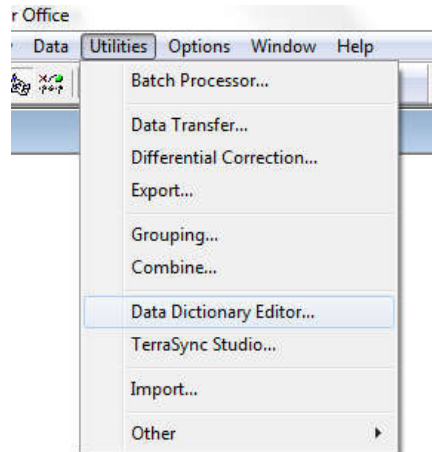
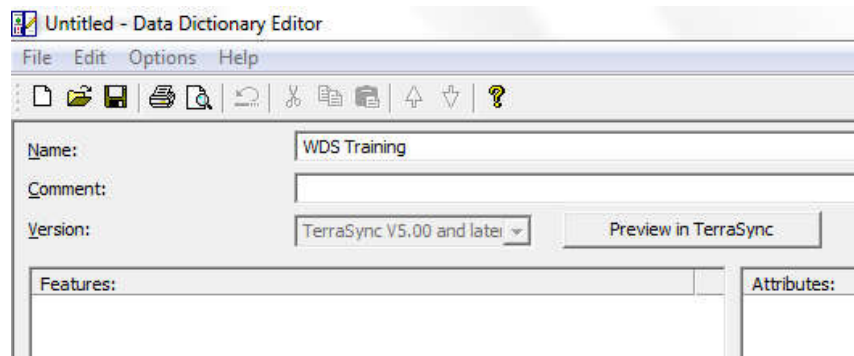



Trimble Pathfinder Office Data Dictionary Creation

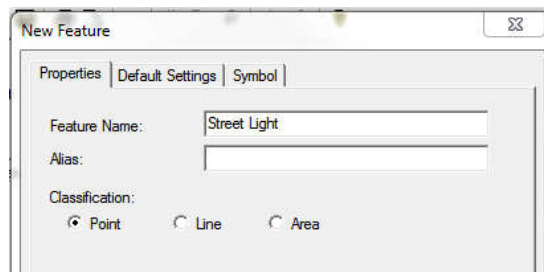
1. Navigate Utilities > Data Dictionary Editor...



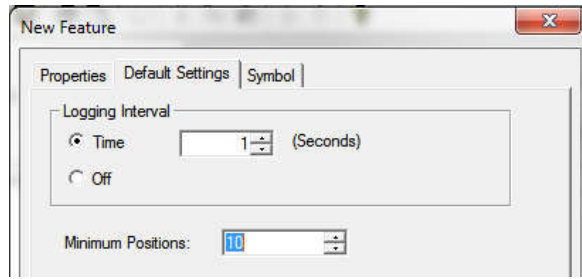
2. Name your data dictionary and change the version to "Terrasync V5.00 and later"



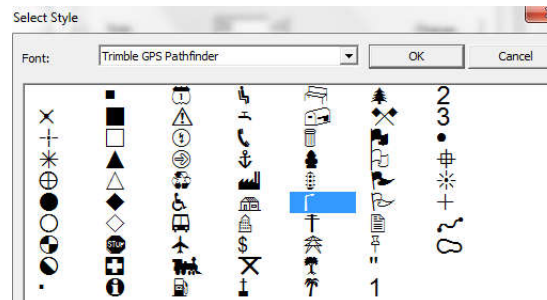
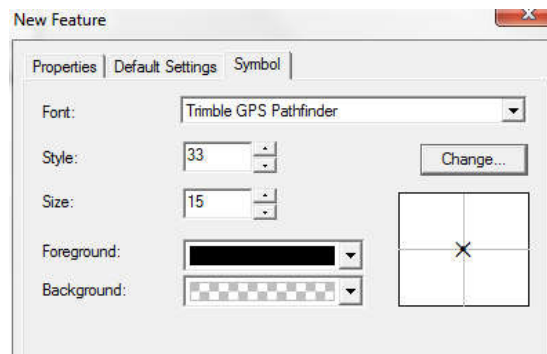
3. Click on 
4. Enter "Street Light" under "Feature Name" and ensure "Point" classification is toggled



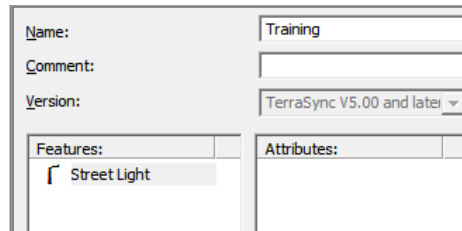
5. Click the "Default Settings" tab, and change "Minimum Positions:" to 10



