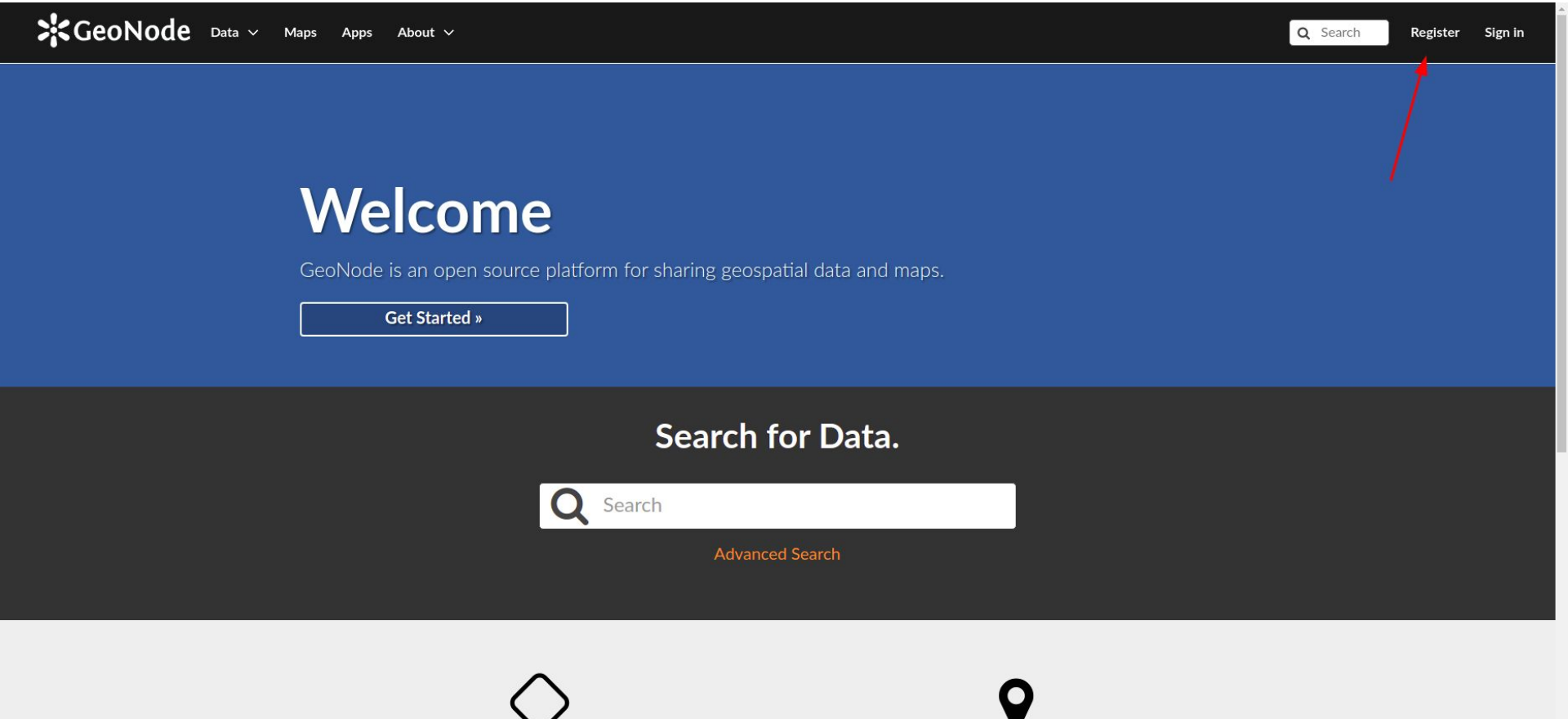
Creating Beat Map

For Solid Waste Management

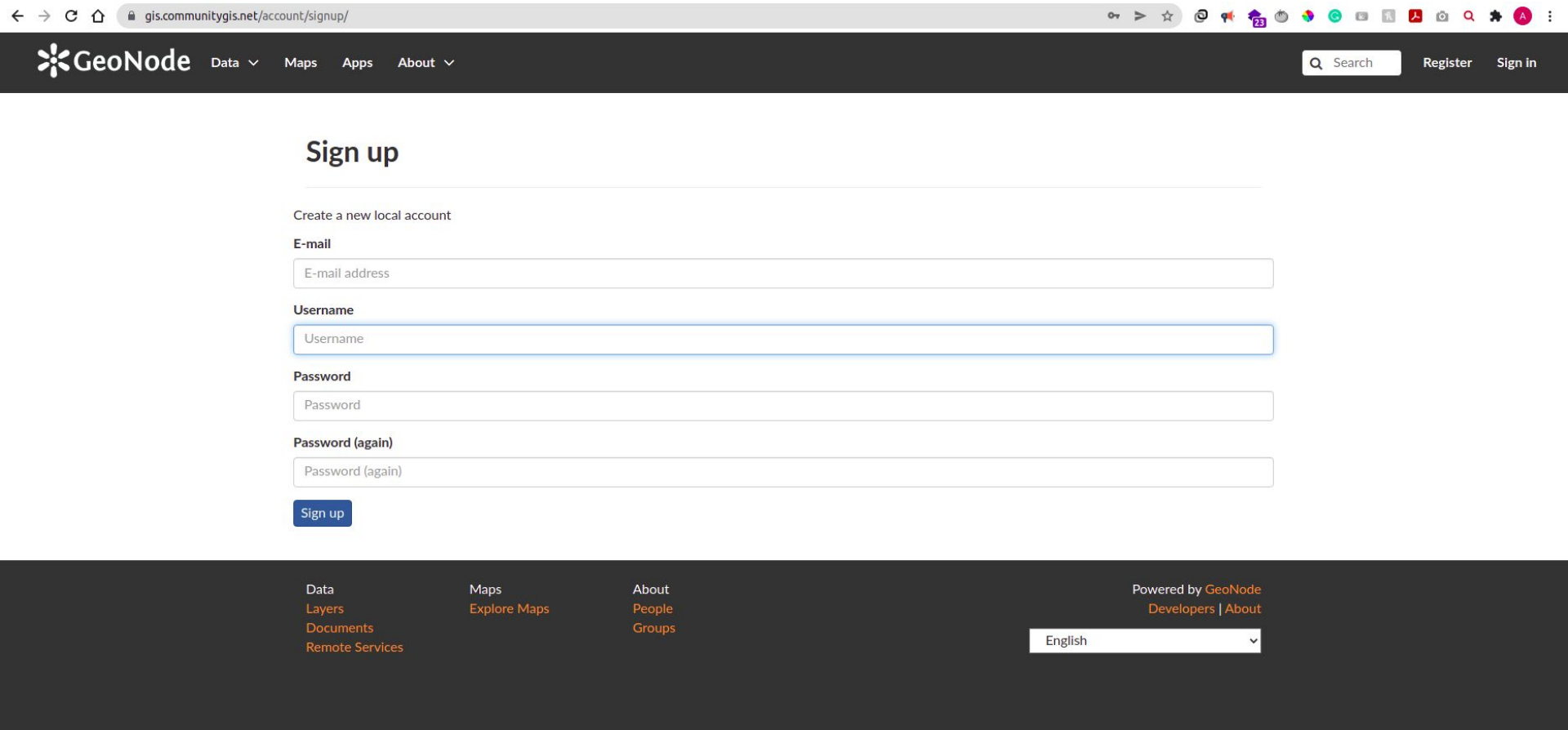
Mumbai Prabhag61 example

Visit https://gis.communitygis.net/

Create new account
Click on “Register” on navigation bar



Sign up


gis.communitygis.net/account/signup/
GeoNode
Data
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Sign up
Create a new local account
E-mail
E-mail address
Username
Username
Password
Password
Password (again)
Password (again)
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About
People
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Creating empty layer

Once logged in click on “Data” dropdown and then click “Create layer”

What is Beat?

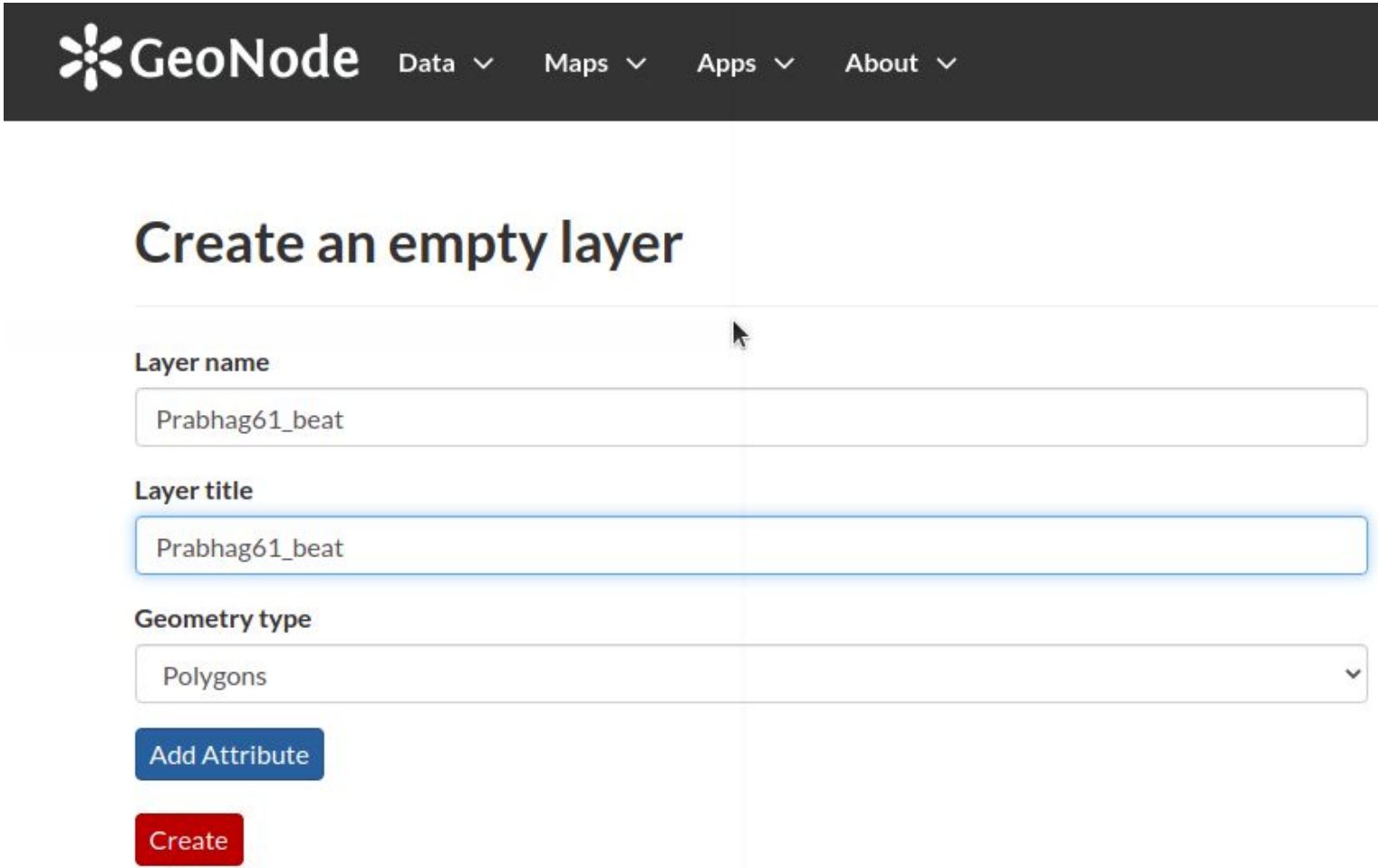
- Beat is the area, mostly a group of buildings from where the waste is collected.
- It is of around 8000 m sq.
- So, our motive is to trace the beats and mention who is responsible for the Waste Management of the particular beat.

