



www.baydeltalive.com
Tutorials

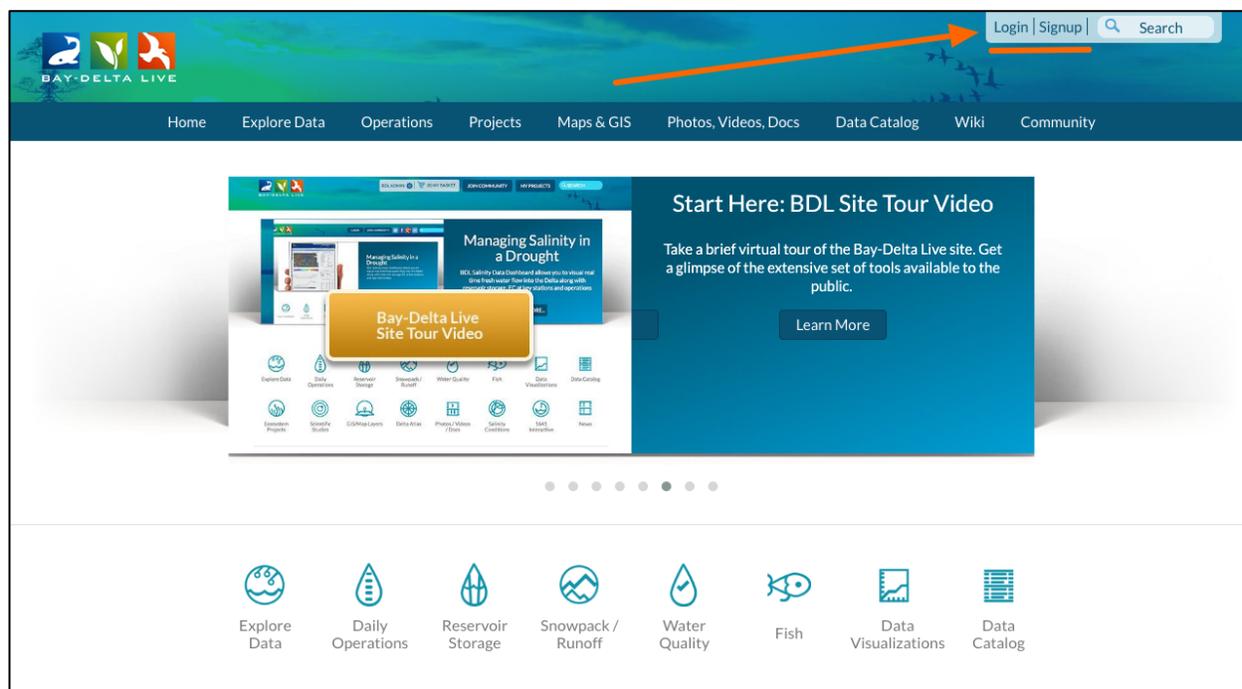
HOW TO EDIT THE PROJECT ARTICLE PAGE

In this tutorial, we will go through:

- An introduction to the Article page
- How to edit and customize the Article page
- How to make the Article page the landing page for your project

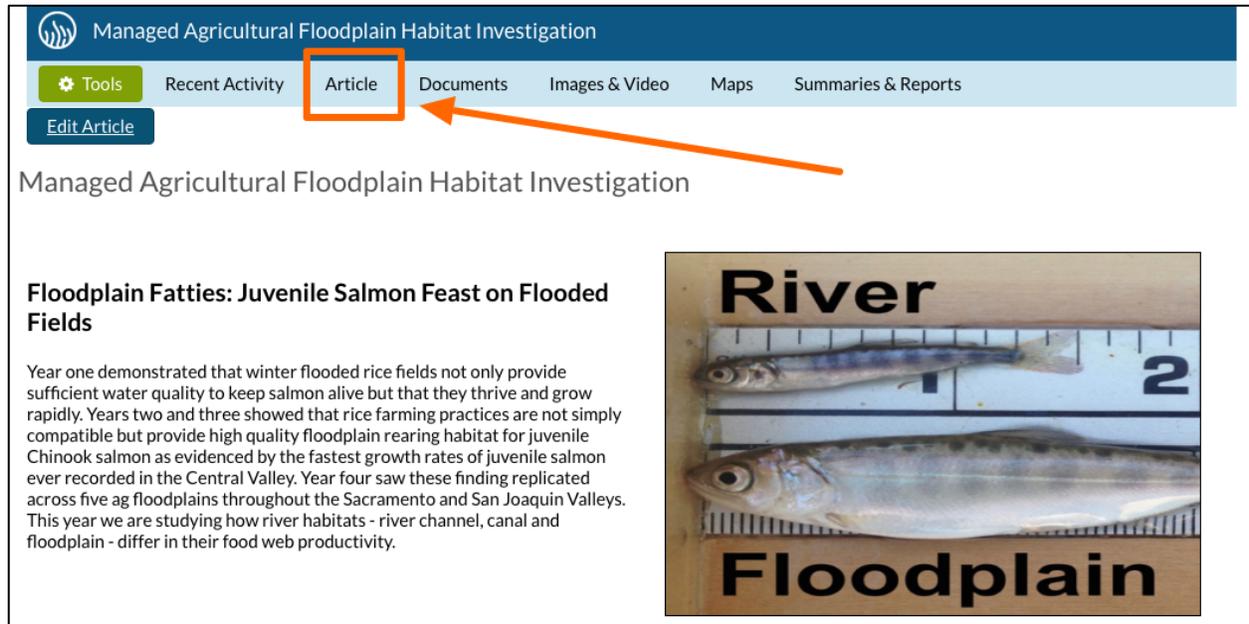
Remember, in order to use BDL to its full extent, you need to be logged in.

You can do this by using the “LOGIN” or “SIGN UP” buttons at the top of the homepage.



Part 1: An Introduction to the Article Page

First, let's go over what an article page is, how it's useful, and show a few examples. The Article page is one option tab of the project page function that allows you to highlight information from your research or project.



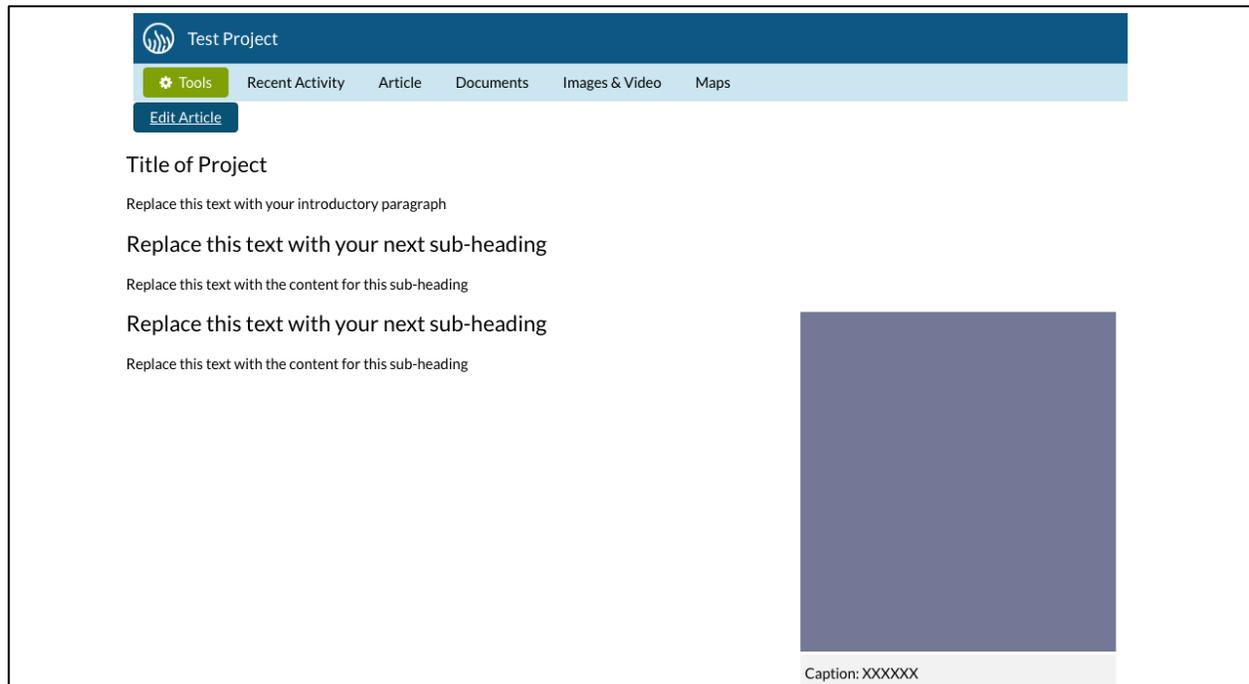
Managed Agricultural Floodplain Habitat Investigation

Floodplain Fatties: Juvenile Salmon Feast on Flooded Fields

Year one demonstrated that winter flooded rice fields not only provide sufficient water quality to keep salmon alive but that they thrive and grow rapidly. Years two and three showed that rice farming practices are not simply compatible but provide high quality floodplain rearing habitat for juvenile Chinook salmon as evidenced by the fastest growth rates of juvenile salmon ever recorded in the Central Valley. Year four saw these finding replicated across five ag floodplains throughout the Sacramento and San Joaquin Valleys. This year we are studying how river habitats - river channel, canal and floodplain - differ in their food web productivity.



The content is fully customizable. You can use the existing HTML template and plug in your content, or you can enter your own HTML code.



Test Project

Tools Recent Activity Article Documents Images & Video Maps

Edit Article

Title of Project

Replace this text with your introductory paragraph

Replace this text with your next sub-heading

Replace this text with the content for this sub-heading

Replace this text with your next sub-heading

Replace this text with the content for this sub-heading



Caption: XXXXXX

Either way, this function allows you to create an informational landing page unique to your project.

Here are a few examples of article pages that BDL users created to summarize or highlight their project information.

