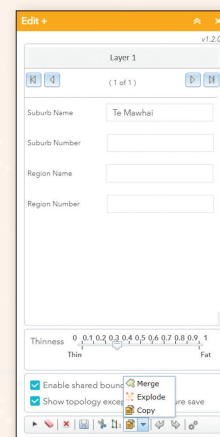

Control of moving (dragging) features

Snap tolerance and snap layers

Edit+ User Interface