Hence, we need 3 fields in our data:

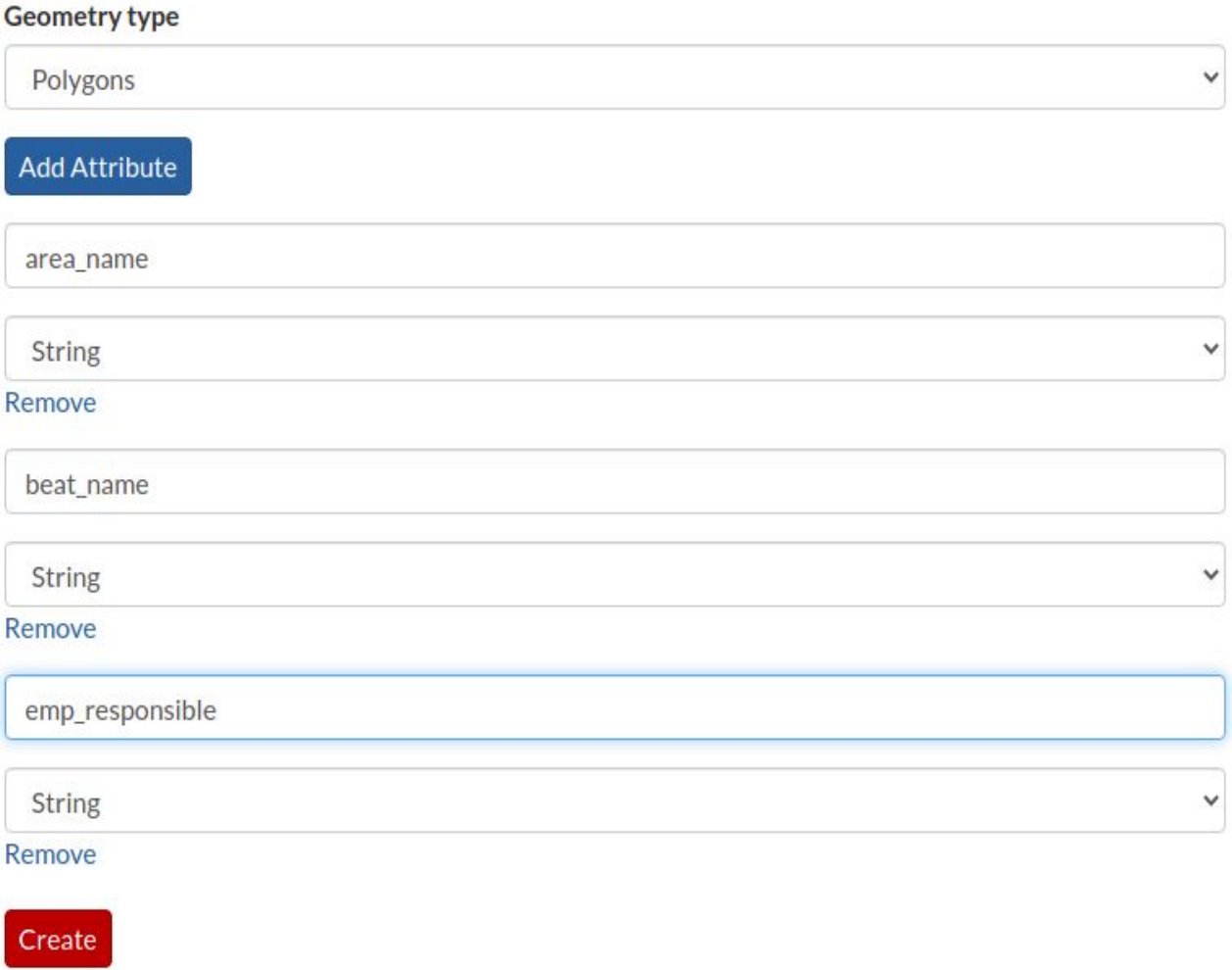
- area_name,
- beat_name and
- emp_responsible.

Note: We will also be calculating the area of the polygon so as to know it remains ~8000 m sq.

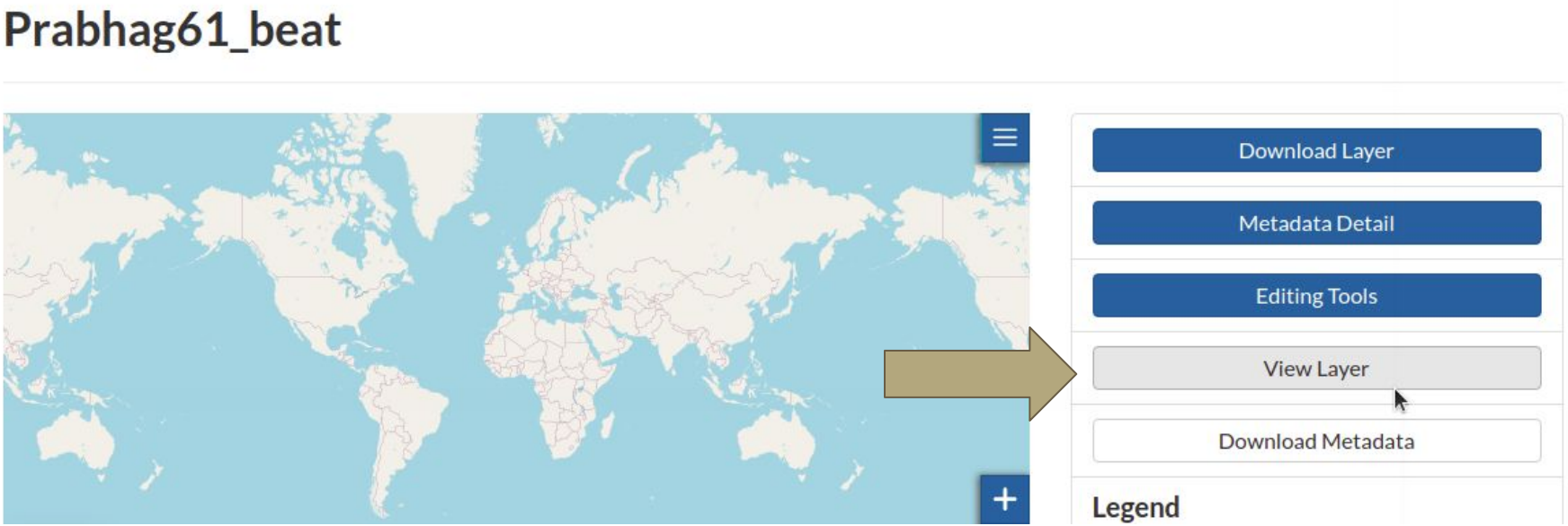
- Enter layer name and title
- Select Geometry type as Polygons



- Add Attribute Like area name, beat name and employee responsible for that beat along with their data type accordingly using “Add attribute button”
- Click on create