 Fish Barrier at the Knights Landing Outfall Gates (KLOG, Reclamation District 108)

 Tools Recent Activity Article Documents Images & Video Maps Summaries & Reports

[Edit Article](#)

Reclamation District 108, Fish Barrier at the Knights Landing Outfall Gates

Reclamation District 108 (RD 108) completed the Knights Landing Outfall Gates (KLOG) Project in November, 2015. This project effectively prevents adult salmonids from entering the Colusa Basin Drain from the Sacramento River at Knights Landing. It is part of a larger effort, the [Sacramento Valley Salmon Recovery Program](#).

The KLOG structure is located on the Colusa Basin Drain (CBD), approximately one-quarter mile from its confluence with the Sacramento River near the community of Knights Landing, just below River Mile 90, in Yolo County. The KLOG structure is a gated concrete buttress that spans the CBD and protects the lower Colusa Basin from backwater flooding from the Sacramento River and controls water levels in the CBD for irrigation and drainage purposes. Flows coming through the KLOG gates may have the potential to attract salmon when water level differentials between the upstream and downstream sides of the gates are such that downstream flows are attractive to migrating salmonids but not at a velocity that is too great for their passage. While the extent of upstream fish passage at the KLOG has not been fully evaluated, RD 108 has decided to construct the barrier as a more immediate and cost-effective option for aiding anadromous fish populations. The barrier consists of new concrete wingwalls and picket weirs constructed on an existing concrete apron. The picket weirs will be raised and lowered remotely to prevent adult salmonids from passing through the KLOG.



The erosion site repair addressed erosion occurring at the base of the right bank of the CBD, which is a Sacramento River Flood Control Project levee. The erosion site is near the base of the bank, which is bare soil with some scattered fallen trees, and the erosion was caused by hydraulic eddy effect created by certain flow conditions. The repair consisted of placing riprap along the 100 linear feet of the bank and restoring the levee design conditions with a slope between 2.5:2 and 3:1. Rock placement extended approximately 30 feet up the bank.

The KLOG project was completed on time and on budget in November 2015.

General Manager Lewis Bair on how RD 108 is helping salmon find their way:



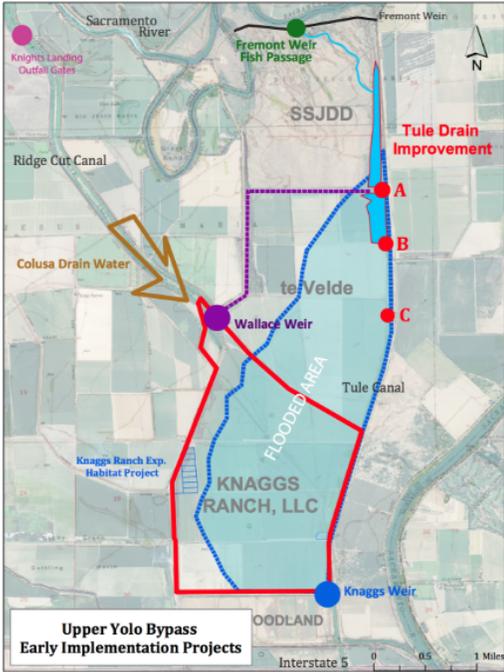


The Nigiri Project: Salmon Habitat on Rice Fields

Nigiri is a form of sushi with a slice of fish atop a compact wedge of rice. The "Nigiri Project" is the name of a collaborative effort between farmers and researchers to help restore salmon populations by reintroducing young salmon onto winter-flooded rice fields. These "surrogate wetlands" mimic the floodplain rearing habitat used historically by young salmon which has been largely eliminated by the development of the Central Valley. Spearheaded by CalTrout and Cal Marsh and Farm Ventures, this public/private partnership is demonstrating the multiple-benefits of integrating conservation practices into working agricultural landscapes on the largest connected floodplain of the Sacramento-San Joaquin Delta, the 60,000-acre Yolo Bypass.

A Sustainable Model: Farms, Feathers, and Fish

The Nigiri Project is proposed within the northern reaches of the Yolo Bypass, between Interstate 5 and the Sacramento River. Cal Marsh and Farm Ventures manages the Knaggs property and aims to provide thousands of acres of winter-floodplain habitat for young Chinook salmon and waterbirds on lands that continue to be farmed during the summer months.



Targeted Goals:

- > To create a multi-benefit revenue model to sustain agriculture in the Yolo Bypass
- > To maintain bypass flood control capacity
- > To improve seasonal flood plain rearing habitat for fish (BiOp 1.6.1) and waterbirds
- > To increase bypass outflows rich in food nutrients to improve the Delta food web and recover endangered fish
- > To improve adult fish passage and reduce stranding (BiOp 1.7)

Over the past five years of science, we have been able to study the wide range of benefits that floodplain habitat provides juvenile salmon:

Year	Focus	Finding
2012	Water Quality & Temp	Floodplain water quality supports salmon. Highest growth rates, ever.
2013	Preferred Field Substrate	Comparing post-harvest field management for fish preference.
2014	Predation and Refuge	Depth diversity provides predator refuge for juvenile salmon.
2015	Volitional Passage	Juveniles know when they are ready to leave the field and can at will.
2016	Food Production	Floodplain vs. River food production.
2017	1 Million Fish!	Whole life-cycle study.

For more information on the science, visit [the Managed Agricultural Floodplain Habitat Investigation project page](#).



McCormack-Williamson Tract (MW Tract)

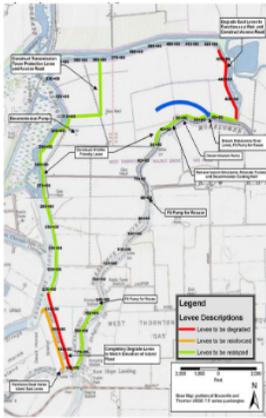
CALFED priorities for Stage 1 implementation include restoration of ecosystem processes and habitat corridors, specifically shallow water tidal marsh, in the North and East Delta. Breaching levees on Delta islands is a promising technique to restore tidal wetlands by restoring key processes of tidal circulation, sediment deposition, and nutrient cycling. However, the interior levee slopes must be able to withstand erosion by wind-driven waves in order to protect the integrity of neighboring private lands. Levee resloping and protection with vegetation is one solution. The McCormack-Williamson Tract (MW Tract) offers an excellent opportunity to restore tidal freshwater wetlands, enhance riparian habitat, and potentially reduce flood damages. This island (1,654 acres) is located in the East Delta Ecozone, immediately downstream of the confluence of the Cosumnes and Mokelumne Rivers. Long-term planning for restoration and flood management is underway by the CALFED North Delta Improvement Group, Department of Water Resource, and UC Davis. To support restoration of the MW Tract, the Nature Conservancy requests \$2,476,835 for a full-scale restoration project to implement the next phase of levee improvements. We hypothesize that levee resloping to a 5:1 slope with plantings will protect levees from interior wave erosion and maximize desired habitat attributes. We will reslope 20,000 linear feet of levee along the Mokelumne River shoreline to 5:1 slope, using on-site fill. We will plant the restored slope with native vegetation (trees, shrubs, grasses) to prevent erosion and create riparian habitat. The planting design will be based on results from a 2001 pilot project (reslope and plant 5,000 lf levee) and will test performance of different planting methods and native species. We propose implementation now, because levee protection is an essential element of any restoration design or floodway configuration that is under consideration, and because revegetating the inside slopes will require a long lead time to complete.

Goal: Restoration of Ecosystem Processes and Habitat Corridors

To restore tidal freshwater wetlands on the McCormack-Williamson Tract by restoring tidal circulation to the leveed island. To make the island available for use as a floodway.

Project Site:

McCormack Williamson tract is located in the North Delta immediately downstream of the confluence of the Cosumnes and Mokelumne Rivers. The island is west of Interstate 5 and north of the town of Walnut Grove. McCormack Williamson tract is 1,654 acres.



The Problem

Shallow water tidal marsh provides valuable habitat for at-risk species of fish and wildlife (CALFED 1999). Tidal freshwater wetlands have significantly declined in the Delta as a result of historic levee construction, dredging of slough channels, alteration of hydrologic and sediment regimes in the Delta and Central Valley streams, and reclamation of islands for agriculture. One of the priorities for Stage 1 implementation is restoration of habitat corridors, specifically shallow water tidal marsh, in the North and East Delta (CALFED 2001). Breaching levees on Delta islands is a promising technique to restore tidal wetlands by restoring key processes of tidal circulation, sediment deposition, and nutrient cycling. However, protecting levee integrity from interior erosion is a familiar problem. For example, when Franks Tract and Mildred Island flooded, the levees were completely obliterated by the wind-driven waves. When Holland Tract was flooded in January 1980, emergency rip-rapping on the interior slopes was necessary to prevent levee failure before the island was pumped out in April (G Cosio, MBK Engineers, pers. comm.). In order to return tidal action to Delta islands, the interior levee slopes must be able to withstand wind-aided erosion in order to protect the integrity of neighboring private lands. Solutions that have been proposed or tried include (1) resloping the interior levee slopes to a more gradual slope (e.g. Kimball Island, Prospect Island), (2) planting vegetation to attenuate wave



energy, (3) placing rip-rap, and (4) constructing interior islands or cross levees to break up wind fetch (e.g. Suisun Marsh). The MW Tract offers an excellent opportunity to restore tidal freshwater wetlands and enhance riparian connectivity (Mount et al. 2000, Brown and Pasternack 2001), with the potential to also reduce flood damages. This island (1,654 acres) is located in the Sacramento-San Joaquin Delta (East Delta) Ecozone, immediately downstream of the confluence of the Cosumnes and Mokelumne Rivers (Figure 1). The MW Tract straddles the zero elevation line, historically supported wetlands, and consists of mainly mineral soils, which have not experienced subsidence (G. Pasternack, UC Davis, unpublished data). It is currently farmed, and has some of the best riparian habitat remaining in the Delta. The Nature Conservancy (TNC) acquired the tract in 1999, using Bay-Delta Act funds managed by the U.S. Fish and Wildlife Service. However, the MW Tract levees need significant improvements to bring them up to acceptable levels of flood protection before tidal inundation or flood flows can be returned to the island. The current levee is extremely steep and made of highly erodible sand. The seepage potential of this sandy levee could lead to uncontrolled breaching. The poor condition of these levees also threatens existing riparian habitat on the steep Mokelumne River side.

