

Edit a layer

Who can edit layers?

The option to edit layers is available to users with the relevant permissions: contributors, admins and those who have been permitted to edit by their project admin.

How to edit layers

Click on the context menu (...). A menu will appear. Choose edit (at the top of the menu).

An 'Update Layer' dialogue box will open.

Update layer

Overview

Info

Style

Files

Attributes

Title*

Monopiles

Layer group

/Client assets

Object type

Monopile

Z-index*

400

Visible by default

Public data source

Private

Show layer outline

Information

Preview

Cancel

Delete

Save

Editing the data within a layer

Click on the context menu (...) of a layer. A menu will appear. Choose Attribute table (at the bottom of the menu).

An Attribute table will appear. Select the "enable edit mode" icon () and edit the value in the attribute table. You can save () or discard () the changes you made.

Overview Tab

This opens by default. With this tab you can:

- Modify the title of the layer.
- Move the layer to a different layer group.
- Choose the object type. The correct classification is important for using GRIDit's tools. For example, the radial profile tool will only pick up objects classified as 'monopiles'.
- Z-index. This affects how layers are visualized in relation to their height. In general, bathymetry data has the lowest z-index, while objects that sit on top of the seabed have a higher z-index. The default setting is 400.
- Information box: Useful for reminders and sharing relevant information with your team. Once information has been added, an 'information' option will be visible in the drop-down menu that appears when the layer's context menu (...) is clicked.
- 'Visible by default' switch: This is toggled on by default, which means that the layer will be visible when the project is loaded for the first time. If you prefer the layer to be hidden by default, toggle this switch off.
- Public data: This is toggled 'off' by default. If this is toggled 'on' and the change saved, a small globe icon will appear next to the selected layer in the layer menu. This signals to colleagues that the data in this layer is derived from a public source.
- Private: This is toggled 'off' by default, which means that other members of your team can view the layer. If switched 'on', this layer cannot be viewed by any other users.
- Show layer outline (contributor only): This is set to 'off' by default'. Setting this to 'on' allows you to hide the data layer behind a gray box (as viewed by other users). If this is switched 'on' a 'share' tab will appear. This is helpful if you want other with permission to view your layers that data exists and request permission to view the data (see Share Layers).

Info Tab

Shows ESPG projections and the bounds of your data.

External applications can directly access data stored within Gridit. This is done via industry standard API calls.

- Vector data: WFS
- Raster data: WMS

The data is secured with an API key, see the [WFS & WMS APIs page](#) for more information.

Style Tab

A style is the way a feature is drawn on the map. Each feature type (point, line, area) has a number of predefined styles. You have the option to alter the default styling by changing the color, size, label and other relevant information.

You can also change the 'clustering' settings for your layer. By default, objects will cluster as you zoom out and more detail will be seen as you zoom in. You can change the parameters according to your preferences.

Files

Download the uploaded files or upload a new data file for the layer. Source files can be added as a reference. GRID*it* will not use them, but can be used to attach/store the original raw unprocessed data files.

Attributes

All features have one or more attributes. On this page we can alter the way GRID*it* handles the attributes. The attribute can be shown in the attribute table option in the layer context menu or when a info panel is opened by clicking on a feature on the chart.

Field	Description
Name	The original attribute name from the data.
Type	The type of data for each attribute value.
Alias	The human readable attribute name as used in the info panel and attribute table.
Searchable	True if the attribute should be included when searching with the search bar at the top.
Visible	True if the attribute should be shown in the attribute table.

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