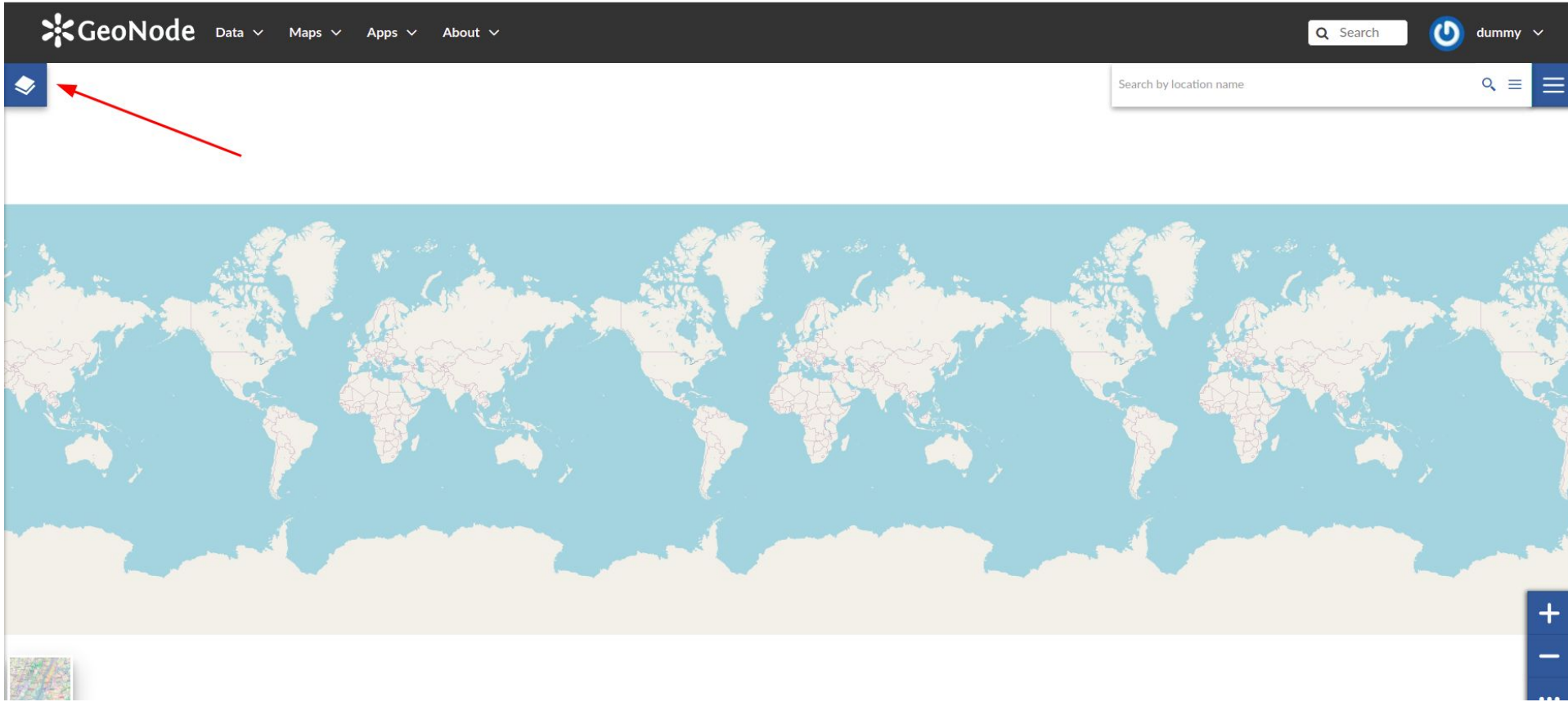


A new empty layer is created.. Click on view layer

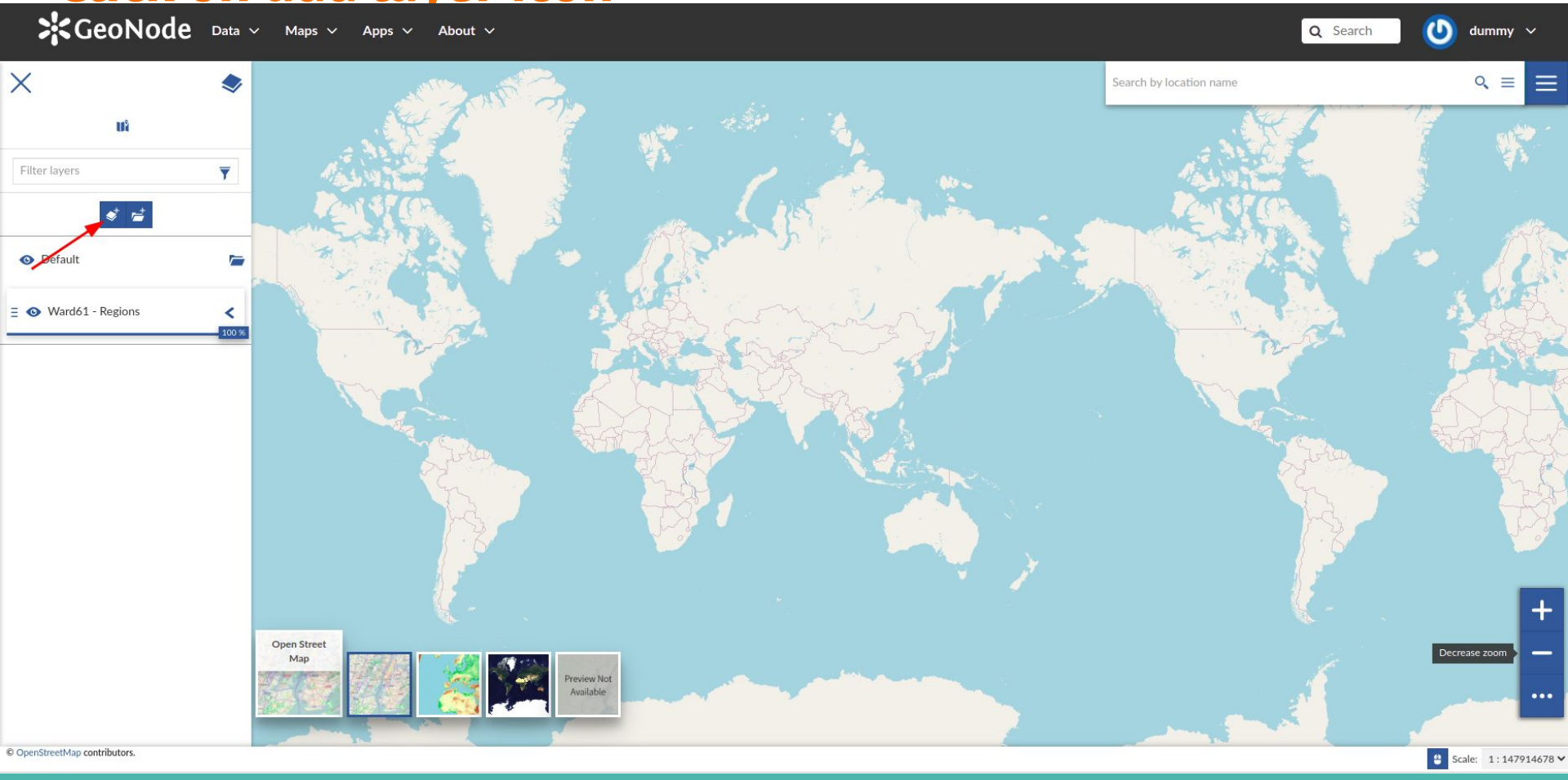


Adding Ward layer

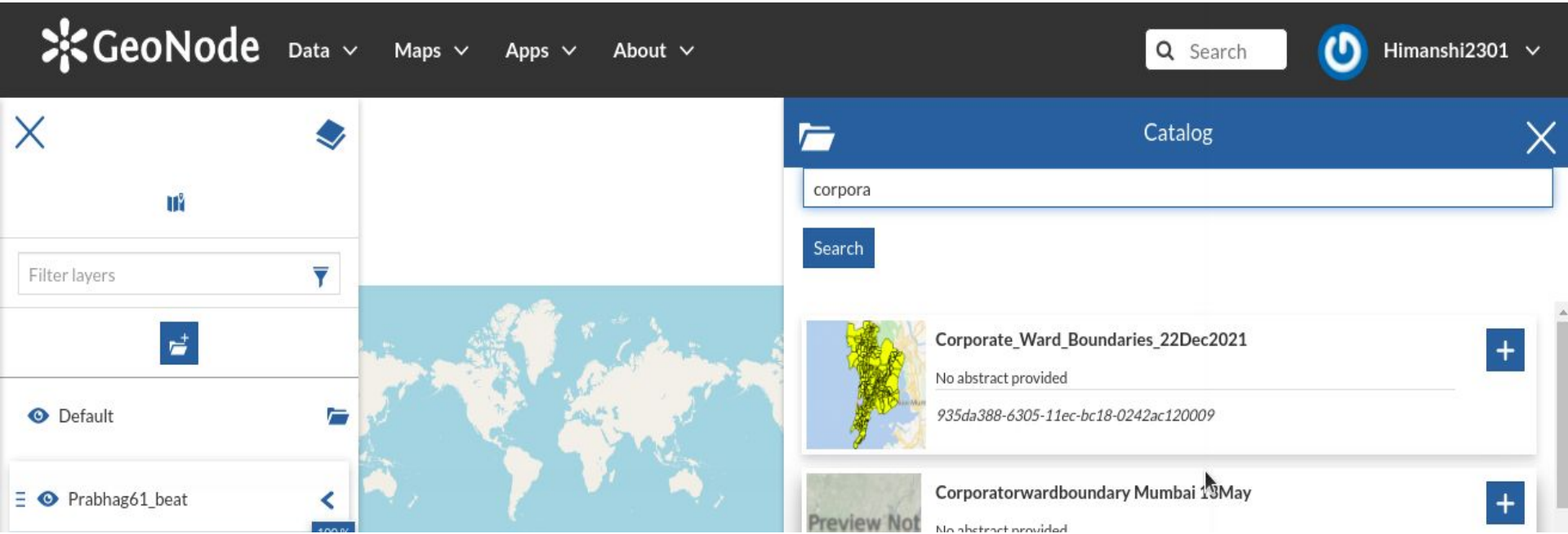
Click on layer icon



Click on add layer icon

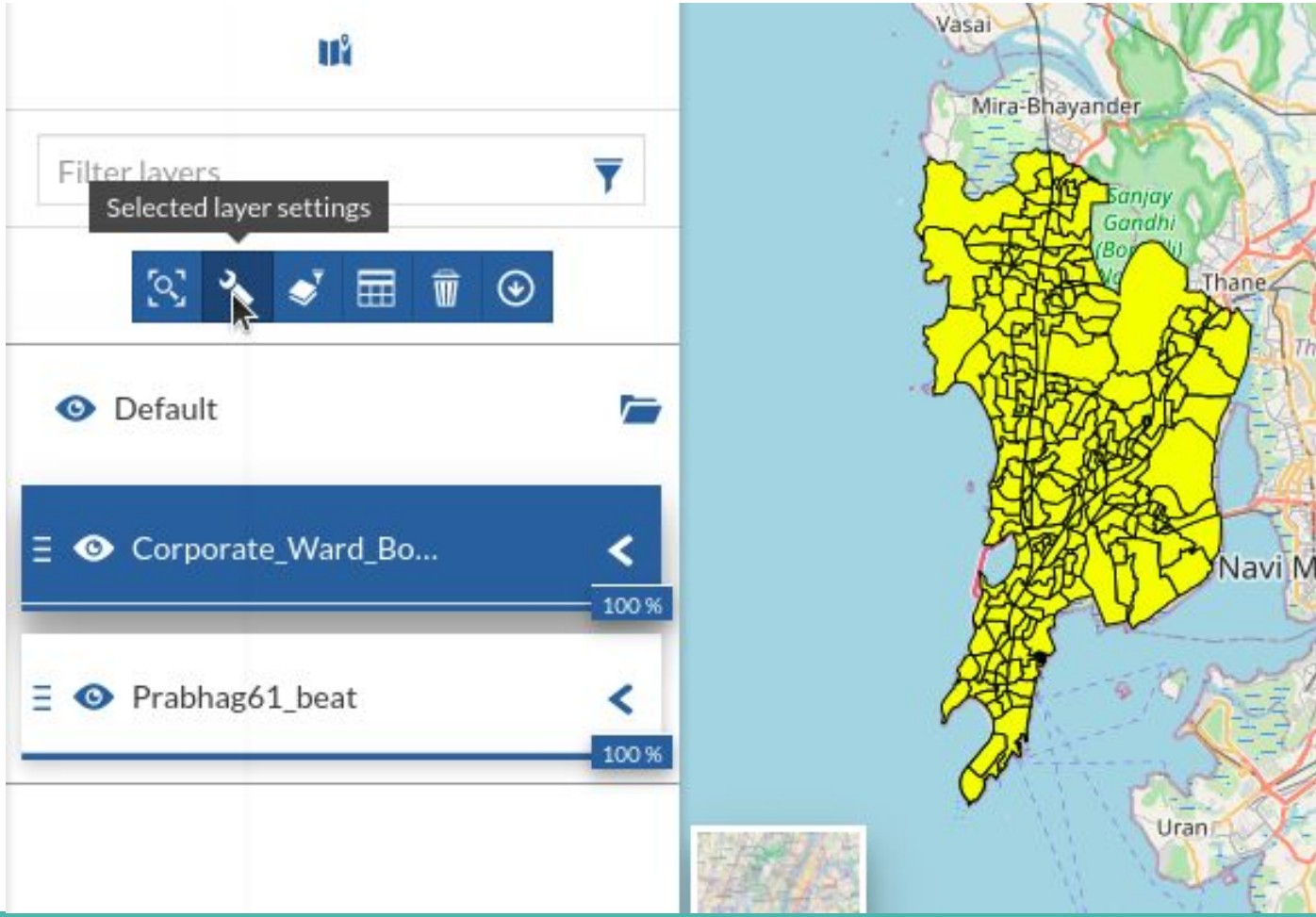


- Search for corporator ward layer in search bar of right panel
- Click on + icon to add that to act as an overlay