The proposed project seeks to address the second question: protecting the existing levees around the tract from interior erosion by wind-induced wave action when in a flooded state, in order to protect adjoining levees. As stated earlier, several solutions have been proposed or tried in the Bay-Delta. Placing rip-rap on the interior levees would protect the levee from erosion, but would not enhance riparian habitat. Creating interior "ridges" of islands to limit wave development would address the risk of wind-induced erosion. However, these islands could channel flood flows (which run parallel to the shoreline) and focus the erosive energy at the levee toe, thereby weakening the levee (P. Marshall [DWR] and G. Cosio [MBK Engineers], pers. comm. 2001). Based on the future objectives for the island, our desire to enhance habitat values on the levee, and the results of a pilot project on the island, the proposed project design involves creating shallower interior levee slopes (5:1) and arming them with vegetation. This has the added benefit of increasing the amount of riparian habitat on the tract, and enhancing connectivity between aquatic, wetland and riparian habitats (ERP Restoration Priority 1 for Delta and Eastside Tributaries). We will also look for opportunities to investigate and assess additional methods of wildlife-friendly levee enhancement.

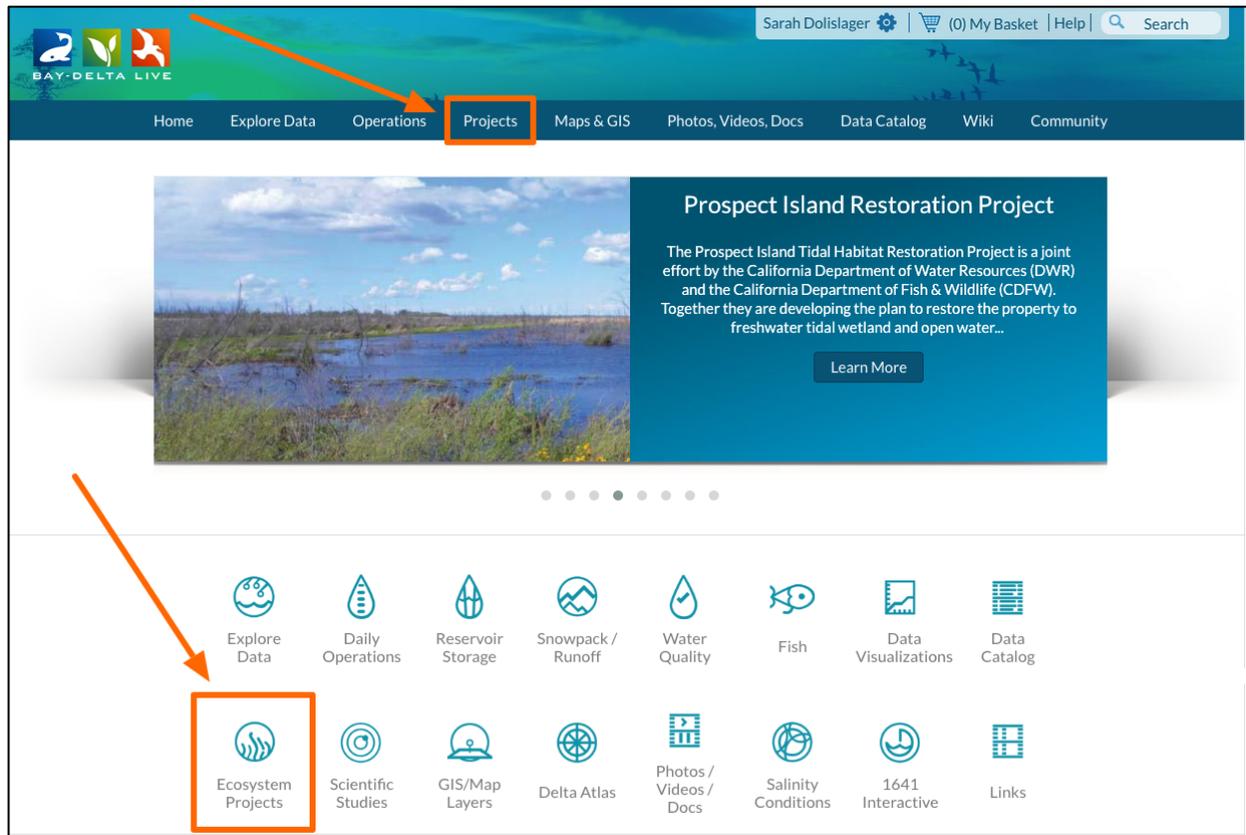
Needed: A more natural tidal landscape

Restoring tidal circulation to the McCormack-Williamson tract (e.g. breach the overall levees) will increase the amount of tidal freshwater wetlands in the North Delta.

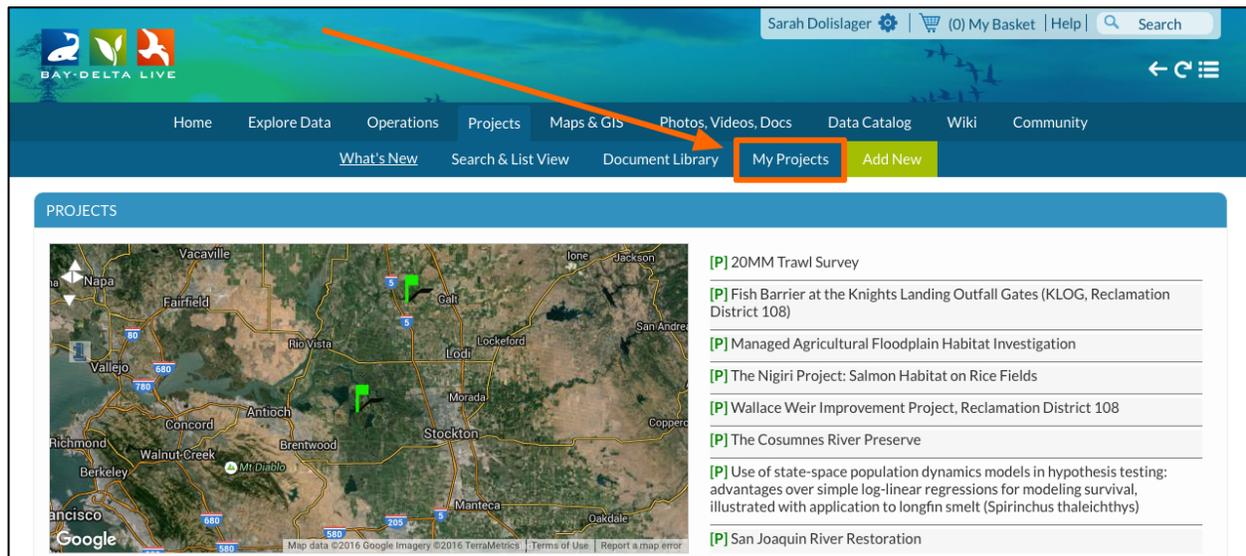
Part 2: How to Edit and Customize the Article Page

Let's go over how to customize the article page, your options, and the various steps involved.

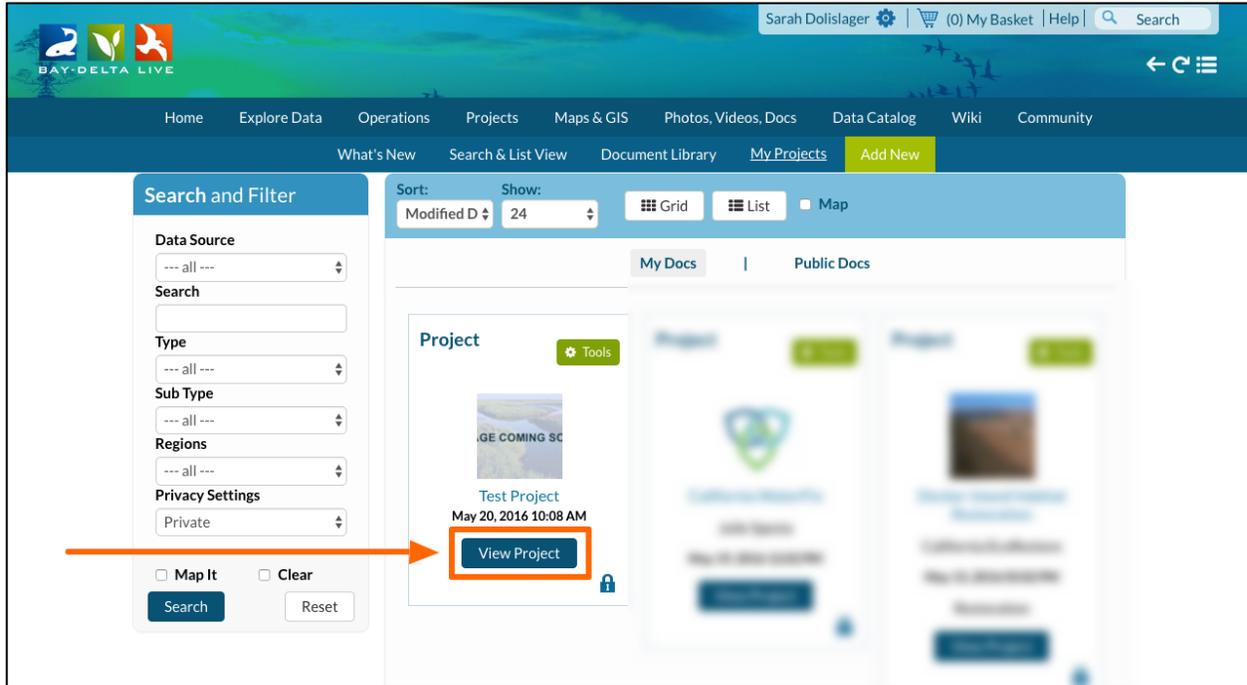
Once you create a project page, you can locate it in the project library. To access the library click on the "Ecosystem Projects" icon or the "Projects" link on the homepage.



