

## Changing the name of a Catchments layer

Once you have Catchments added as a layer to your project you can use the **Catchments Panel** to control the name and appearance of the layer, as well as the data associated with it. The following instructions will give you a step-by-step guide on how to change the name of a Catchments layer in SKiN.

### Before you begin

Before you start styling your Catchments, make sure that you have the data set up in a saved project. If you need assistance getting the data into SKiN please refer to the following sections:

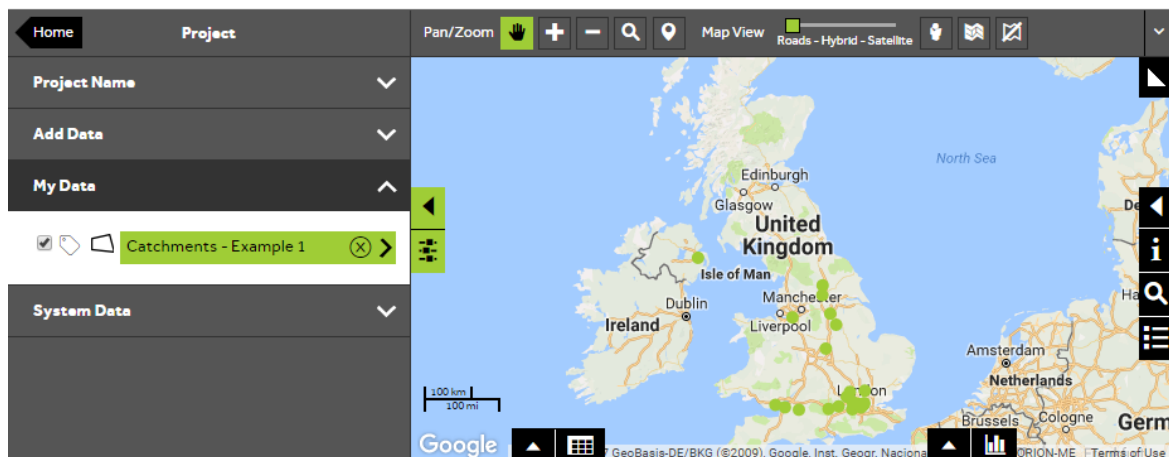
- Catchments Steps - Create Project
- Catchments Steps - Import Data



1 of 3

### Style a Catchments layer

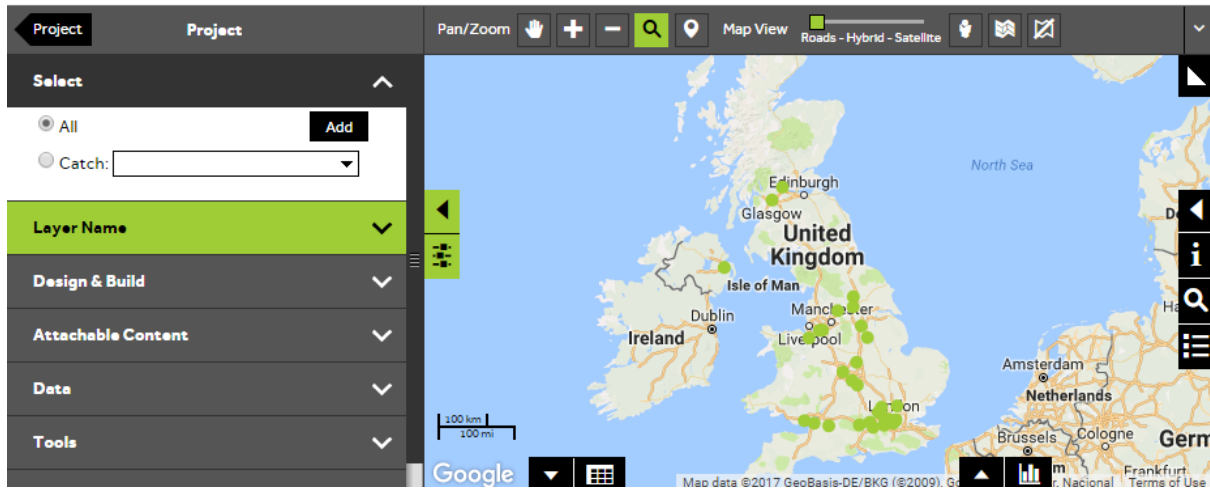
- To style your own data, select **Open an existing project** and then **My Data**, before clicking on the layer you wish to style.



2 of 3

## Select the layer name panel

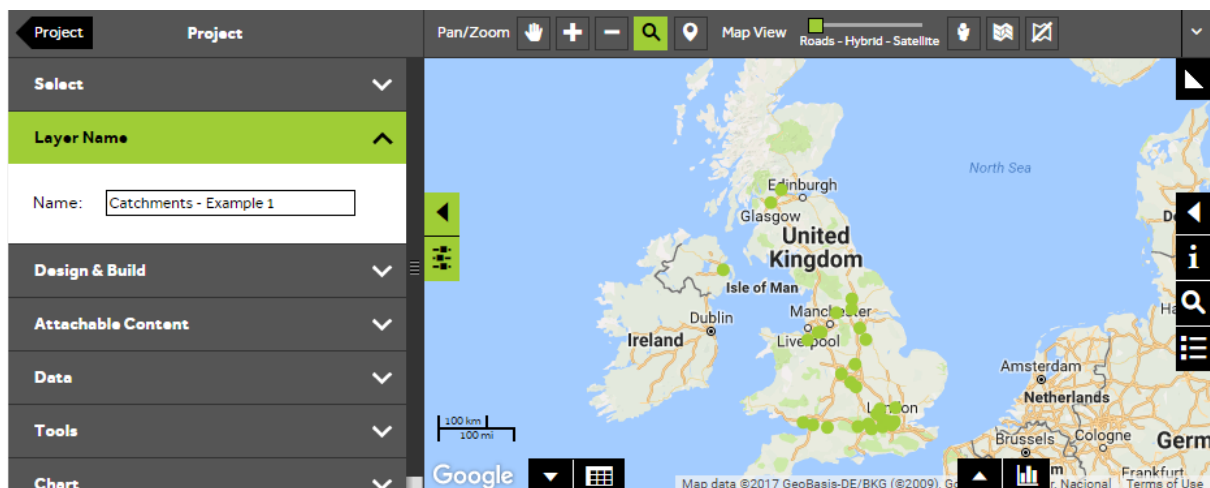
- Within the layer editor panel select **Layer Name** and click with you mouse to expand the panel.



3 of 3

## Change the layer name

- To change the layer name type an appropriate name for the layer into the **Name** text box. A tip is to ensure it is short, unique to the layer and descriptive. You are now ready to use the layer.



---

## What do you want to do next?

You may wish to create radial or travel time Catchments or change the colour of the Catchments based on a particular category within your data, please refer to the following sections for further assistance:

- Refer to: **Catchments Steps – Style Layer - Colour**
- Refer to: **Catchments Steps – Create Radial Catchments**
- Refer to: **Catchments Steps – Create Traveltime Catchments**
- Contact: **Geoplan Support**