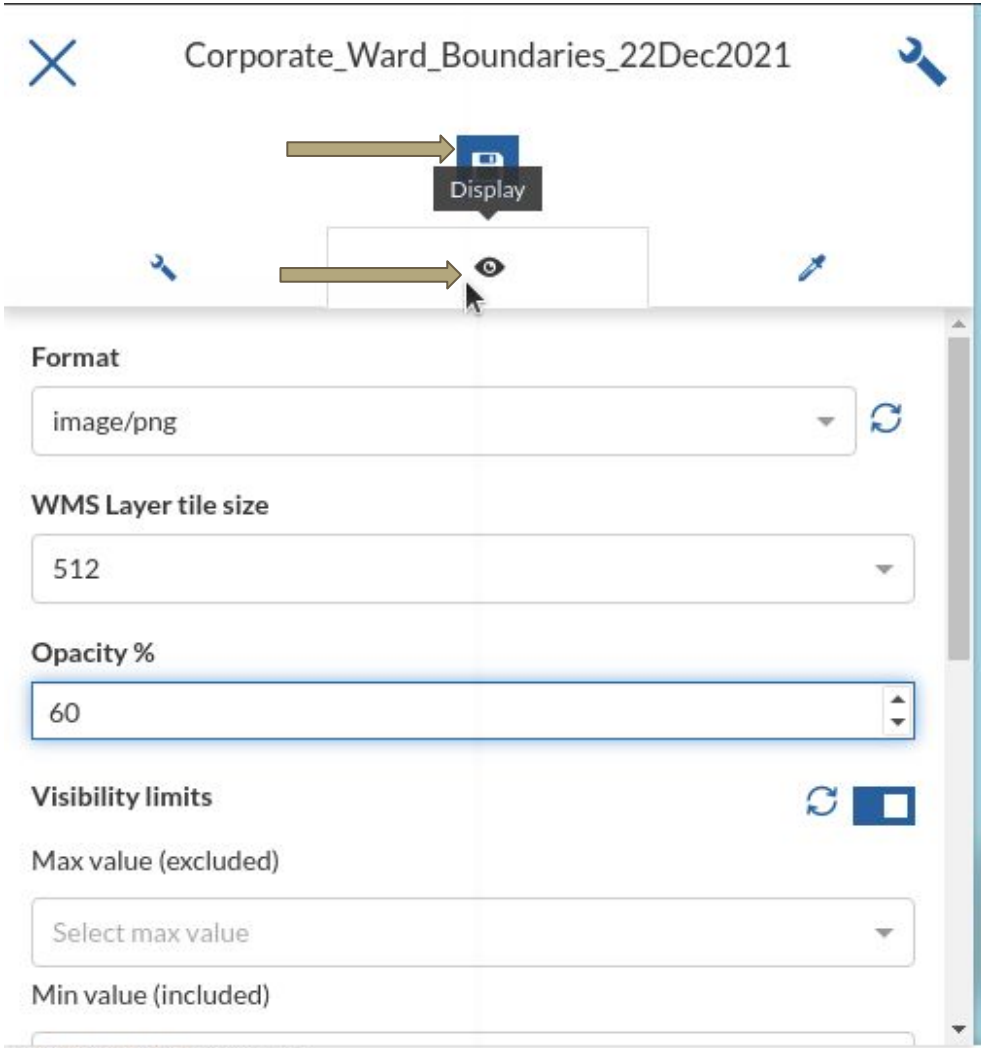


Reducing opacity of added layer

- Click on corporator ward layer on right panel
- Click on Settings Icon

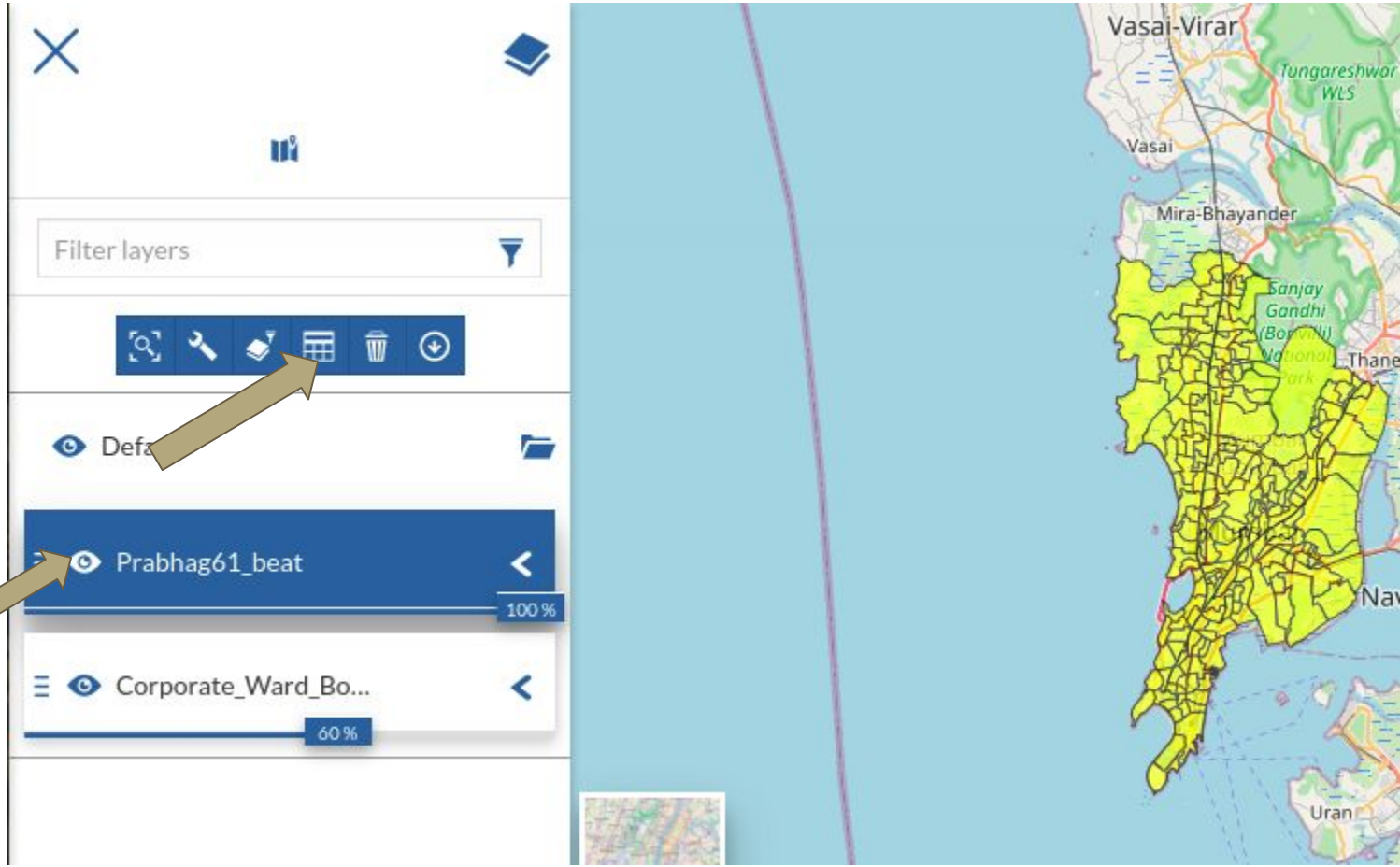


- Click on “display” icon
- Enter required opacity in “Opacity %”
- Click on Save Icon

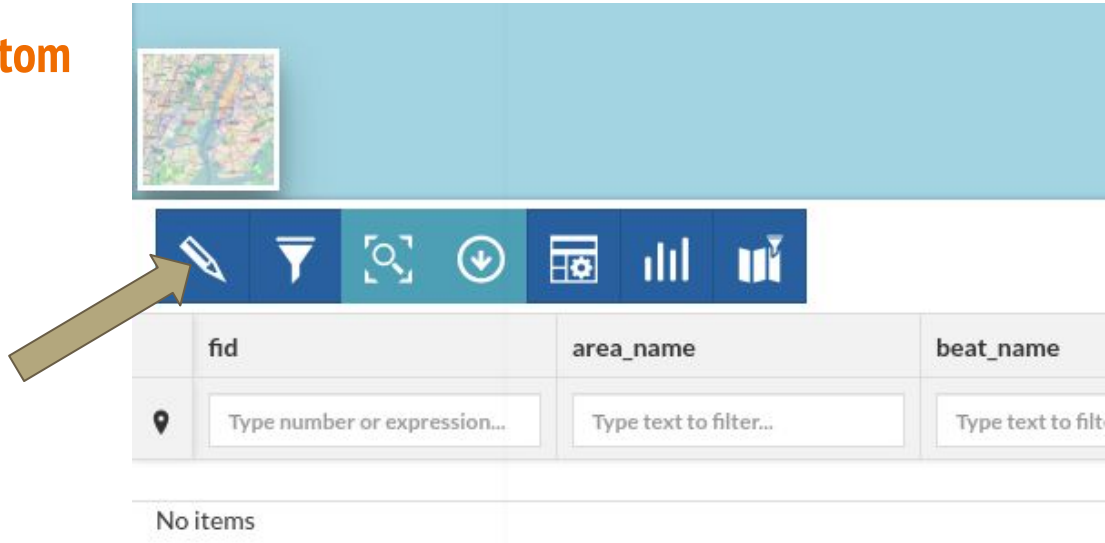


Adding polygon with attribute

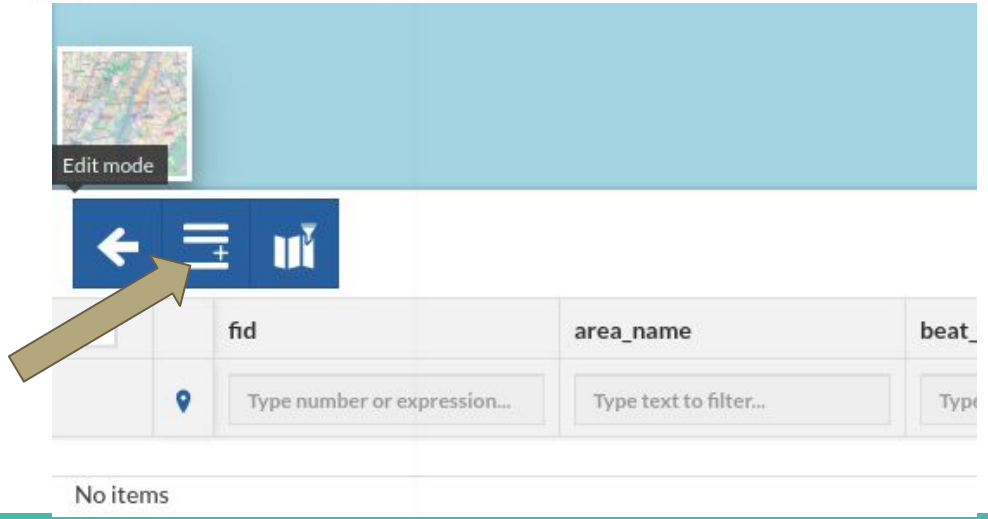
- Click on layer that you created initially
- Click on its attribute table



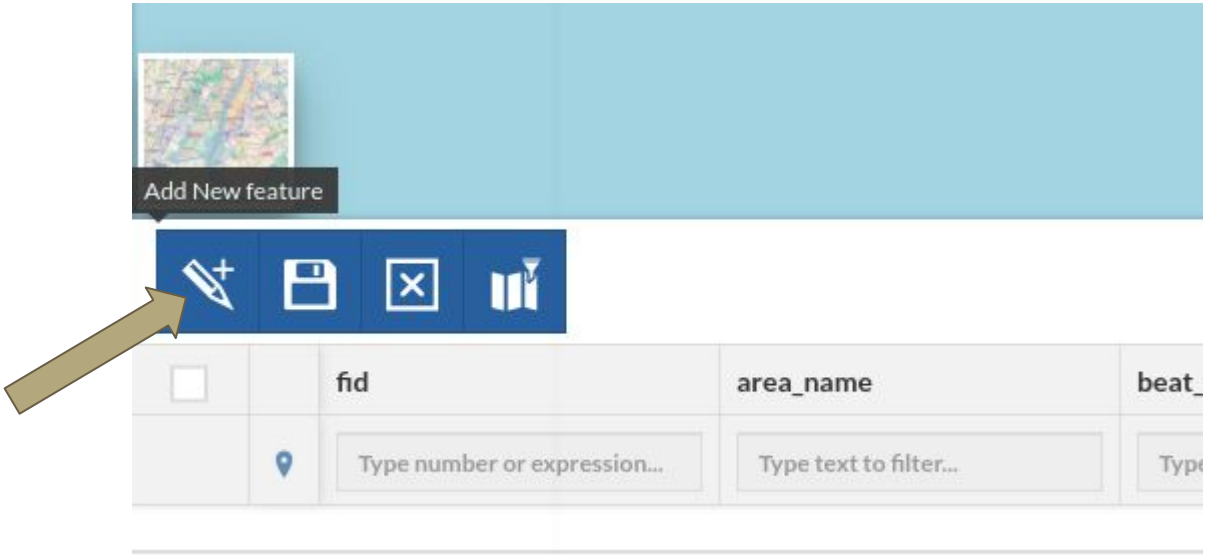
- Click on “edit mode” button on bottom panel



