Learn how to use the LogIE editor interface

This manual serves as a guide for editors on how to use the LogIE interface. For more information about what the tool is for, please refer to: https://logcluster.org/logie/about. Also, in this link there is another manual that explains how to use all functionality that LogIE has in the public pages.

All information that appears in the public LogIE interface can be edited through its ‘editor’ interface. The editor interface is only accessible by authorized users. These users; called LogIE editors, are responsible for updating data based on all incoming information received. Through customized access-controls, editors only have visibility of pages they are responsible for.

As LogIE in most cases manages humanitarian logistics information in preparedness and response activities, the information can be grouped into two categories:

- **Baseline information**
  This is information with long update cycles such as infrastructure information, construction of a new road or a warehouse extension. **Validity is prioritised over timeliness.** Such data is preferably sourced from subject matter units and data origin (e.g. official airport information and road authority).

- **Situational information**
  Also referred as emergency data; is temporary and related to a time-bound situation to cover a specific time period. An example of this is a flooded road. Out of its operational importance, **timeliness is prioritised over validity.** Such data is mainly populated at country level. To avoid outdated information, the information should have a defined time-period before phasing out or triggering a review mechanism.

LogIE uses geographic information system (GIS) technology. This is a technology based on geographic data, which in general terms; it is a system that has objects with geometry and attributes. These objects are commonly referred as features, and in LogIE every single point, polyline and polygon is a feature. Whereas the geometry gives information about location and shape (most common shapes are polygons, polylines, and points), the attributes give information about the properties of the feature.

For example, information about roads will appear as a polyline in a specific location with specific attributes, and these attributes will basically contain situational and baseline information.

This manual explains how to edit the geographic data using the LogIE interface.

**Edit a single feature**

To edit a single feature, regardless of its shape, the editor can click on the feature. After clicking on the feature, a pop-up window will open, showing all its attributes. At the bottom of this pop-up the editor will see the image of a pen, when clicking on it, a new window will open. This window comes from a widget called “editor widget”, and this is where the editor edits the attributes. To ease the process of editing and validating, the attributes appear, in most cases, grouped into three categories: “Sharing and visibility”, “Situational information” and “Baseline information”. The first group “Sharing and visibility” contains all
attributes that control how the feature is shown public. When the editor finishes the editing, by just clicking on “Update button” (located at the bottom of the widget) all edited attributes are saved.

On the other hand, if the editor does not want to edit a feature but wants instead to delete it, at the bottom of the “editor widget” a button “Delete” might appear. This button does not appear in all features but only to some of them. This is because some features are protected from being deleted.

**Practical example of editing a single feature**

An editor knows that a certain bridge has just collapsed, for that does following steps to update this information into LogIE:

1) Click on the icon of the bridge that has collapsed
2) In the pop-up window that appears after clicking, the editor clicks on the pen
3) A new window appears (coming from the “editor widget”), so the editor can change the attributes of the bridge. For that, the editor will modify the situation information, and then will make this bridge visible in the public interface by changing the value of the attribute “Show on Public” to “Yes” in the “Sharing and visibility” group. If the editor has also an image or document that provides more relevant information, this can be attached by clicking at the “+ Add” appearing at the bottom.
4) Once the editor finished changing the attributes, the editor will click on “Update” and anyone that will enter to the LogIE public interface will see that this bridge has collapsed

**Edit features in groups**

When the same changes of attributes need to be applied to a group of features, instead of having to edit feature by feature changing the same attributes every time, there is a widget that supports editing in batches. This widget is called “batch editor”. This widget has three main steps: 1) to select the layer of the features to modify, 2) to select the features that the editor wants to edit at the same time, and 3) to change the attributes.

For the second step – to select the features - the editor will have two options: 1) to select all features using a polyline or 2) to select all features using a polygon. If the editor selects a polygon, all features that will remain inside the area of the polygon, will be the features affected by the batch editing. In a similar manner the polyline will only affect the feature that will be crossed by the line.