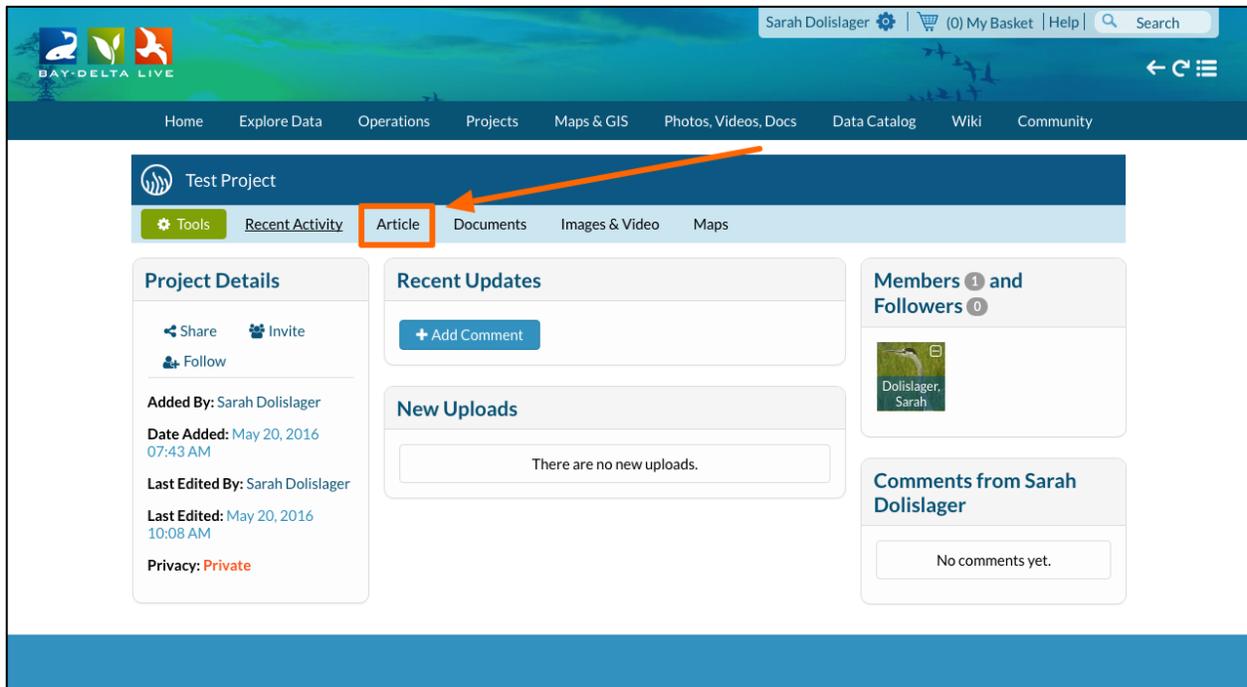
To go straight to your projects, click "My Projects" in the sub-navigation.



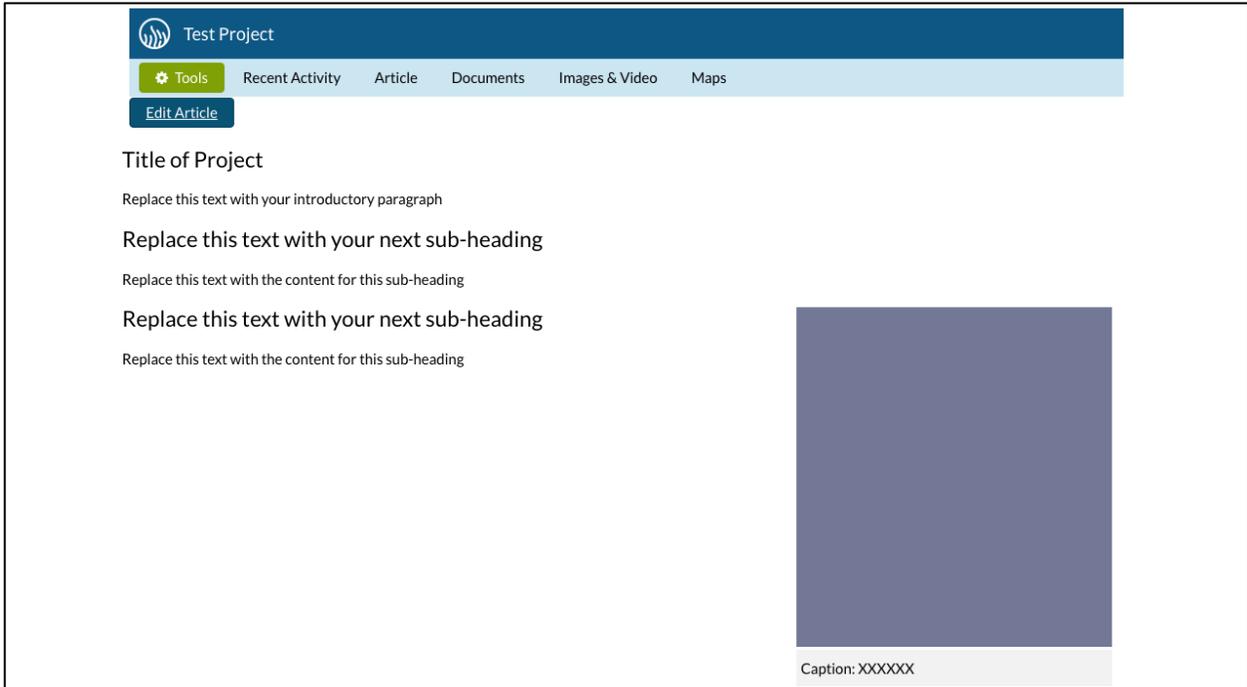
Find the project you'd like to work with and click, "view project."



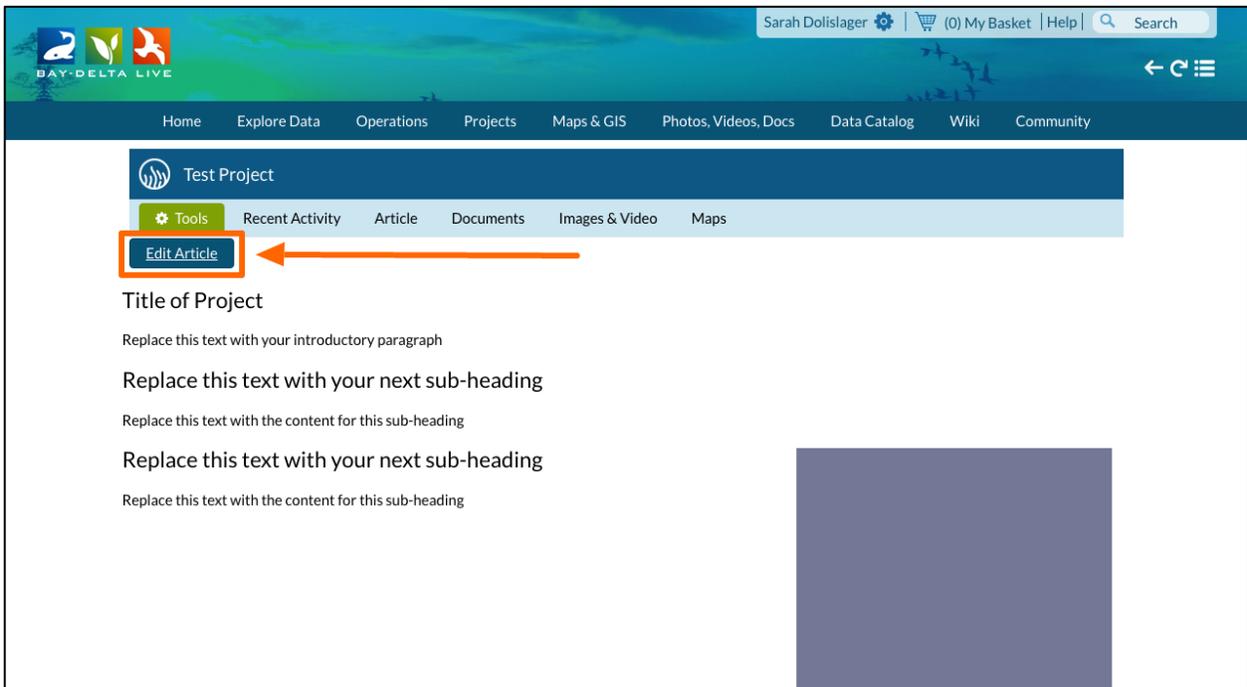
Click on the, "Article" tab.



You'll see that there is an HTML template in place for you to use.