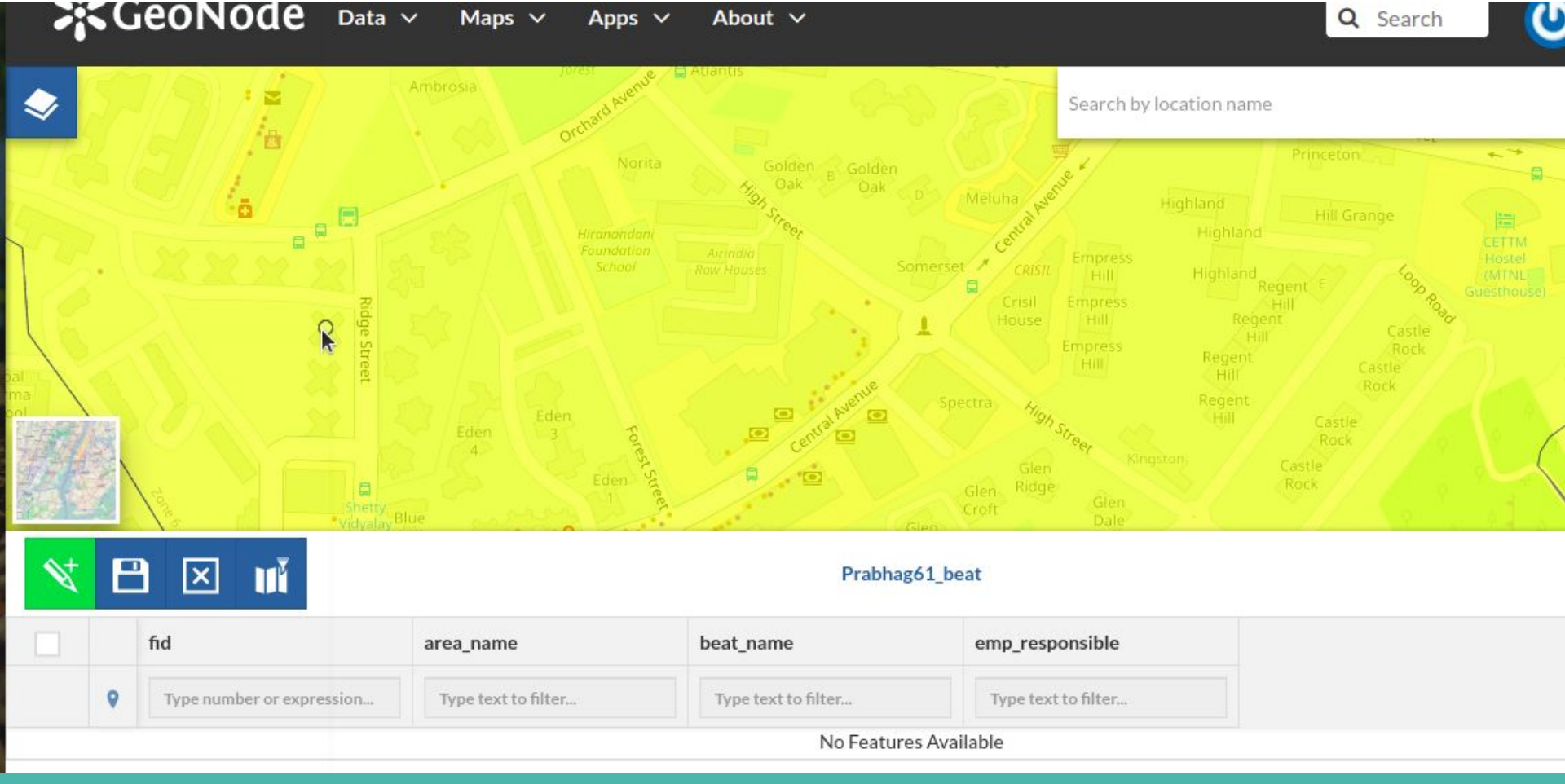
- Click on “Add new feature” button



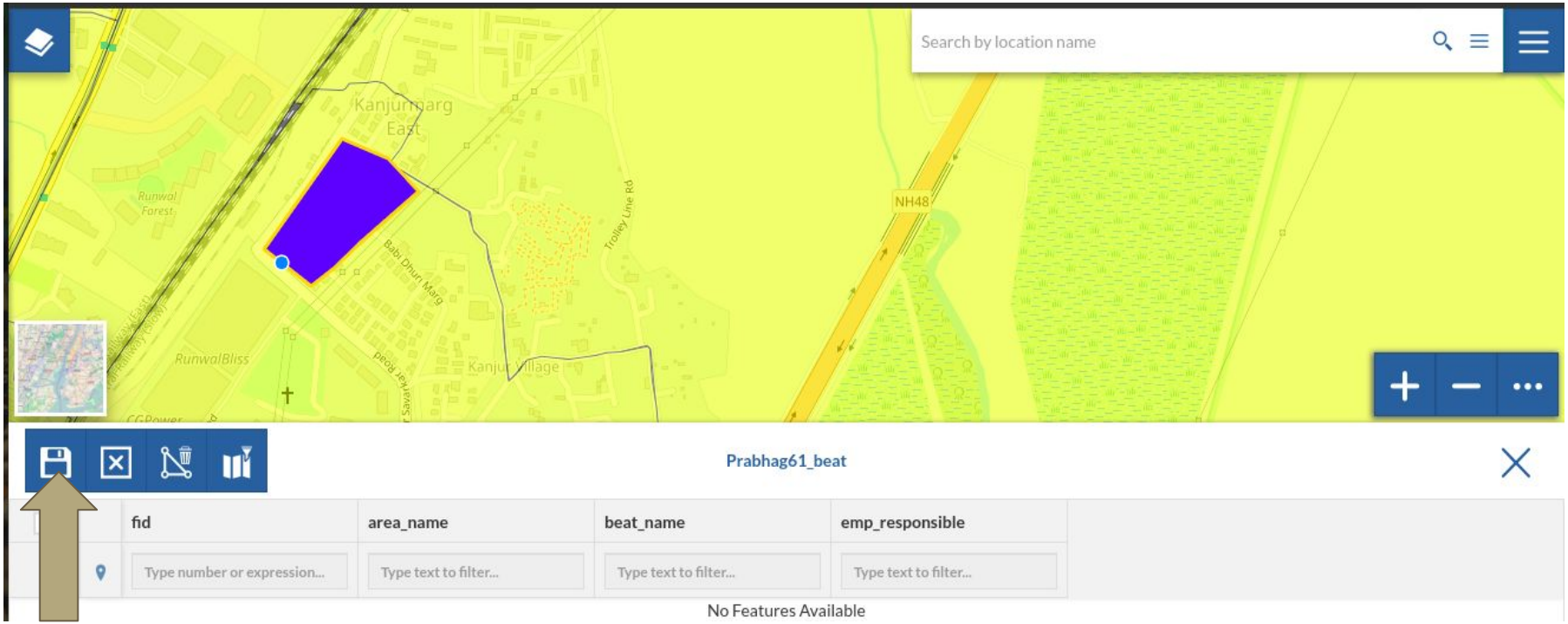
- Click on “Draw Feature button”



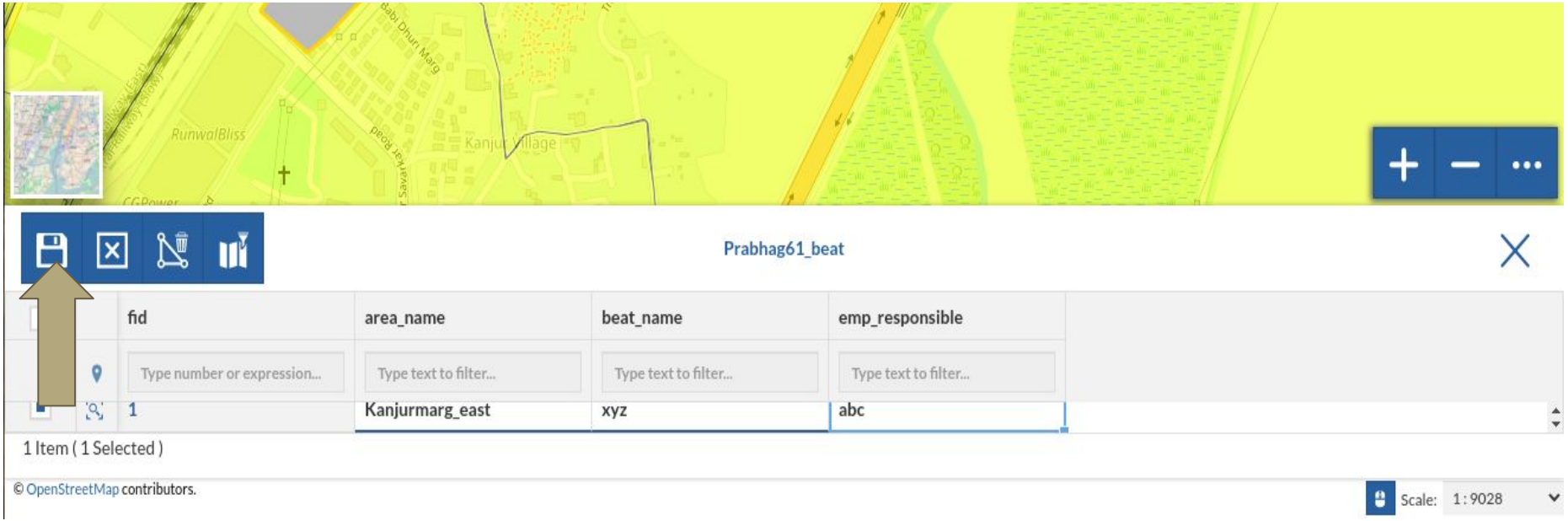
- **Zoom to the region you want to create layer**



- Single click on map to add points and close the loop to create polygon
- Click on Save button in the bottom panel

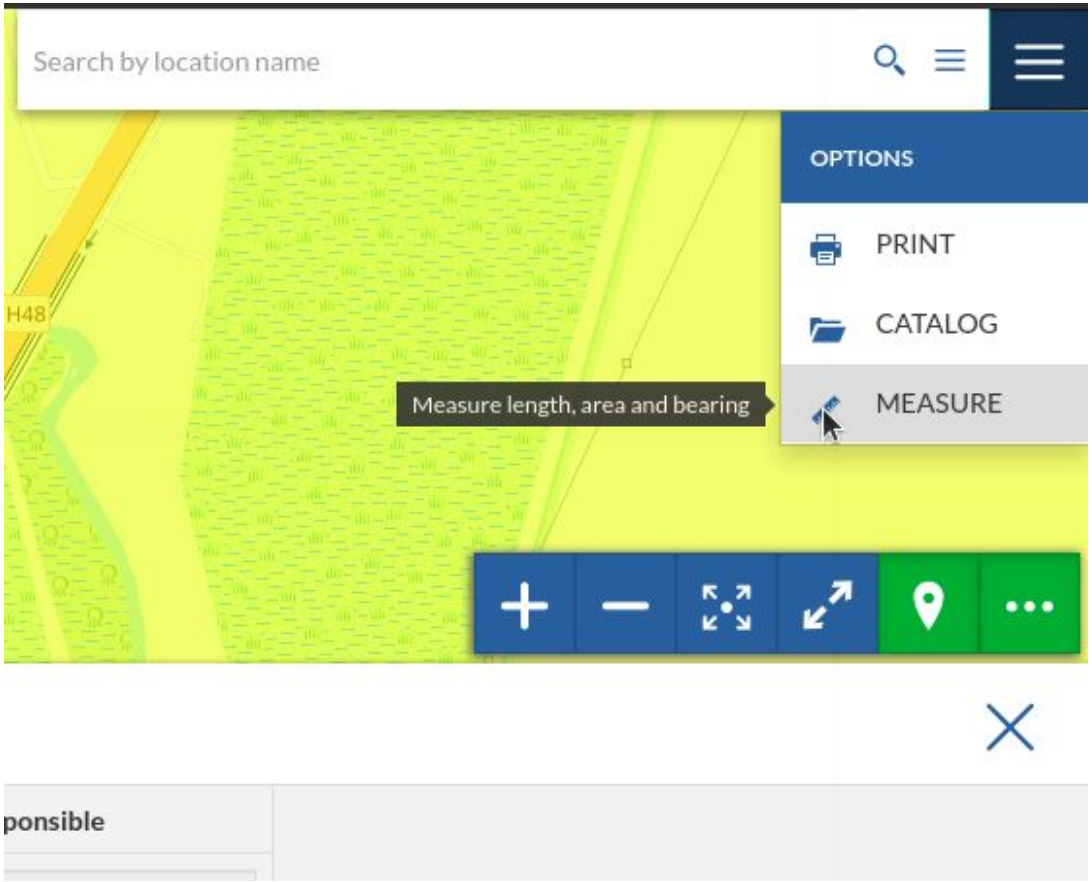


- Click on the attributes spaces created in the bottom attribute table and fill required data.
- Click on save button again to save the data attached with that drawn polygon.



Now we need to make sure that the drawn polygon is approximately 8000 m. sq.

- Go to options icon in right most of the screen
- Click on measure.

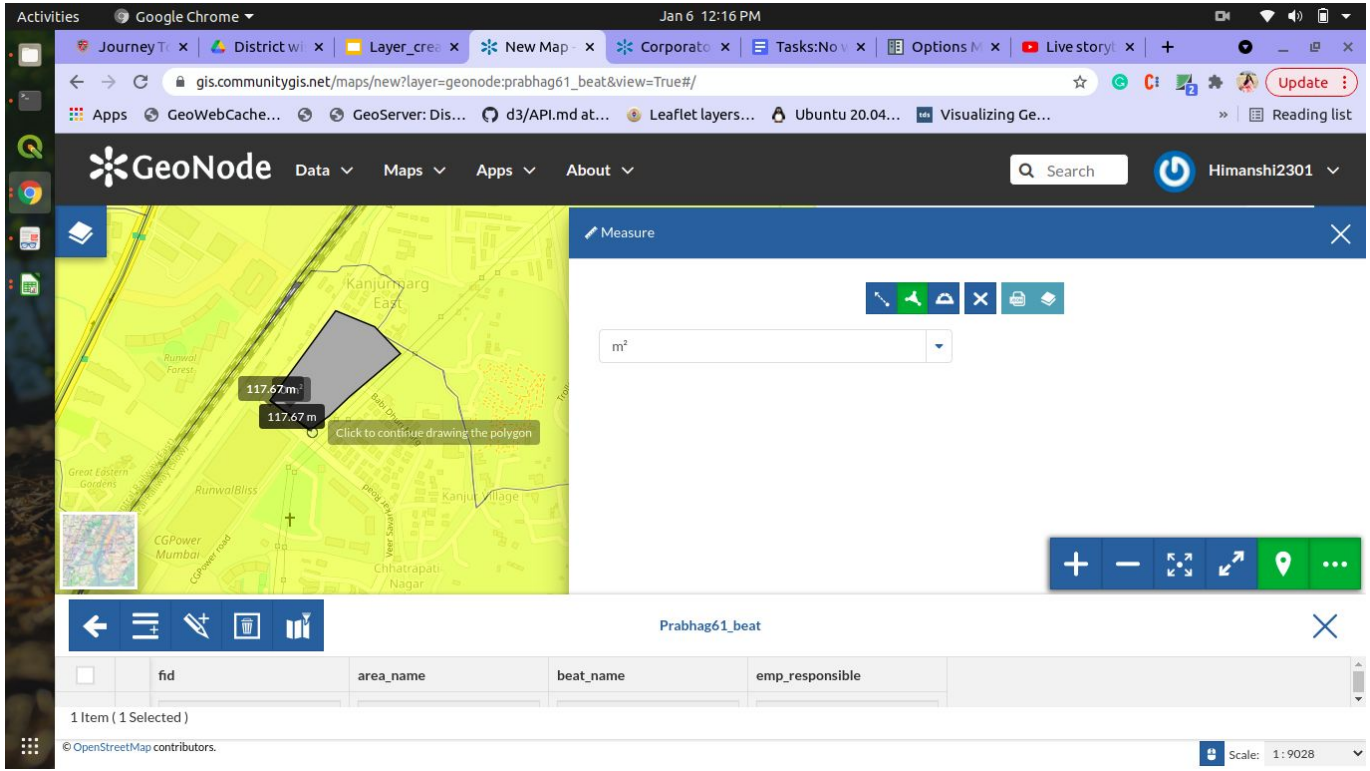


Now we need to make sure that the drawn polygon is approximately 8000 m. sq.