Examples of when to use this widget:

- The editor knows that different bridges that appear on the map as “Not accessible”, are now accessible. For that, instead of going bridge by bridge and modifying the same attribute, the editor can use the batch editor and modify the situation status of all bridges at the same time.
The editor knows that a road is blocked from the village A to the city B, for that the editor needs to change all segments of the roads\(^1\) that comprise the road between A and B. Instead of having to change every segment, the editor will use the batch editor and select what is the chunk of roads that wants to change. When modifying roads, the batch editor has a special behaviour; if the chunk of road to edit doesn’t match with the length of the segments, the segments of the road will be cut in smaller pieces to adjust to the chunk of road the editor wants to edit.

**Practical example of editing using the batch editor**

An editor knows that a road that appears in LogIE as not accessible from village A to city B, is now accessible. For that:

1. Clicks on the “batch editor widget”
2. A window will open asking to select which layer to modify. In this case “Roads”
3. After clicking at “Next”, the editor has the option to select “Polyline” or “Polygon”. In this case, since it is a single road trajectory, the editor will choose polyline.
4. The editor draws on the map the road trajectory affected (in this case from village A to city B). When finishing the selection, the editor will double click at the end of the drawing made.
5. Then the widget will ask to change the attributes, after doing so the editor will click at “Commit” and all changes will be saved.

**Edit features in a spreadsheet-like table**

Sometimes it is more practical to edit features like we edit data in a spreadsheet. For that, there is a widget called “feature table”, and works as any spreadsheet does. Every layer appears as a tab, and every feature as a row in the table. Columns can be ordered, and the values of its cells changed. This time the editor won’t need to save the changes, any cell edited will be automatically saved. Only features displayed on the map appears on the table - that means -, if the editor zooms in or zoom out, the table will contain more or less features/rows.

By clicking on the widget, the editor will see the tables of features, and when clicking on a row (a feature), the feature will appear selected on the maps.

**Add a feature**

To add features on the map, it is as easy as going to “editor widgets”, selecting the desired feature to add and place it on the map. After placing the feature, the “editor widget” will show all of its attributes to be edited.

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\(^1\) Roads have the shape of polyline, and is composed of multiple segments, being every segment another feature. In other words, a road that connects two different villages, although might be the same road, it is normally composed of different segments/features
Practical example of adding a feature

An editor is aware of a bridge in a specific location that has collapsed, but when looking at the map this bridge is not there. For that, the editor will need first to add the feature on the map, and then fill out the most relevant attributes.

1) The editor clicks on the “editor widget”, and selects the bridge icon
2) The editor placed the bridge on the locations known
3) The editor edits the most relevant attributes of this features based on the information available

Manage incoming information

One of the main challenges of editors is to know what the situational status is; most of the time these updates will come in many shapes and forms: calls, emails, chat groups, social network, face to face conversations, reports, public informations (news, blog, etc). In order to simplify and centralise all these different inputs, LogIE uses reports. For example, if an editor receives an email or a call informing that a bridge is blocked, instead of directly changing the status of the bridge, the editor can create first a report based on the news received, so later any other editor can verify the information and change the associated feature/s accordingly.
All incoming information received is centralised in LogIE through reports, being reports another layer in LogIE. To optimise the time to manage all incoming reports, the editor can make use of the “Reports manager widget”. This is a widget that shows all reports and groups them by its field validation status. The field validation status shows if the report is new, under review, valid, not valid or outdated.

Reports are normally the only layer that editors cannot delete its features, instead editor can mark report as not valid or outdated. The reason of that, is that report is the main source of historic information. And can contain information that for future scenarios might be useful.

www.logcluster.org/logie/about
Practical example of managing reports

The editor wants to check the new reports received, for that:

1) Opens the “Reports manager widgets”
2) Changes the validations status to only see “New reports”
3) Then all new reports appear on the widget, and the editor can go one by one to analyse them in more detail. Every time that editor clicks on report, the map will be centred to the report and its popup window will open. Then the editor can also edit its attributes by clicking in the pen image. When the “Editor widget” will open and the editor will be able to edit its attributes – in “Sharing and visibility” the editor will be able to change its validation status.

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