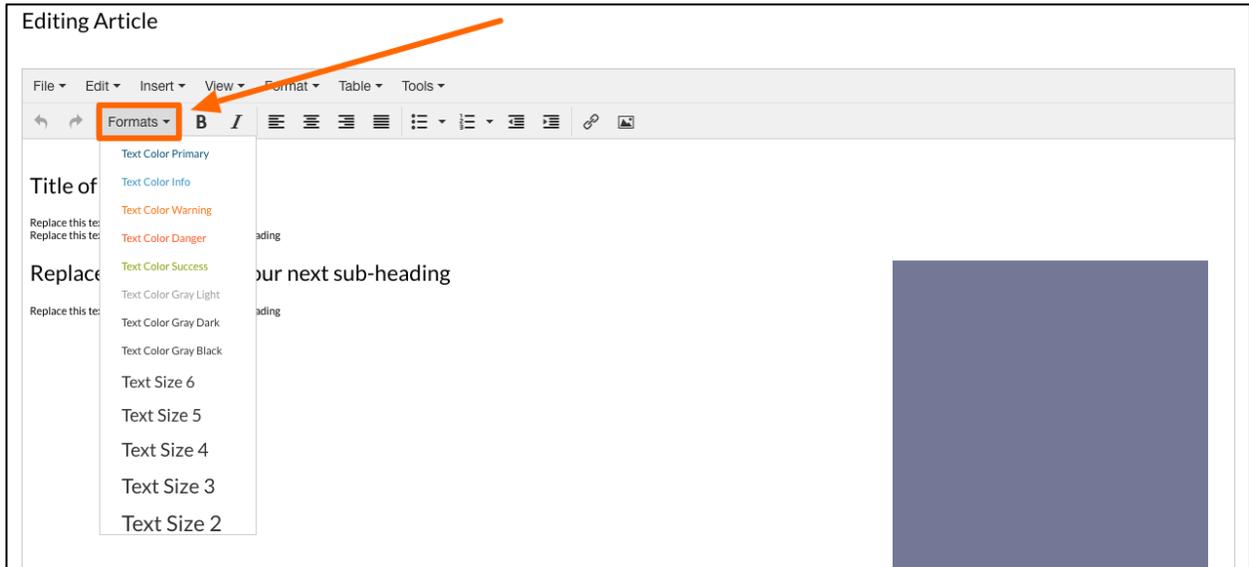
Click, "Edit Article."



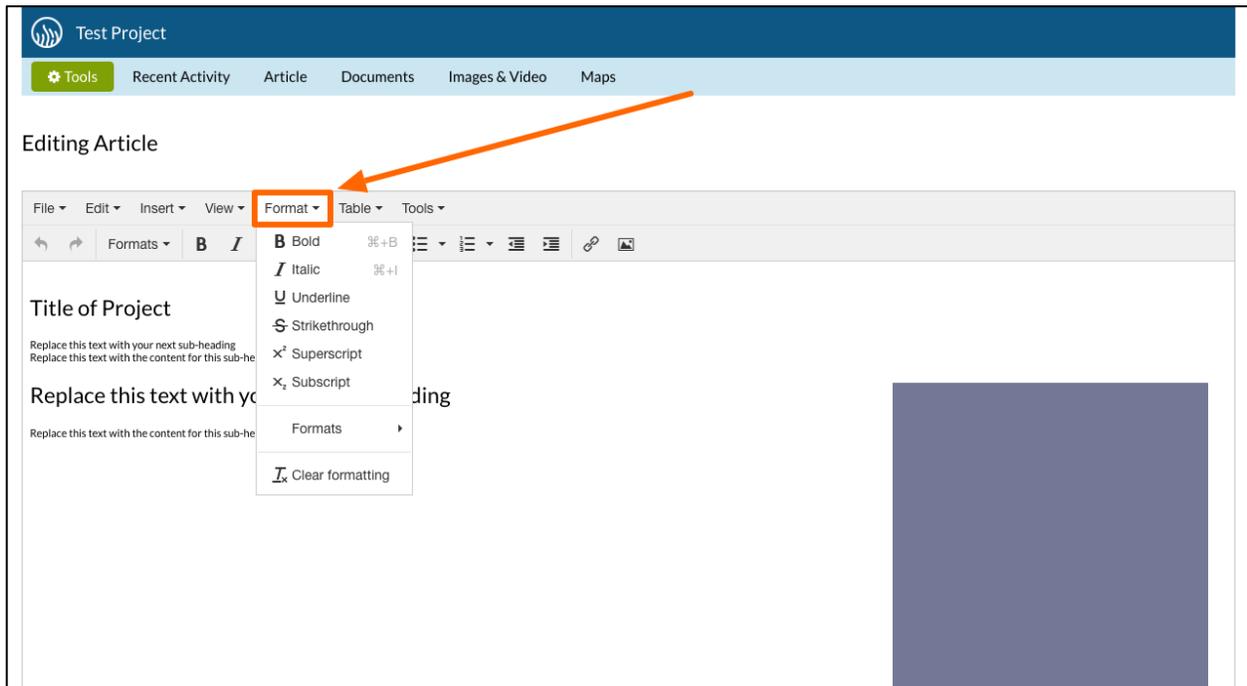
The first option we'll go over is how to edit the text.

You can change the text on this page by highlighting the existing text and typing in what you would like it to say.

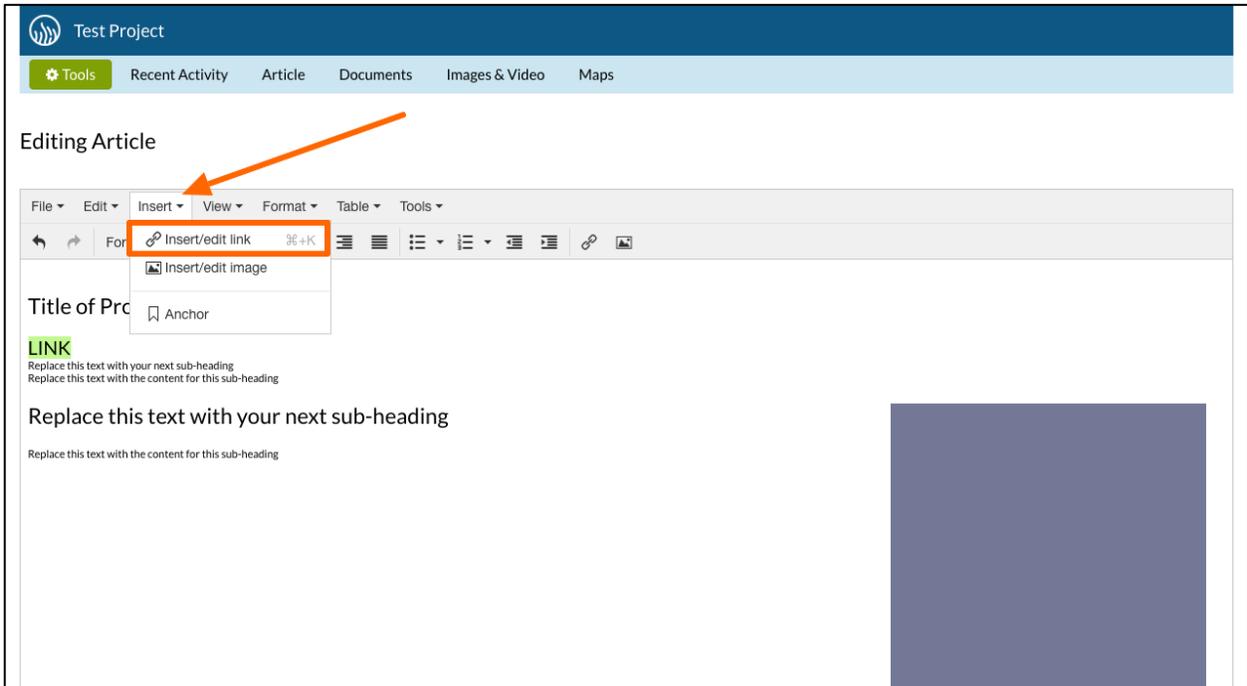
If you would like to change the text size, you can do so in the toolbar using the "Formats" drop-down menu. There are several size options for the text.



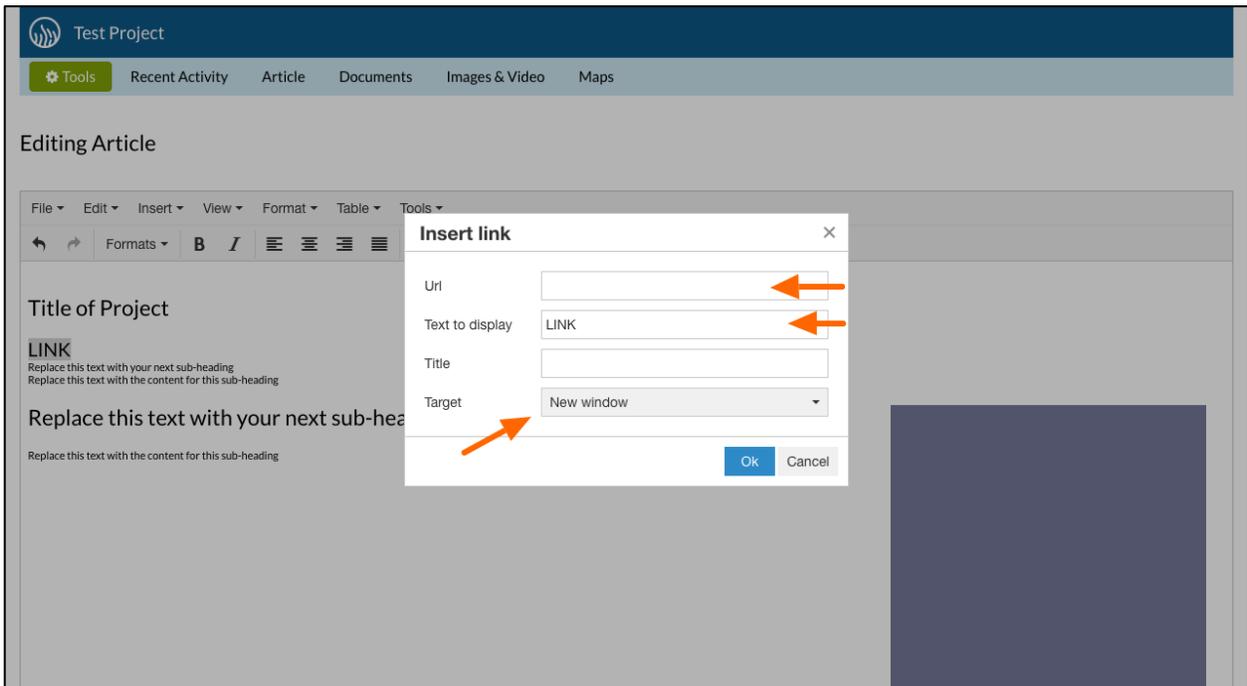
You can also format the text – make it bold, italic, underlined, etc. – by clicking on the "Format" drop-down menu in the top of the toolbar.