6. Click on the “Symbol” tab, click , choose the light pole as your symbol, and click .



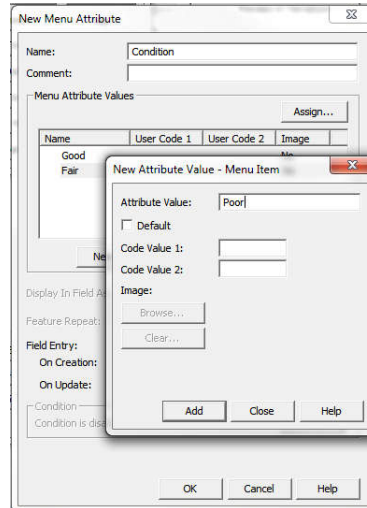
7. Click in the “New Feature” window. You should now have a new “Street Light” feature listed:



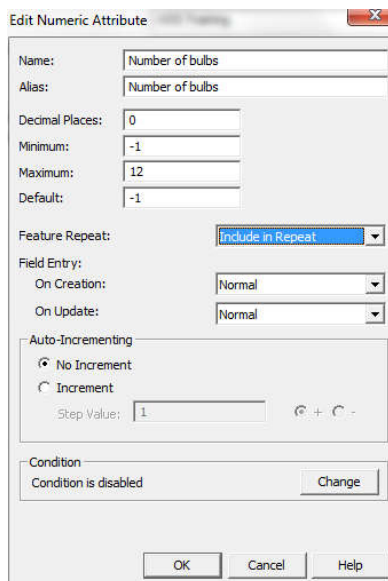
8. We will now add attributes to the “Street Light” feature. Click on
9. In the “New Attribute Type” window click on , and name the attribute “Condition”

10. In the “New Menu Attribute” window, we will now enter values: Good, Fair, Poor

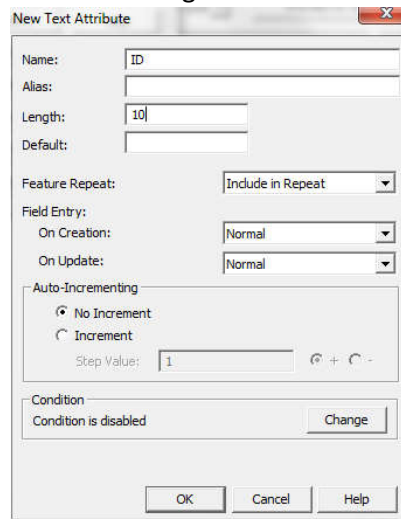
This is done by clicking in the “Menu Attribute Values” section, typing in the desired value in the “Attribute Value:” line, and clicking



11. Next, click on and name the attribute “Number of bulbs”



12. Next, click on **Text** and name the attribute “ID” and length of 10

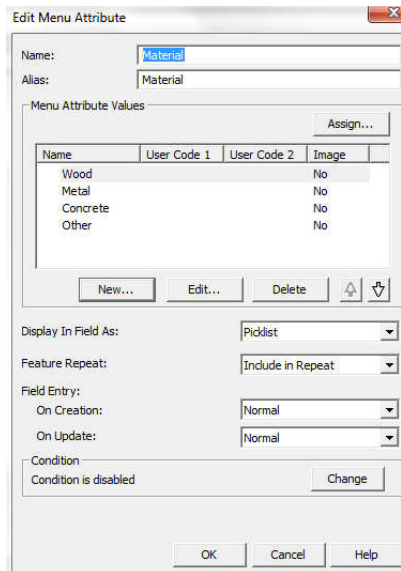


New Text Attribute

Name: ID
 Alias:
 Length: 10
 Default:
 Feature Repeat: Include in Repeat
 Field Entry:
 On Creation: Normal
 On Update: Normal
 Auto-Incrementing:
 No Increment
 Increment
 Step Value: 1
 Condition: Condition is disabled
 Change

OK Cancel Help

13. Click on **Menu** and name the attribute “Material” and add values of “Metal”, “Wood”, “Concrete” and “Other” then click on **OK**



Edit Menu Attribute

Name: Material
 Alias: Material
 Menu Attribute Values
 Assign...

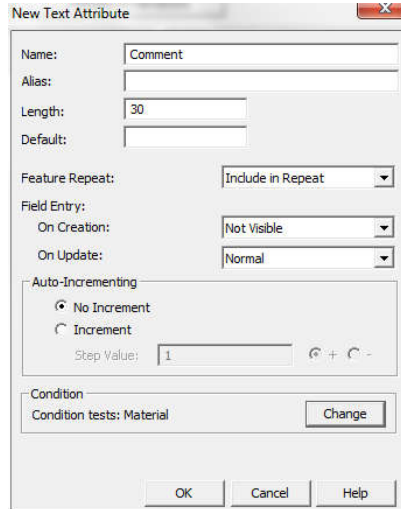
Name	User Code 1	User Code 2	Image
Wood			No
Metal			No
Concrete			No
Other			No