- In this dialogue box click on second icon to measure the area of the polygon drawn.
- Select the unit as m sq. from the dropdown.

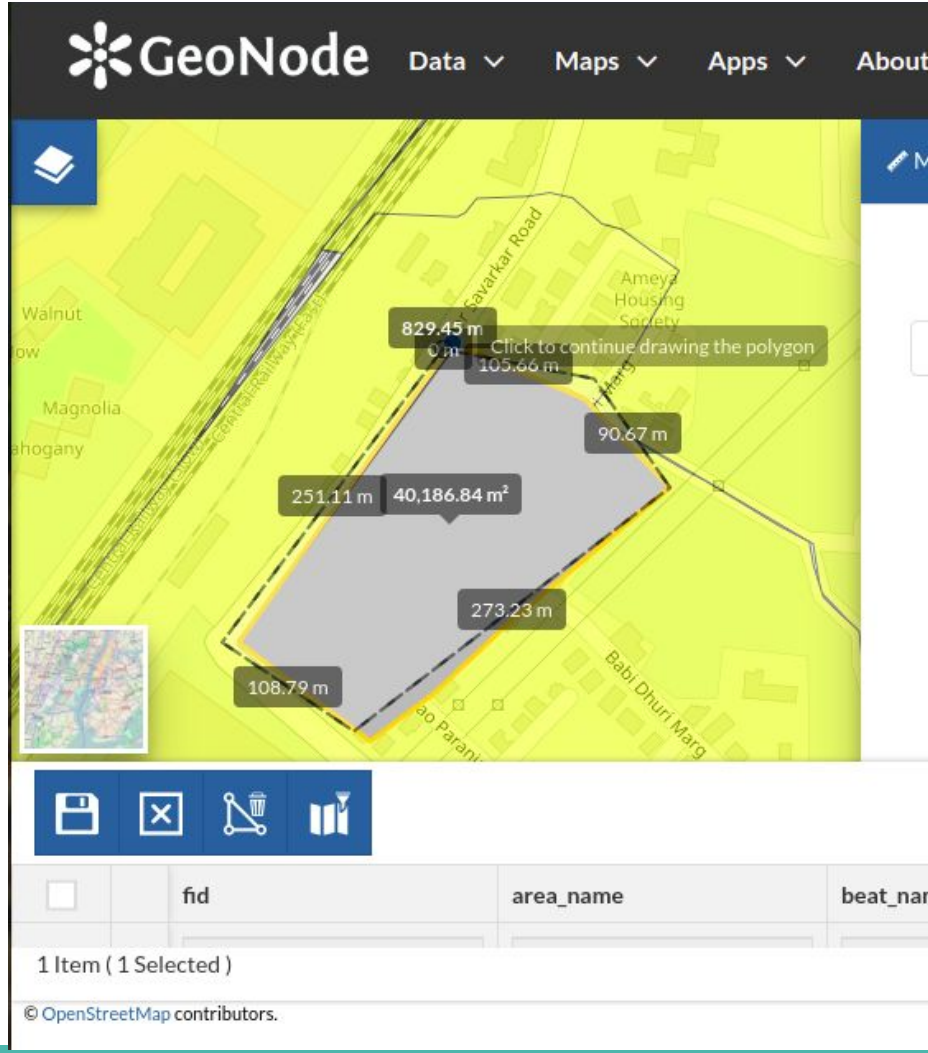
Now we need to make sure that the drawn polygon is approximately 8000 m. sq.

- Slide the dialogue box using mouse to zoom on drawn polygon



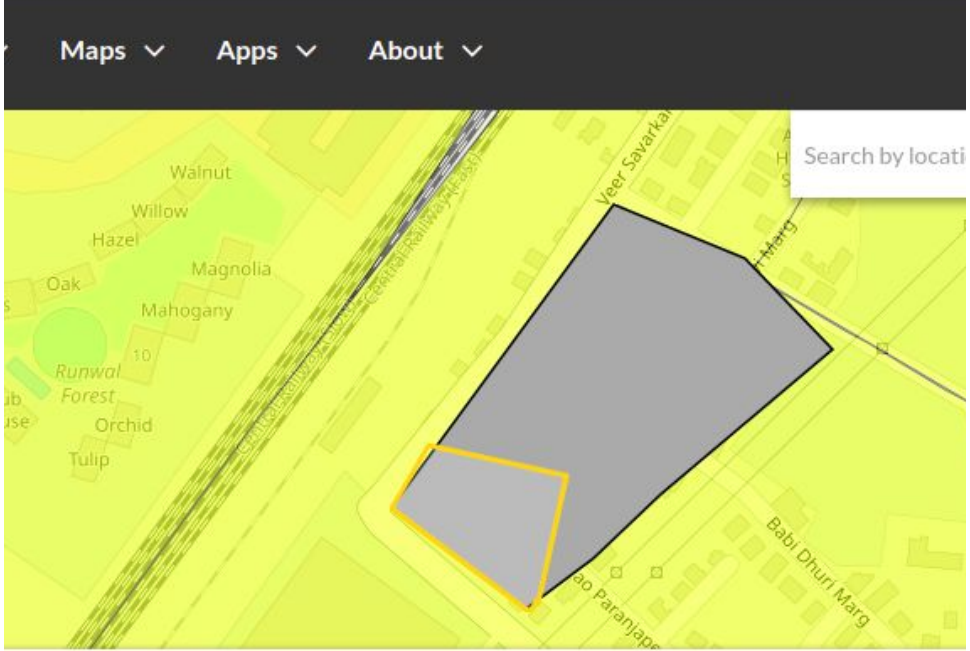
Now we need to make sure that the drawn polygon is approximately 8000 m. sq.

- Start drawing polygon on the drawn polygon. It will show the area in between of the polygon. (Here its showing ~40,000 m sq which is way more higher than our requirement which is 8000 m sq.)



We need to edit the drawn polygon.

- Close the measure dialogue box
- Click on polygon's vertices and start reducing their lengths.

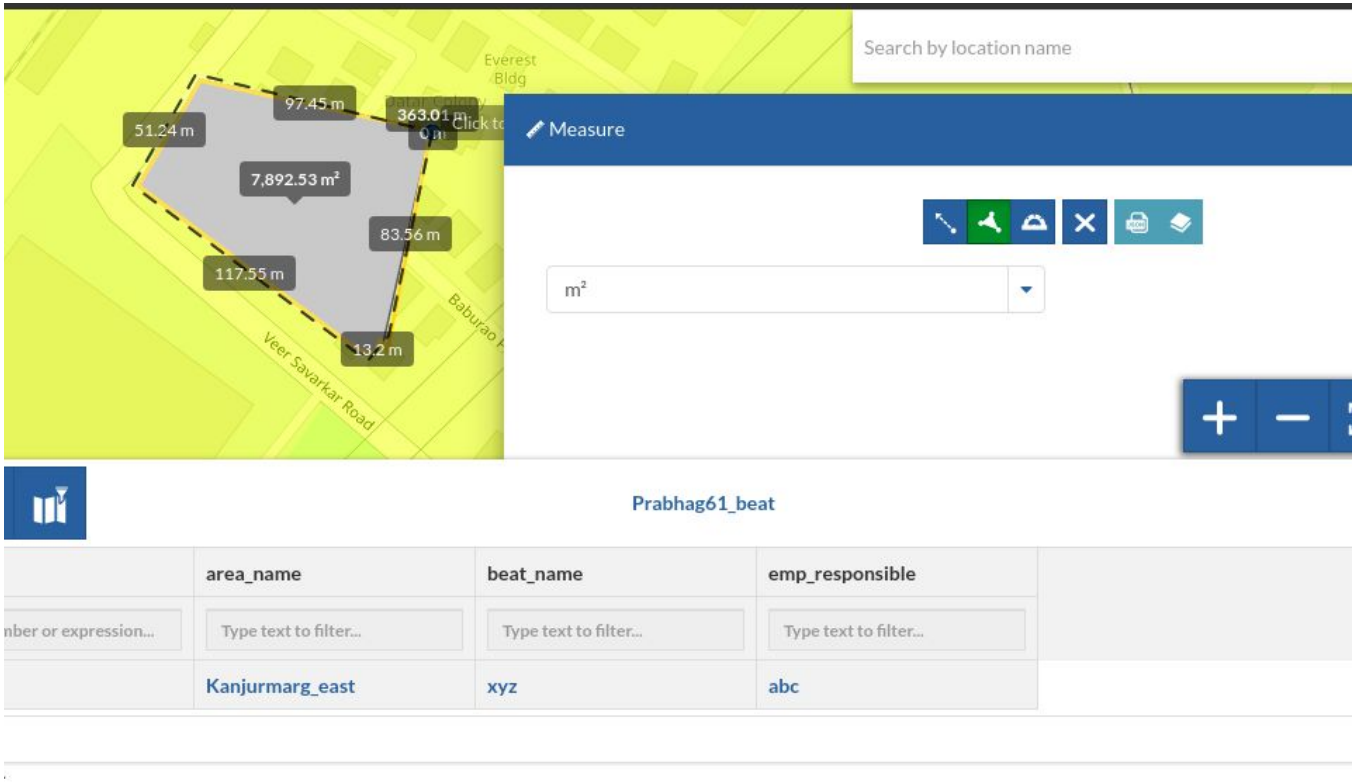


Prabhag61_beat

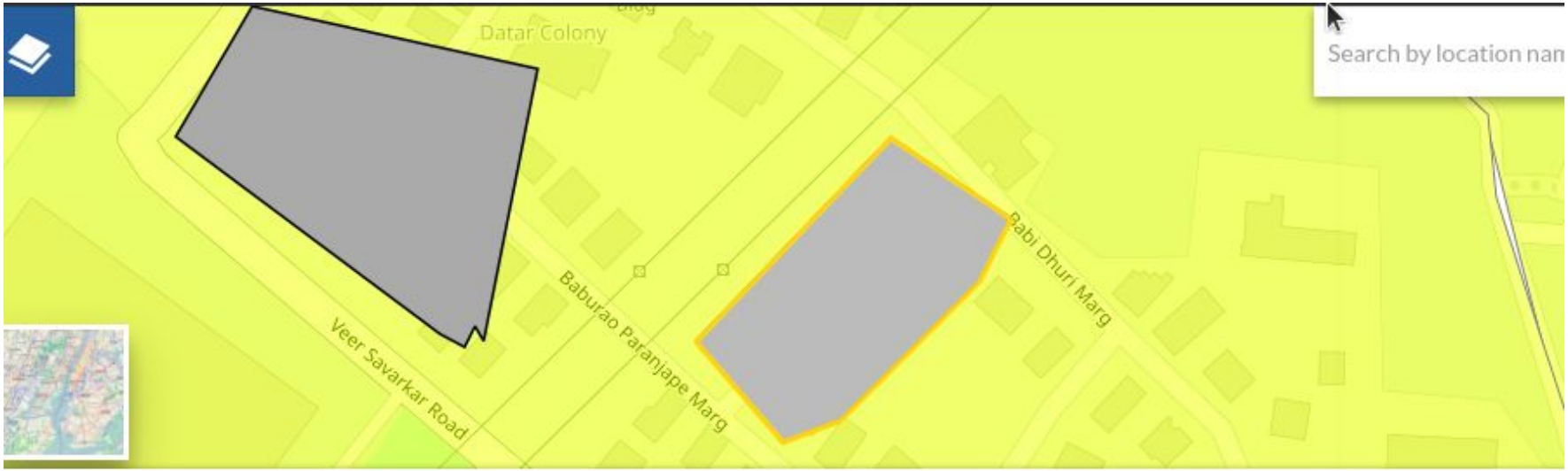
area_name	beat_name	emp_responsible
Type text to filter...	Type text to filter...	Type text to filter...
Kanjurmarg_east	xyz	abc

We need to edit the drawn polygon.