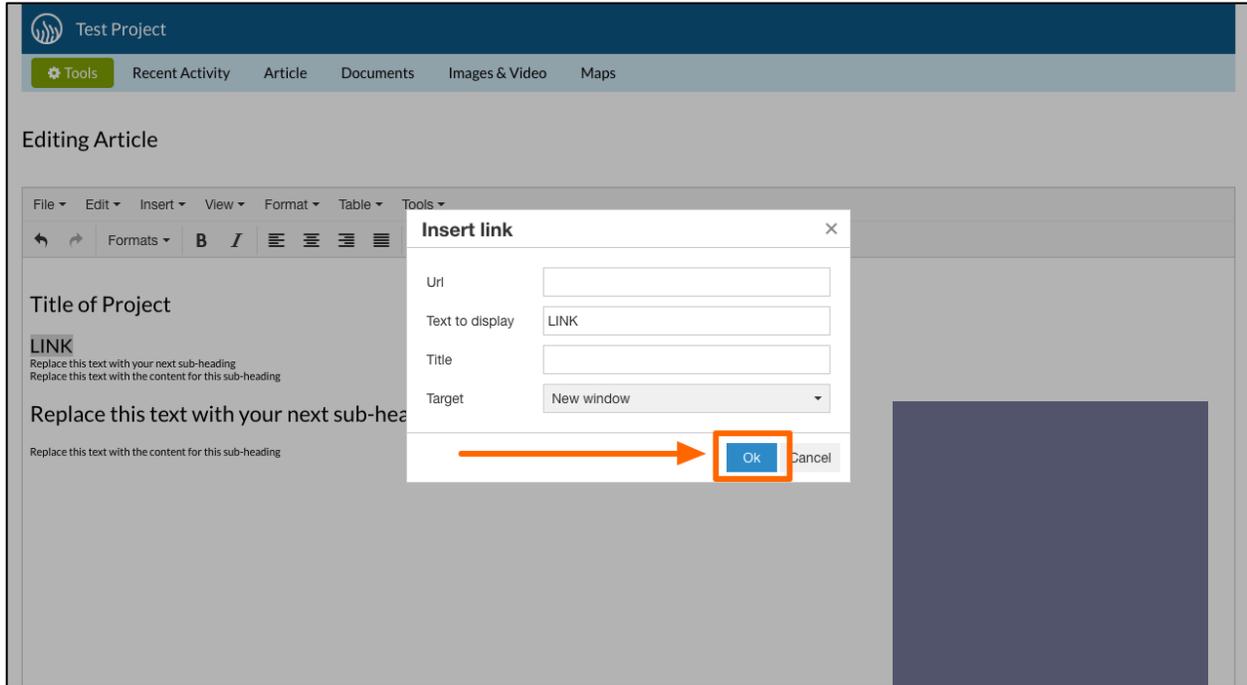
If you'd like to make any of the text hyperlink to another page in BDL, a document, or an external website, simply highlight the text and click on "Insert" drop-down menu in the toolbar. Choose, "Insert/Edit Link."



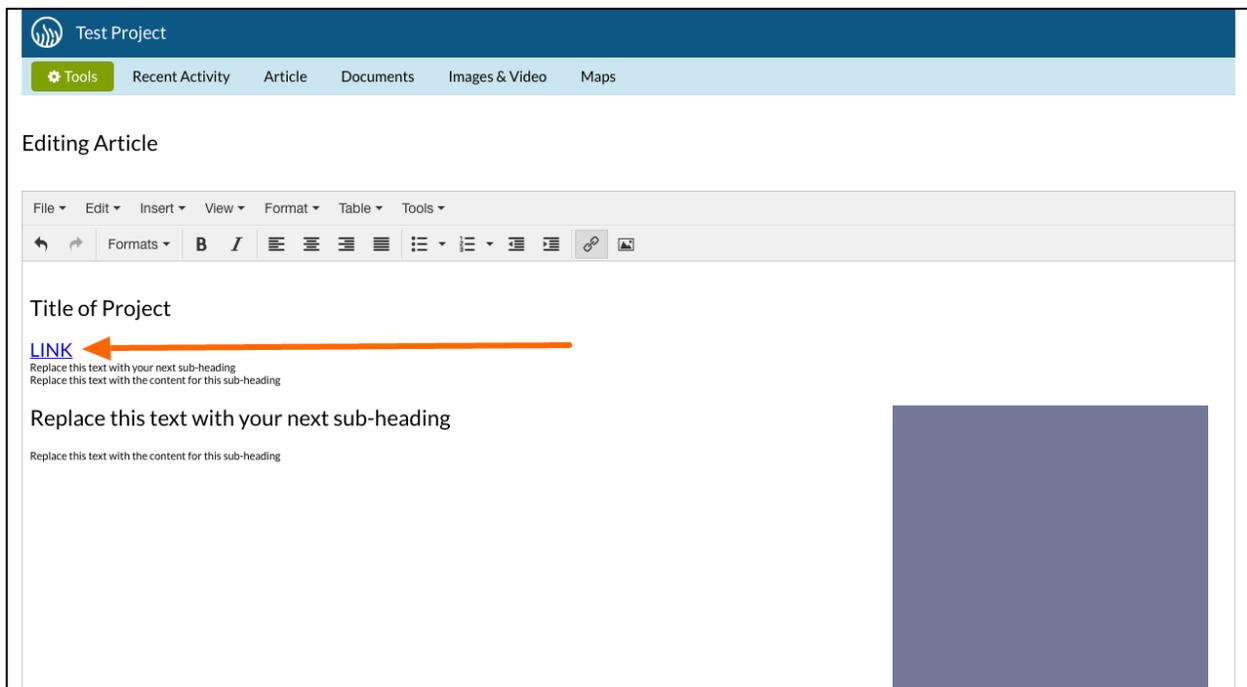
A box or new page will open up. Paste the link in the designated area, edit the display text if necessary, and choose a "target" for the link.



Then click, "OK" to save the changes.



You now have an active link as a part of your Article page.



Remember to always save your changes by clicking the “save changes” button at the bottom of the screen.

Title of Project

[LINK](#)
Replace this text with your next sub-heading
Replace this text with the content for this sub-heading

Replace this text with your next sub-heading
Replace this text with the content for this sub-heading



Caption: XXXXXX

Replace this text with your next sub-heading
Replace this text with the content for this sub-heading
Next paragraph



Caption: XXXXXX

Replace this text with your next sub-heading
Paragraph text

Replace this text with your next sub-heading
Paragraph text

Item

Item

Item

References

Reference1

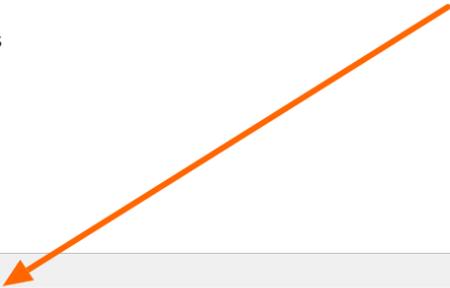
[URL](#)

Reference2

[URL](#)

