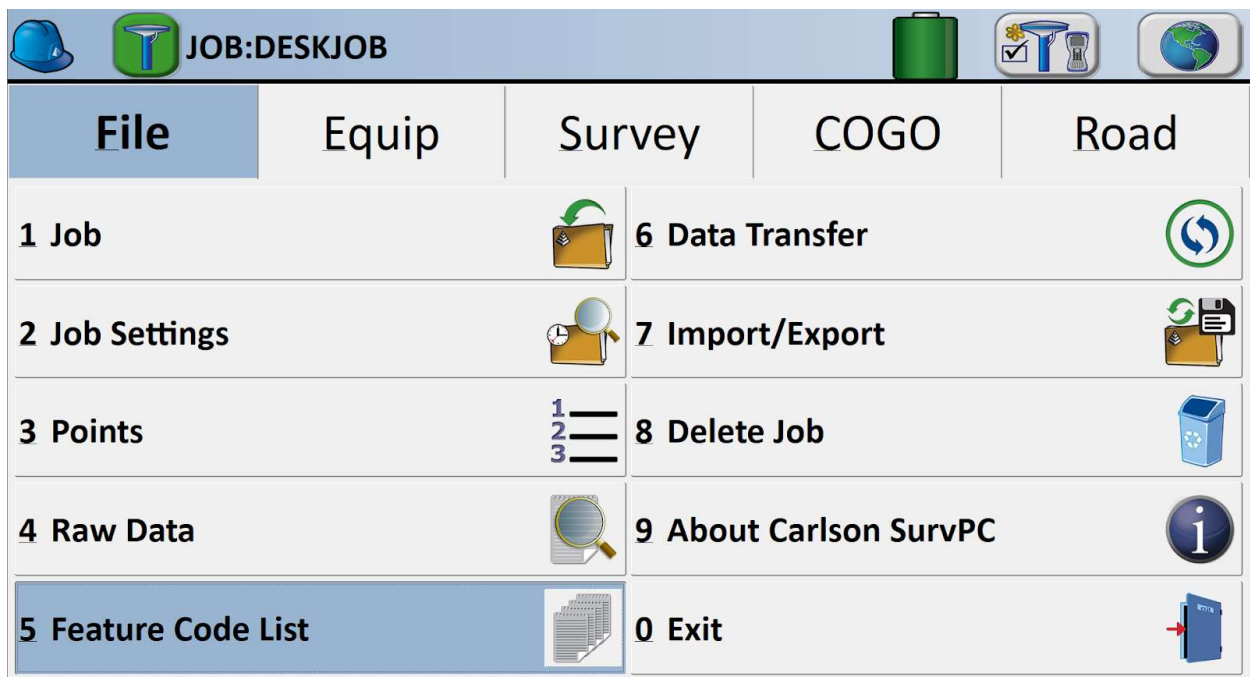# Using Attributes with SurvPC

GIS Feature Attributes in SurvPC can be associated with any feature code in your feature code list. Once configured, use of that code as your description while storing points will prompt the user for the configured attributes automatically.

To setup an attribute, tap File then tap the "Feature Code List" button from the main menu

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In this example, I will be adding attributes to my CT(Coniferous Tree) code. I select it from the list and press the edit button.