 New... Edit... Delete
 Display In Field As: Picklist
 Feature Repeat: Include in Repeat
 Field Entry:
 On Creation: Normal
 On Update: Normal
 Condition: Condition is disabled
 Change

OK Cancel Help

14. Now we need to make a Comment field for if we choose “Other” but this attribute will be hidden unless we choose “Other”

15. Click on and name attribute "Comment", and choose NOT VISIBLE under On Creation then change Condition to Enabled



New Text Attribute

Name:

Alias:

Length:

Default:

Feature Repeat:

Field Entry:

On Creation:

On Update:

Auto-Incrementing

No Increment

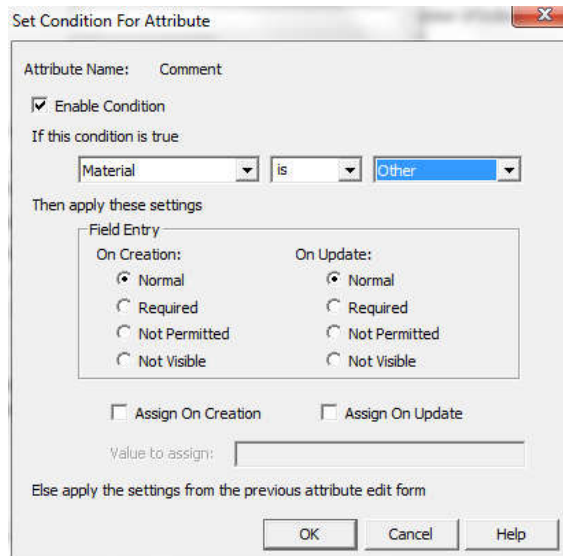
Increment

Step Value:

Condition

Condition tests:

16. Place a check box in the Enable Condition and choose Material and then choose Other and click OK



Set Condition For Attribute

Attribute Name:

Enable Condition

If this condition is true

is

Then apply these settings

Field Entry

On Creation: Normal Required Not Permitted Not Visible

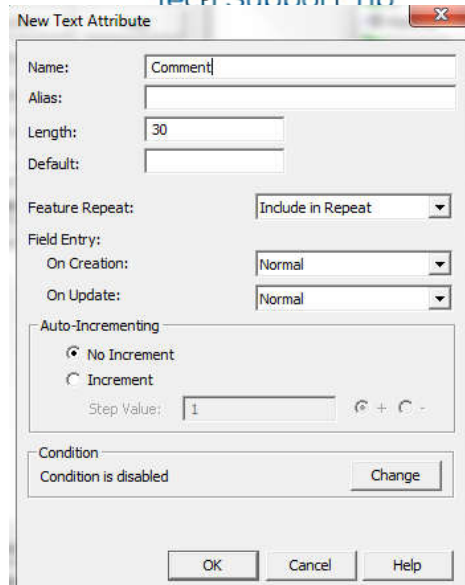
On Update: Normal Required Not Permitted Not Visible

Assign On Creation Assign On Update

value to assign:

Else apply the settings from the previous attribute edit form

17. Click on Text and type in "Comment" and leave the length at 30



New Text Attribute

Name:

Alias:

Length:

Default:

Feature Repeat:

Field Entry:

On Creation:

On Update:

Auto-Incrementing

No Increment

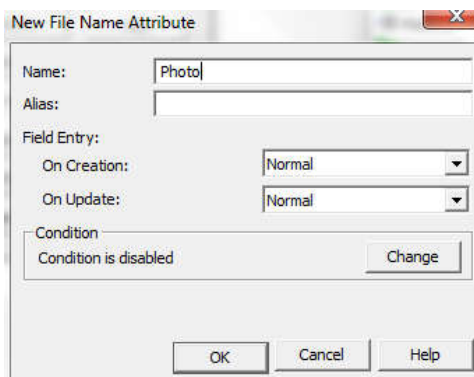
Increment

Step Value: + -

Condition

Condition is disabled

18. Click on File Name and name the attribute Photo



New File Name Attribute

Name:

Alias:

Field Entry:

On Creation:

On Update:

Condition

Condition is disabled

19. Now create the next features on your own with the following attributes
- a. Sign
 - i. Sign Type (Stop, Yield, Dead End, One Way, Speed and Other)
 - ii. Condition (Good, Fair and Poor)
 - iii. Comment
 - iv. Photo
 - b. Curb
 - i. Comment
 - ii. Photo
 - c. Parking Lot
 - i. Surface type (Gravel, Concrete, Asphalt and Other)
 - ii. Comment
 - iii. Photo
 - d. Tree
 - i. Species (Pine, Oak, Elm, Mesquite, Hackberry, Maple and Other)
 - ii. Diameter
 - iii. Height
 - iv. Drip Width
 - v. Condition (Good, Fair or Poor)
 - vi. Date
 - vii. Time
 - viii. Comment
 - ix. Photo
20. Save your Dictionary