div » div » a

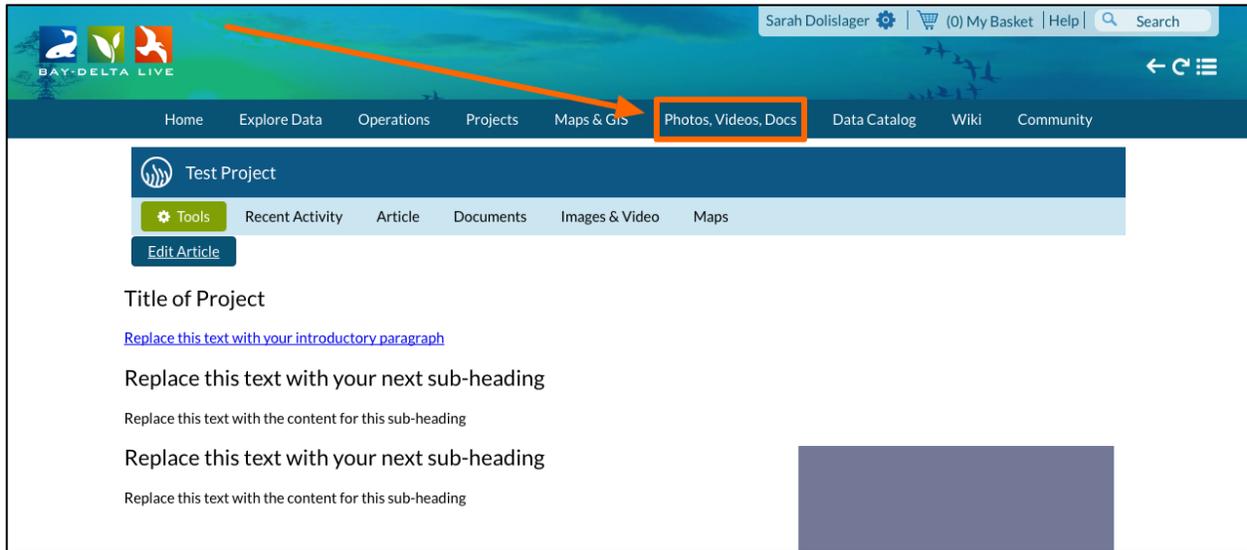
Save Changes Cancel



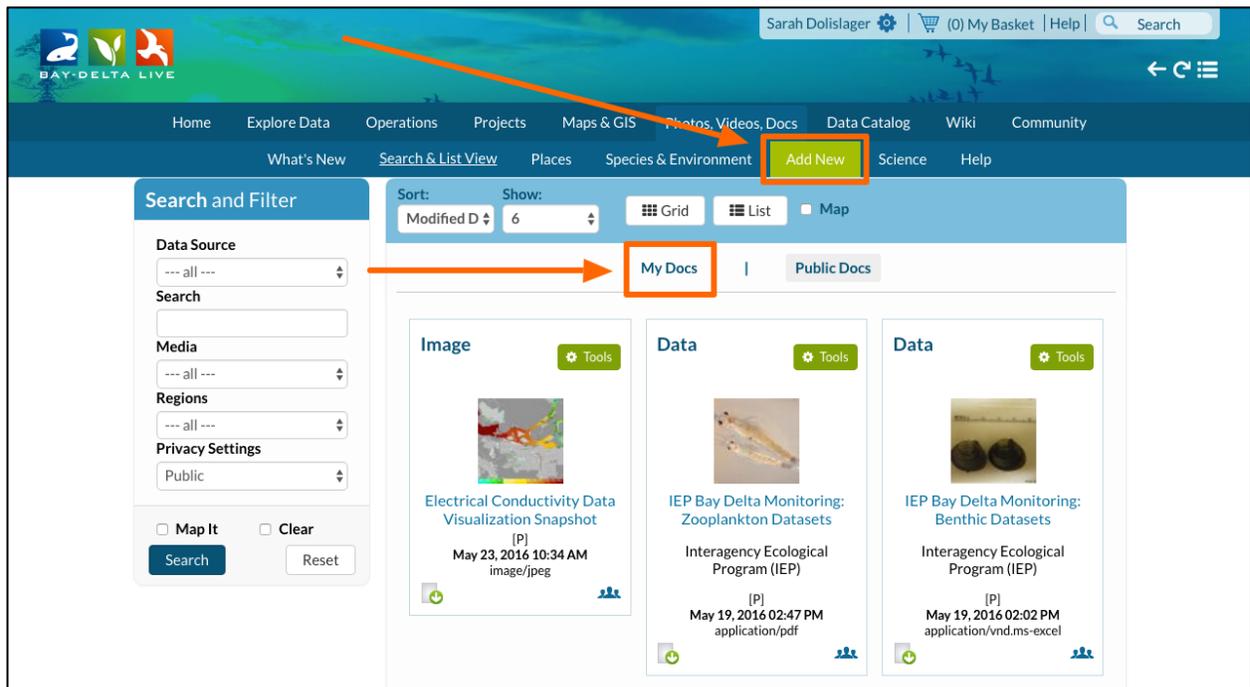
The second option we'll go over is how to add a photo.

To insert a photo into the Article page, you'll need the image URL. This is best done by uploading photos directly into the Bay-Delta Live library.

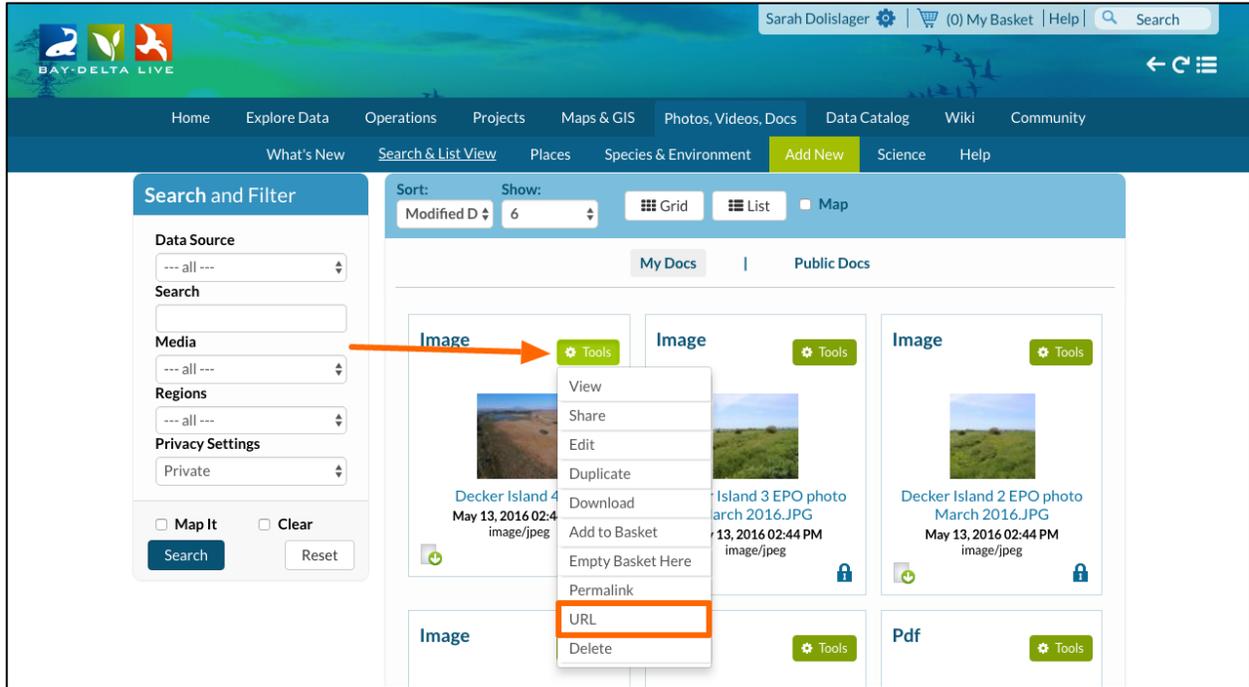
Go to the Photos/Videos/docs library by clicking the link at the top of the screen.



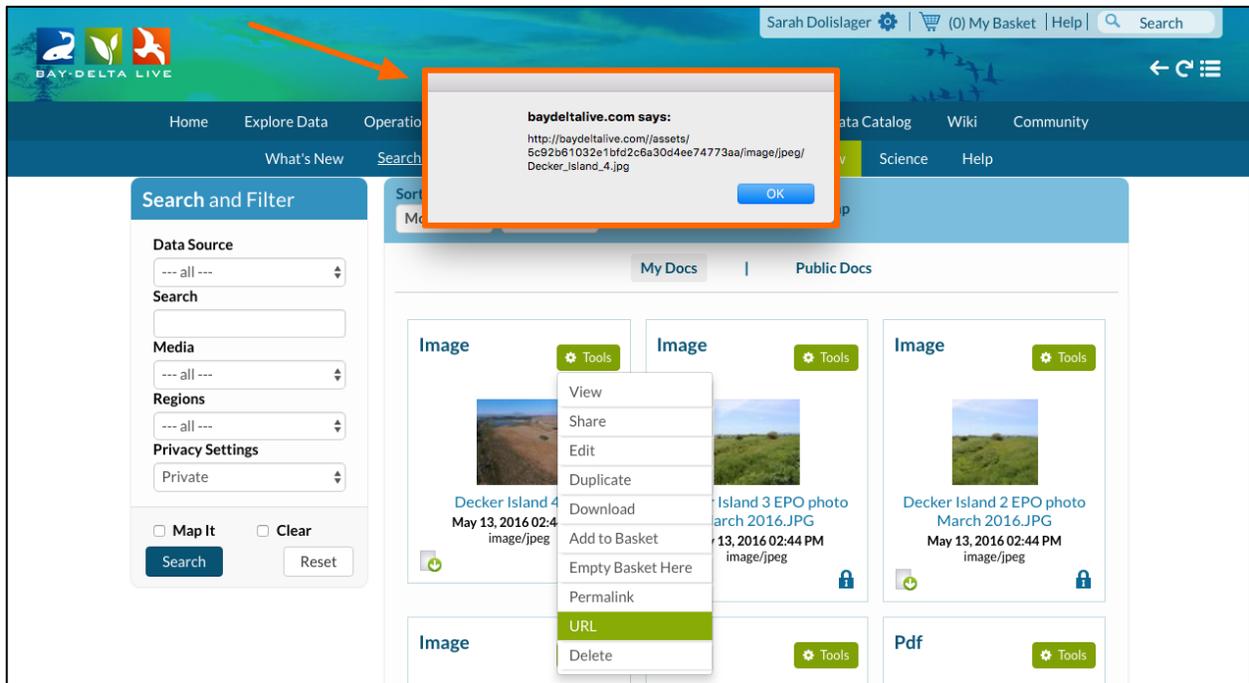
Click, "Add New" to upload a file from your computer or find the photo in "My Docs" if you have already uploaded it.



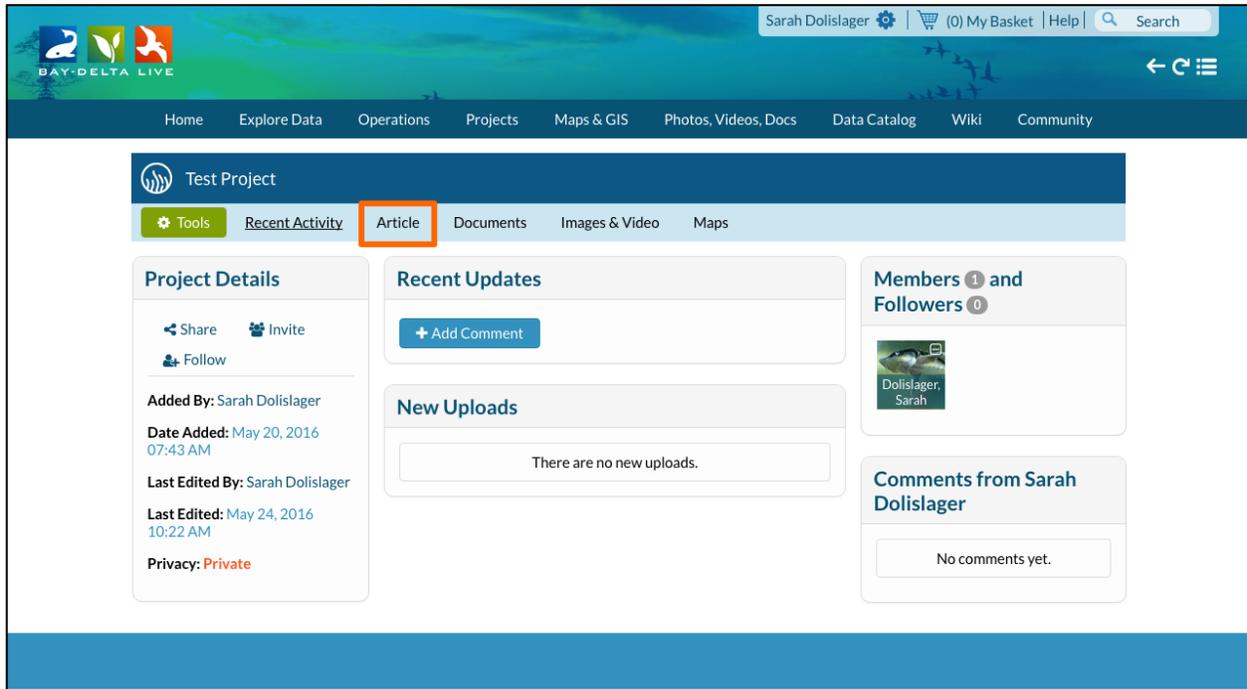
Hover over the TOOLS menu and choose, "URL."