The edit button allows you to select the category, symbol, layer, full text, and entity type for your feature code. From this dialog I can also press the "New Feature" button to add GIS Attributes for this code.
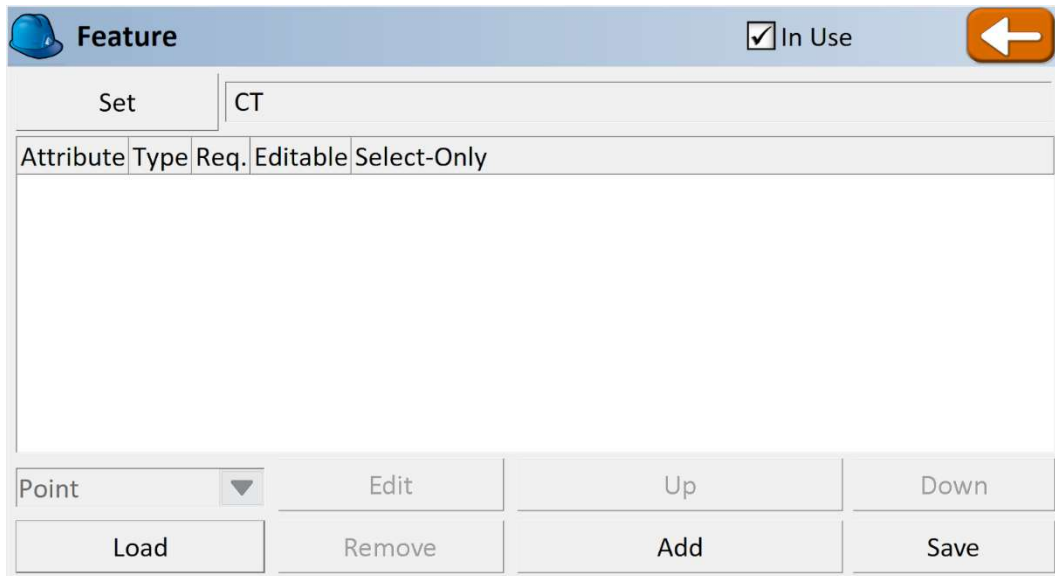
Pressing the "New Feature" button, I have the option to load up an existing *.GIS file with feature attributes, or I can press ADD to add a new attribute.

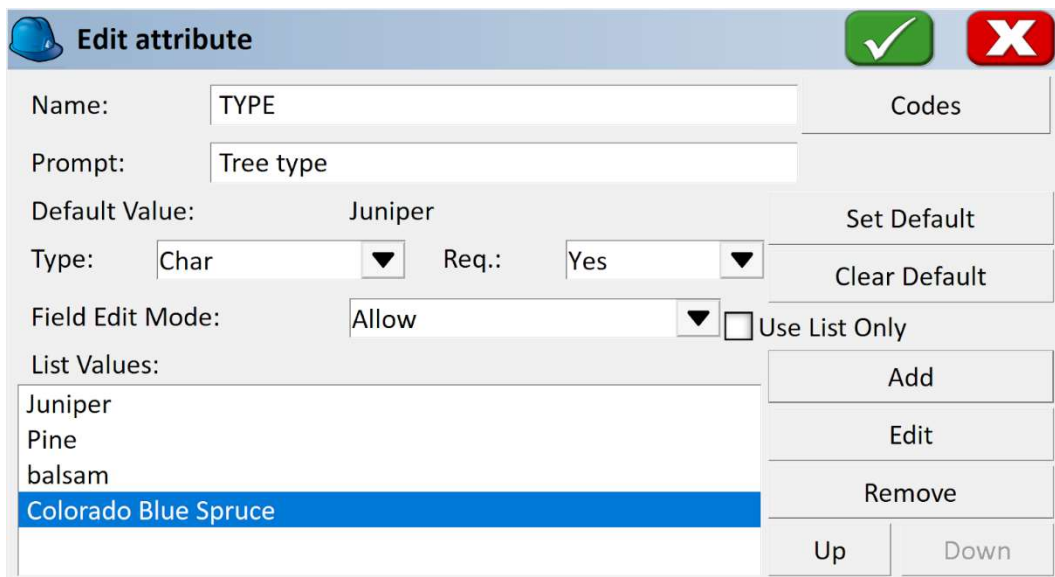I'll press Add to add a new attribute. I call my new attribute TYPE, with prompt "Tree type". I can select the type of data to be collected as Char (meaning a character string), set the attribute to required, and finish by adding a list of selectable values. By leaving Field Edit Mode set to "allow" I leave the user the ability to enter options outside of the predefined list.

