

Adding an existing layer to the map

Rather than having to reimport the same data over and over again, you can add existing layers to a new project using the **Use Existing Layer** option in SKiN. The following instructions will give you a step-by-step guide on how to use the **Existing Layer** function in SKiN.

Before you begin

Before you start using SKiN you need to ensure you already have data imported into SKiN and saved in another project. Please refer to the following sections for help on importing data:

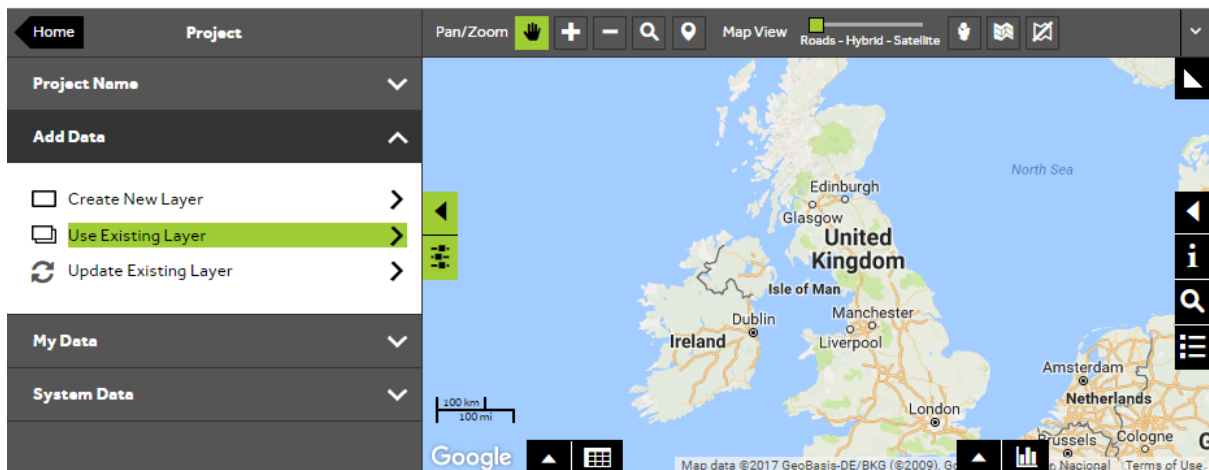
- Catchments Steps – Import Data
- Catchments Steps – Manually Add Data



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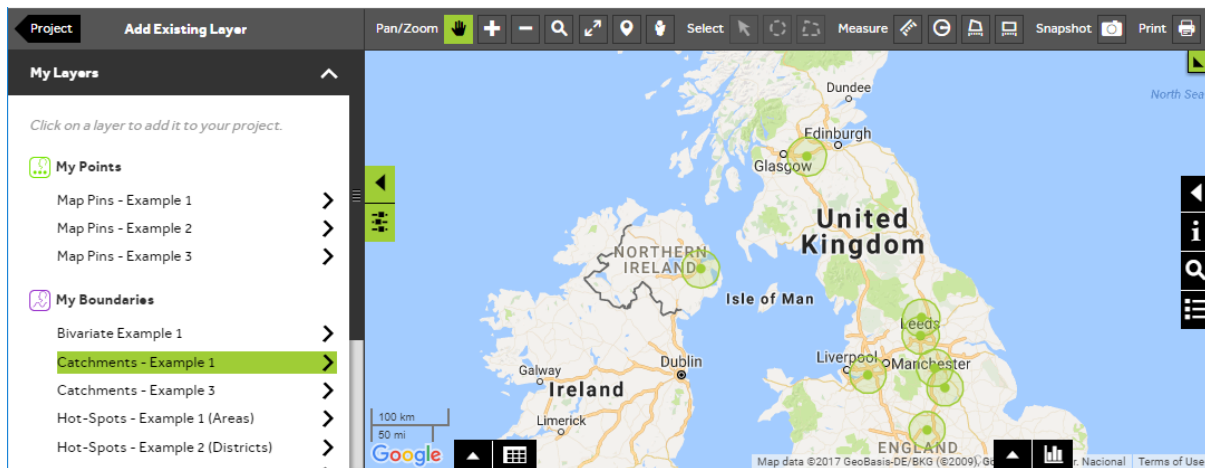
Use an Existing Layer

- To use an **Existing Layer**, **Open or Create a new project** and then choose **Add Data, Use Existing Layer**.



Select a Catchment layer

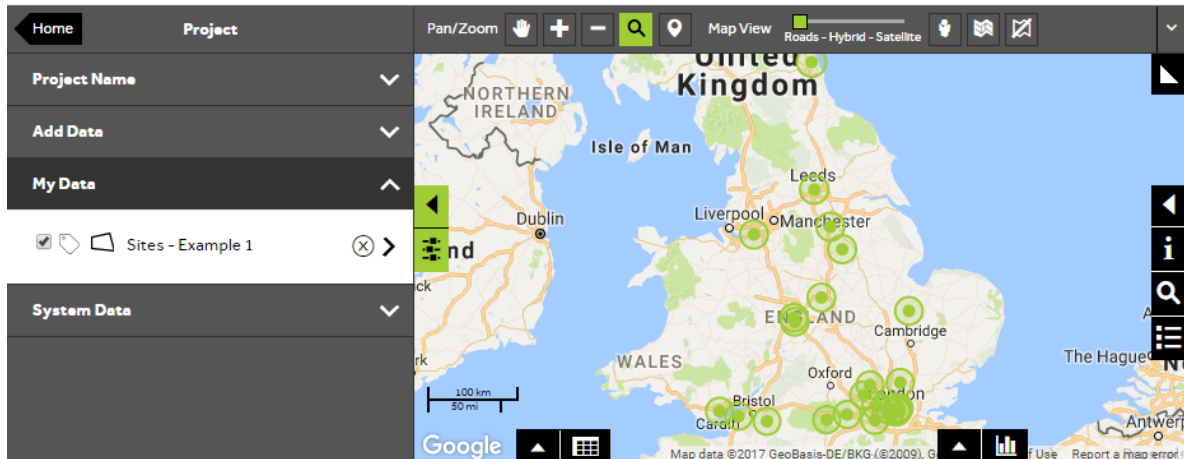
- A list of all the available layers will be displayed. The layers are grouped into two sections. **My Points** (Map Pin layers) and **My Boundaries** (Catchment, Hot-Spot and Territory layers). Select the layer that you want to use by clicking on it. Your layer will then be added. You can add as many existing layers as you want to by clicking on the layer name and adding one layer at a time.
- When you have added all the existing layers that you require, press the **Project back arrow** to return to the **Project Editor**.



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Return to the project

- All of the layers that you have added will now be included within the **My Data** section of the **Project Editor** panel. Note that any changes which are made to a layer will be saved after you have saved the project. If there are any other projects which contain this layer, then the changes will also appear in the layer of these projects too.



What do you want to do next?

Once the layers are added to your project you may want to change the colour of your Catchments based on a column from your data or you may wish to change the size of your Catchments. Please refer to the following sections of the support area for further assistance:

- Refer to: **Catchments Steps – Style Layer - Colour**
- Refer to: **Catchments Steps – Create Radial Catchment**
- Refer to: **Catchments Panel** (help guide)
- Contact: **Geoplan Support**