- Again measuring the area of reduced polygon.
- It's ~7800 m sq
- Close measure dialogue box.
- Click on save.



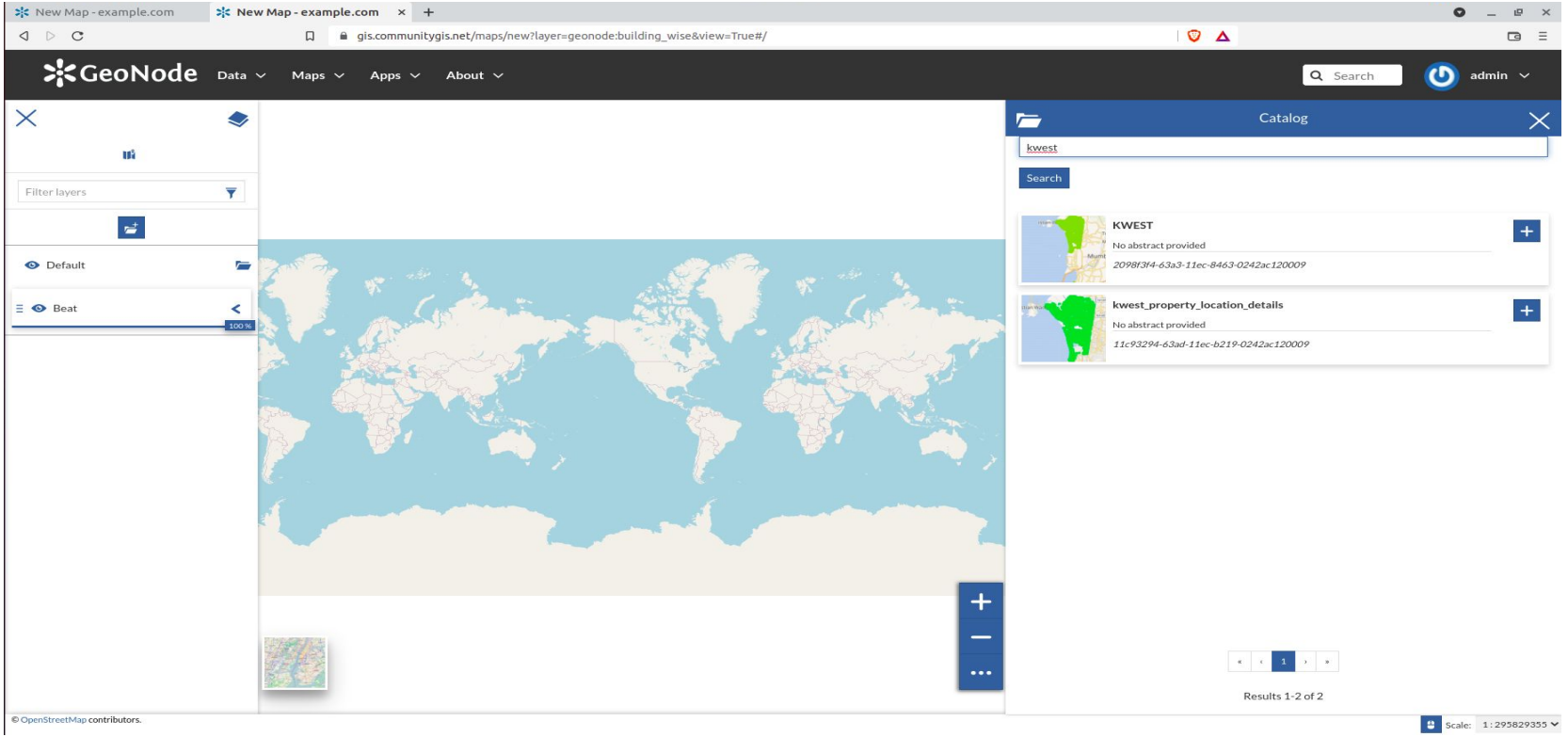
- Similarly you add more features(polygons)
- You can also Login later to edit layer and more features



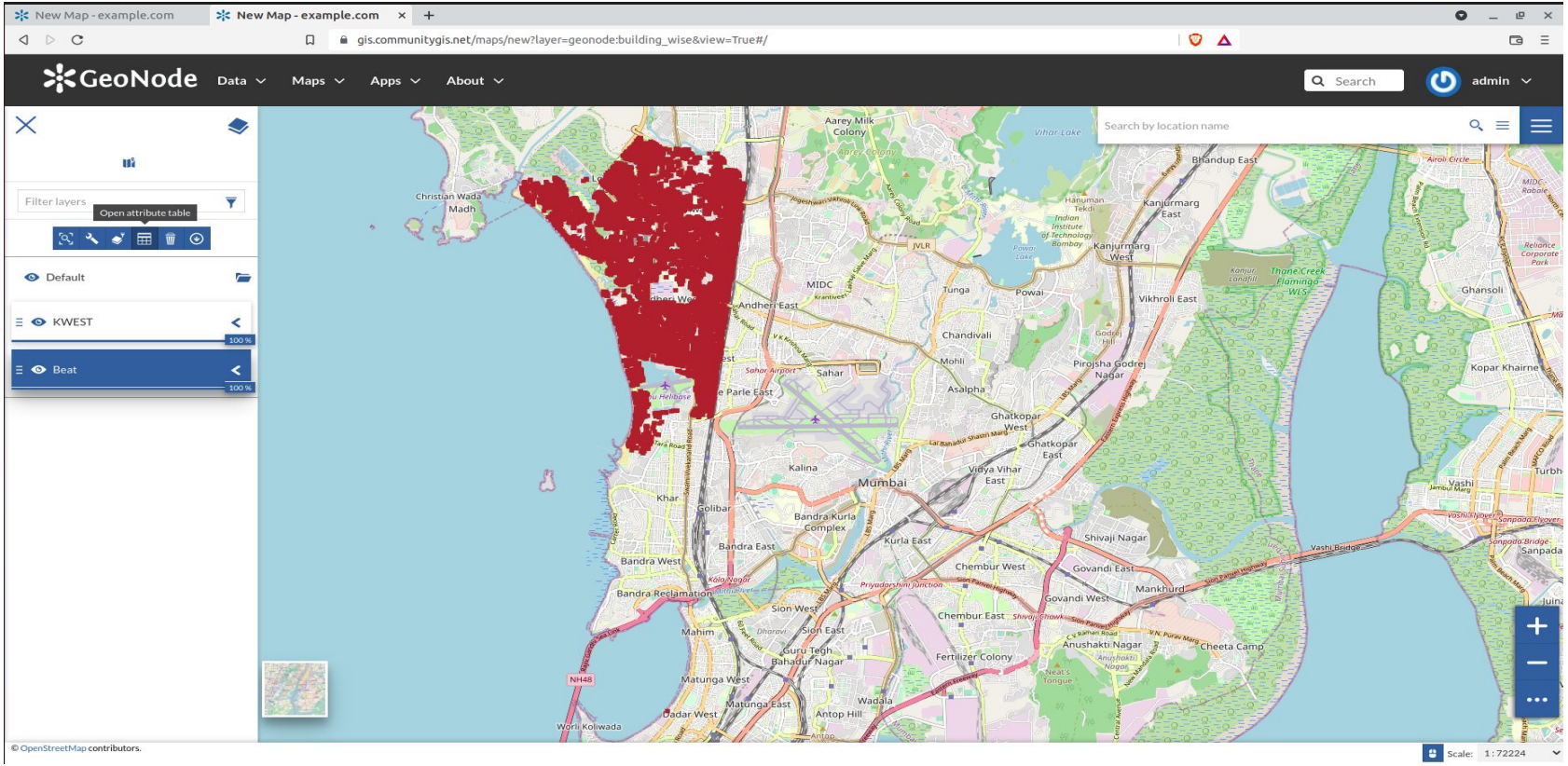
Prabhag61_beat

	fid	area_name	beat_name	emp_responsible
	Type number or expression...	Type text to filter...	Type text to filter...	Type text to filter...
	1	Kanjurmarg_east	xyz	abc