I add a second attribute for height, collecting a real (or decimal) value:

Finally, I'll add a third prompt to track tree health. For this one, I choose to lock my list by selecting "use list only". The user must now choose YES or NO. It is a required field.
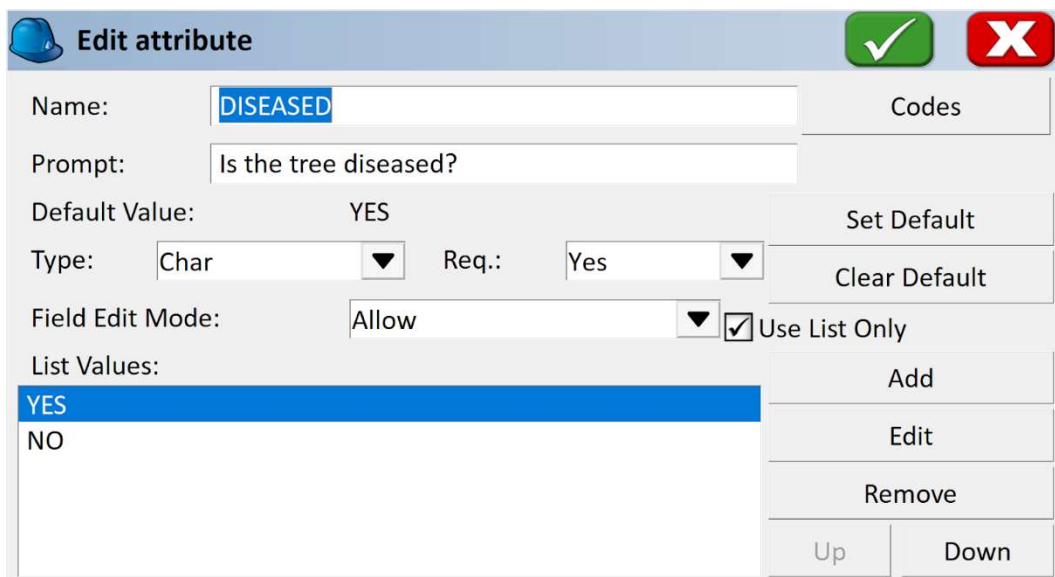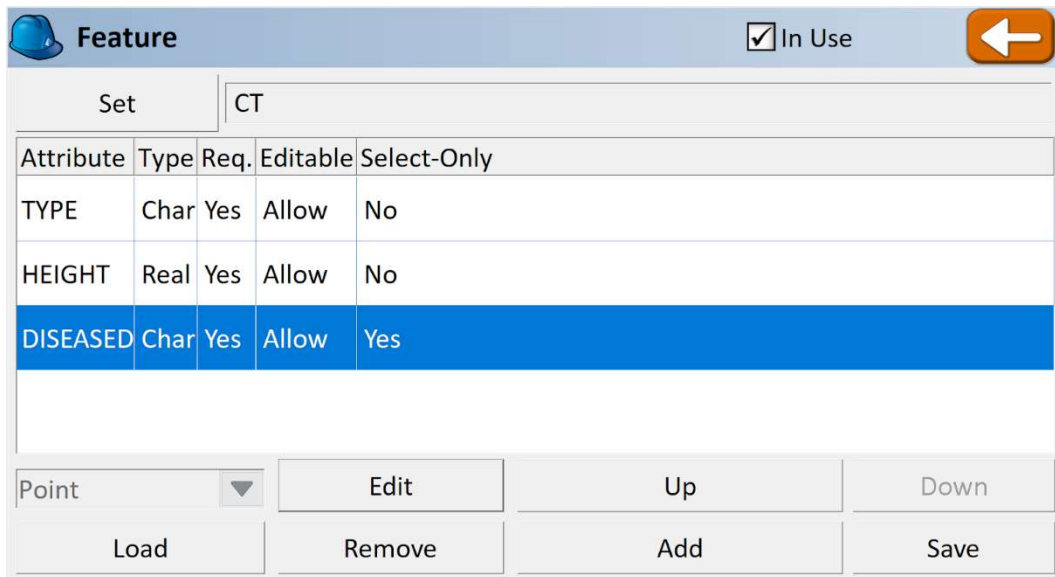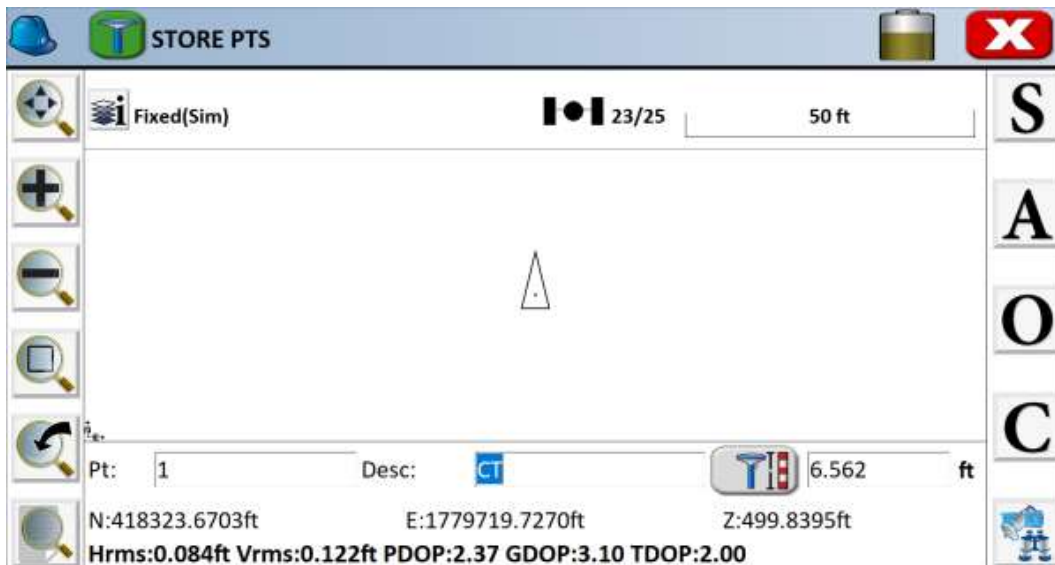
Once complete I can return to the previous screen to view all of my attributes. Press the save button to save these attribute definitions into a .GIS file. This *.GIS file can then be shared along with the feature code list to other users.

Now I am ready to use my new attributes.

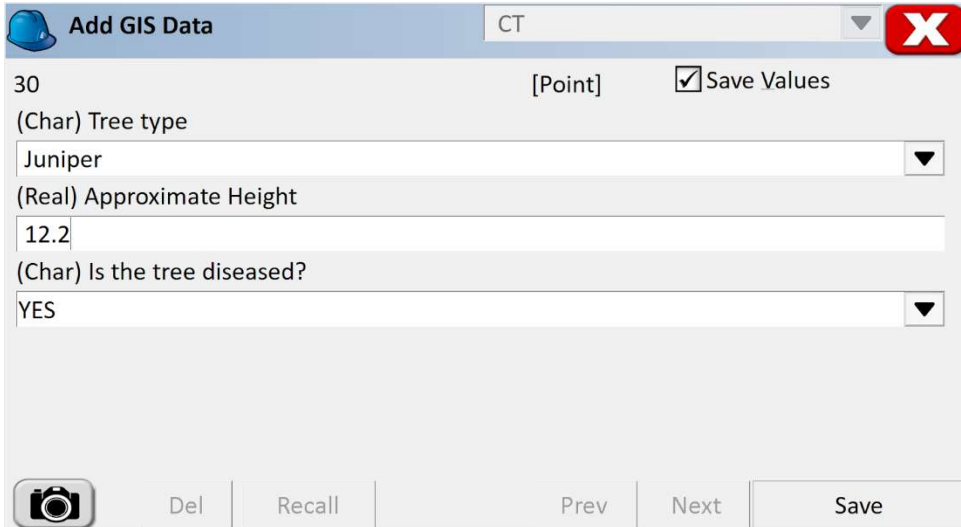Tap Survey / Store points then store a point with a description of CT like the screenshot below:

Immediately after storing the point, I am prompted for my new attributes:

I also have the ability to add a photo using the "Camera" icon. Note the "Save Values" checkbox in the top right. Turn on this checkbox to save the entered values in temporary memory. The next time this code is used, the "Recall' button in the bottom left can then be used to recall the saved values. This functionality is similar to the old-style MS/MR calculator buttons.

Alternatively, the values entered by the user can be saved and carried over automatically to the next use of the code every time. This option can be enabled from the Main Menu by tapping the blue "Helmet" in the top left then tap "Advanced Settings" and tap "GIS Input Settings" where you can check the box for "Automatic Recall Last GIS Values" then tap the green check to save and apply these changes.