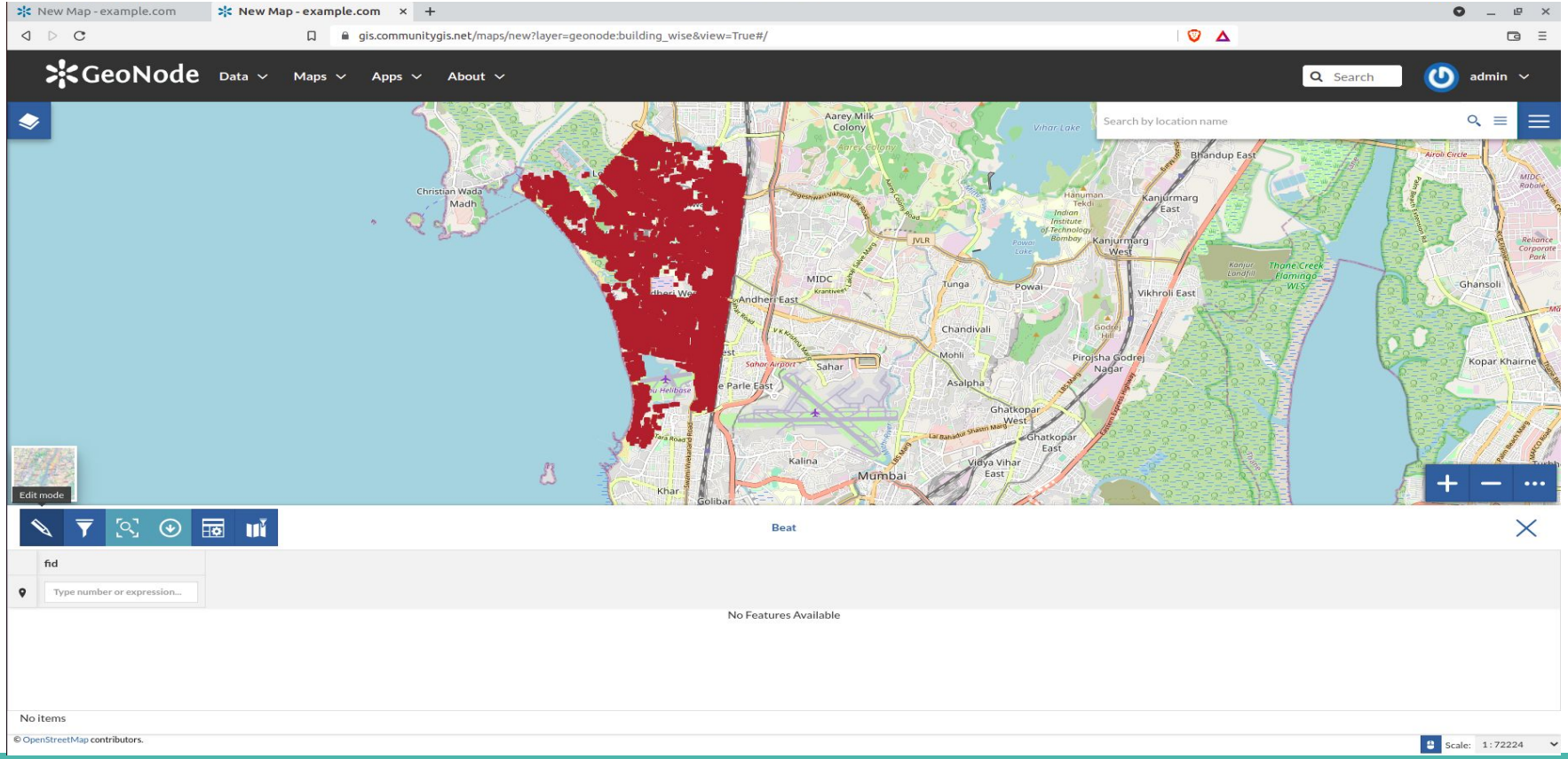
Add KWest layer to the map



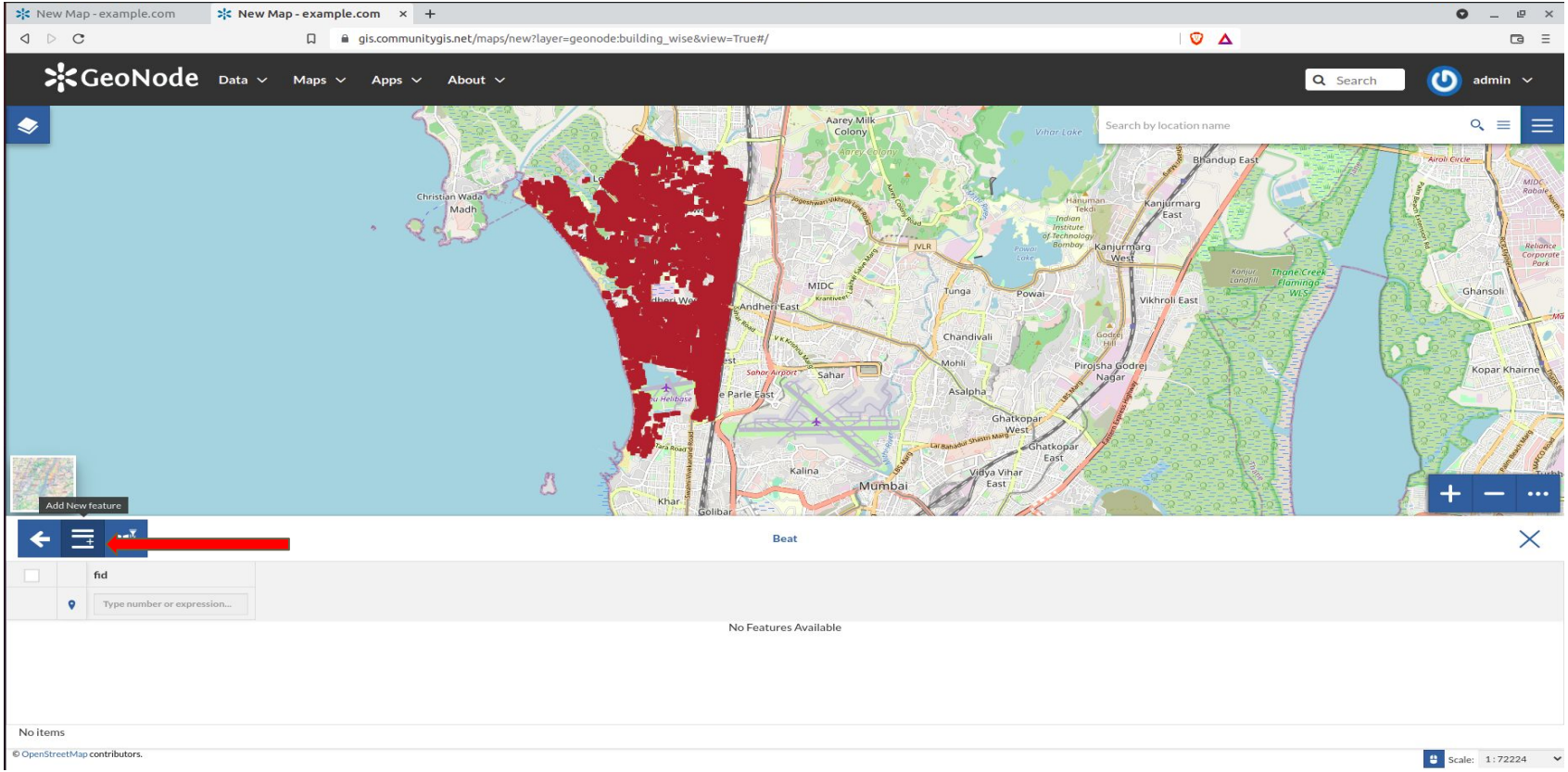
Select new layer and open attribute table



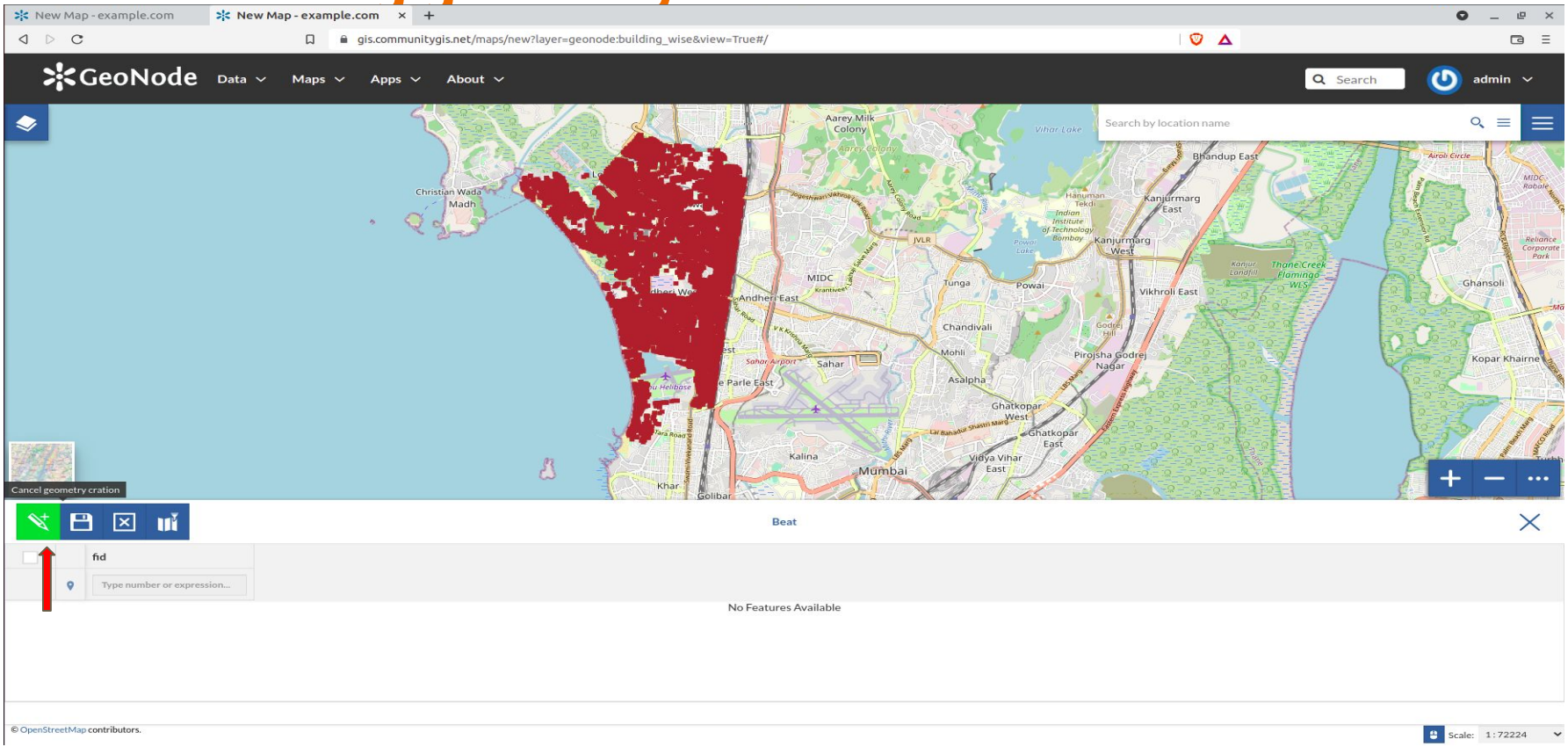
Click on edit mode button to add features



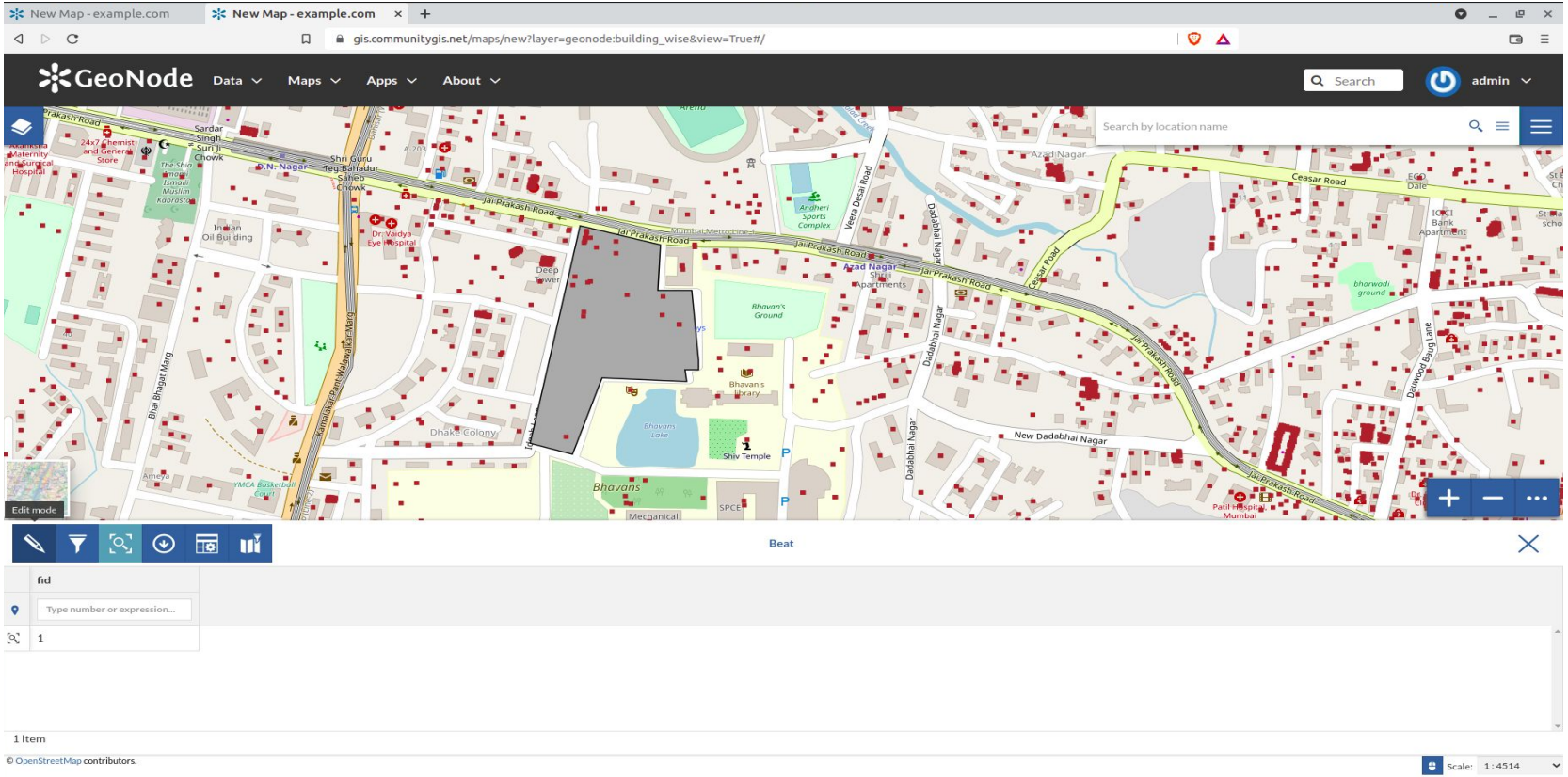
Click on “Add New Feature” Button



Start creating geometry



Create beat polygon and save



Thanks