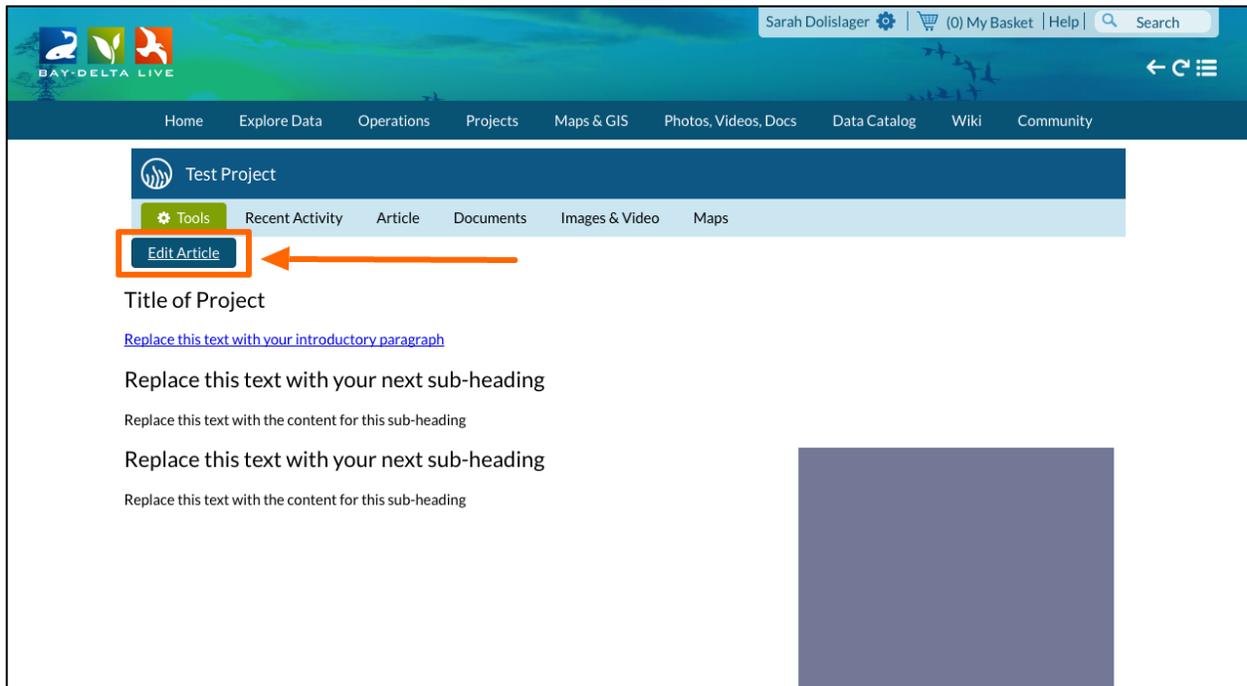
A box pops up with the URL and you can highlight, right-click and copy it.



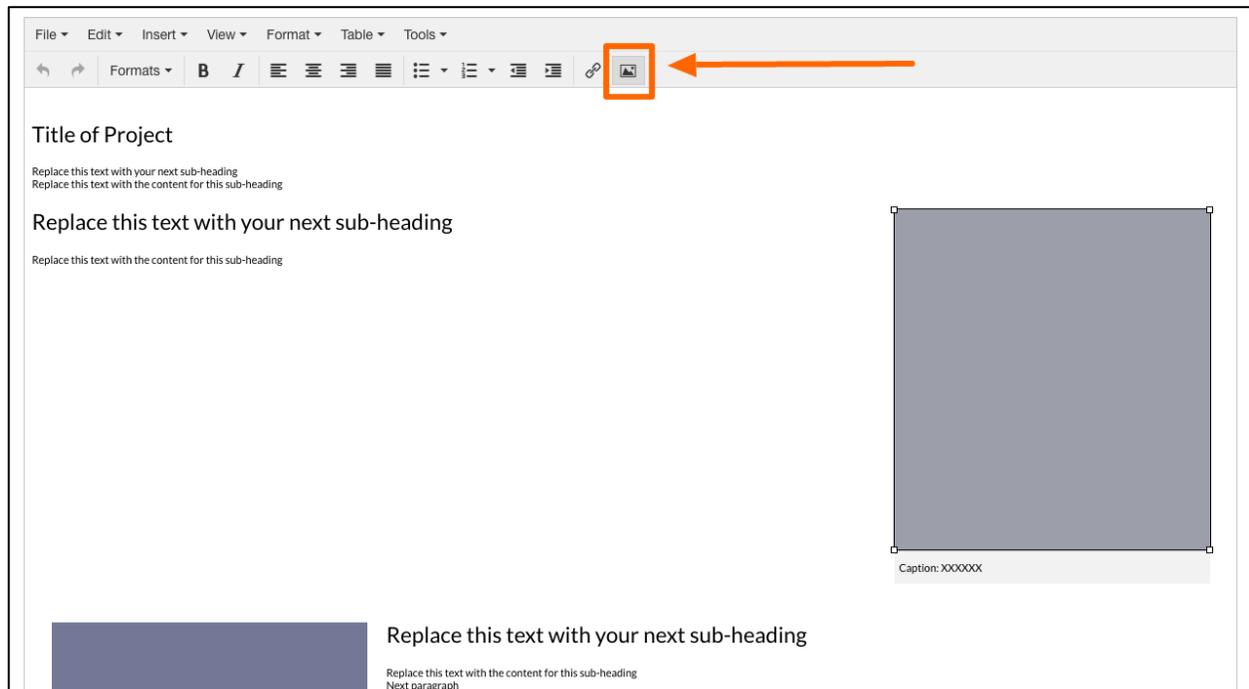
Now go back to the project page you were working on.
Click, "Article."



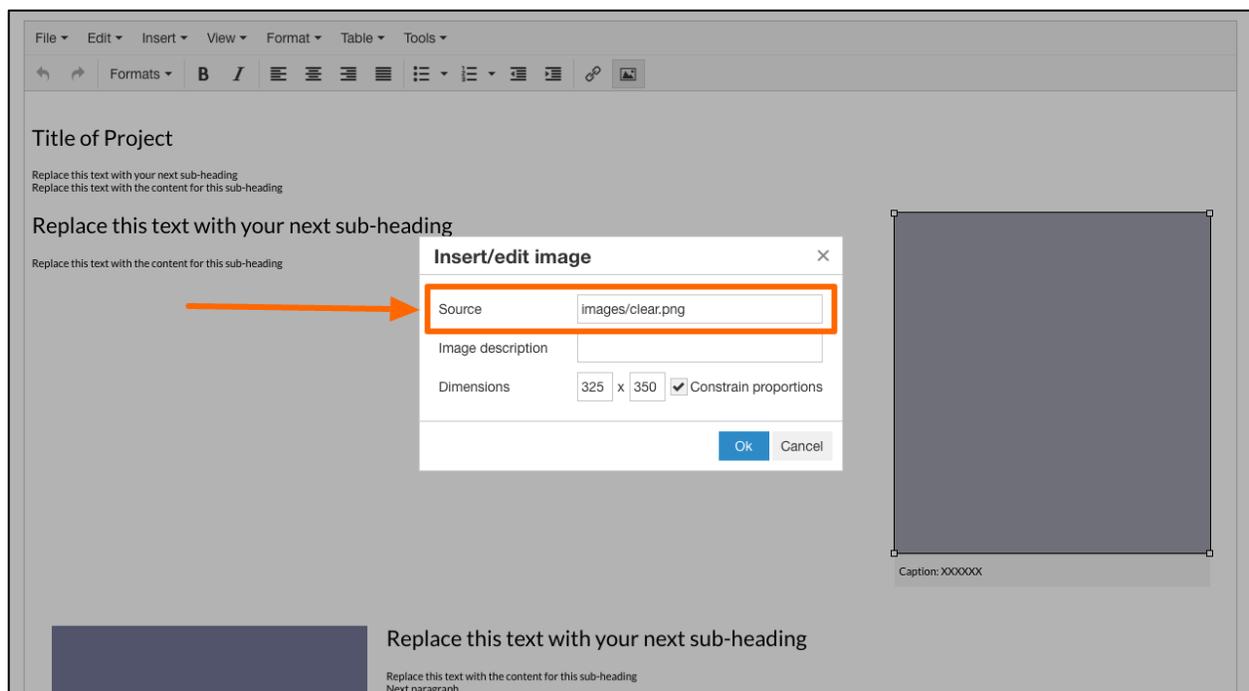
Then click, "Edit Article."



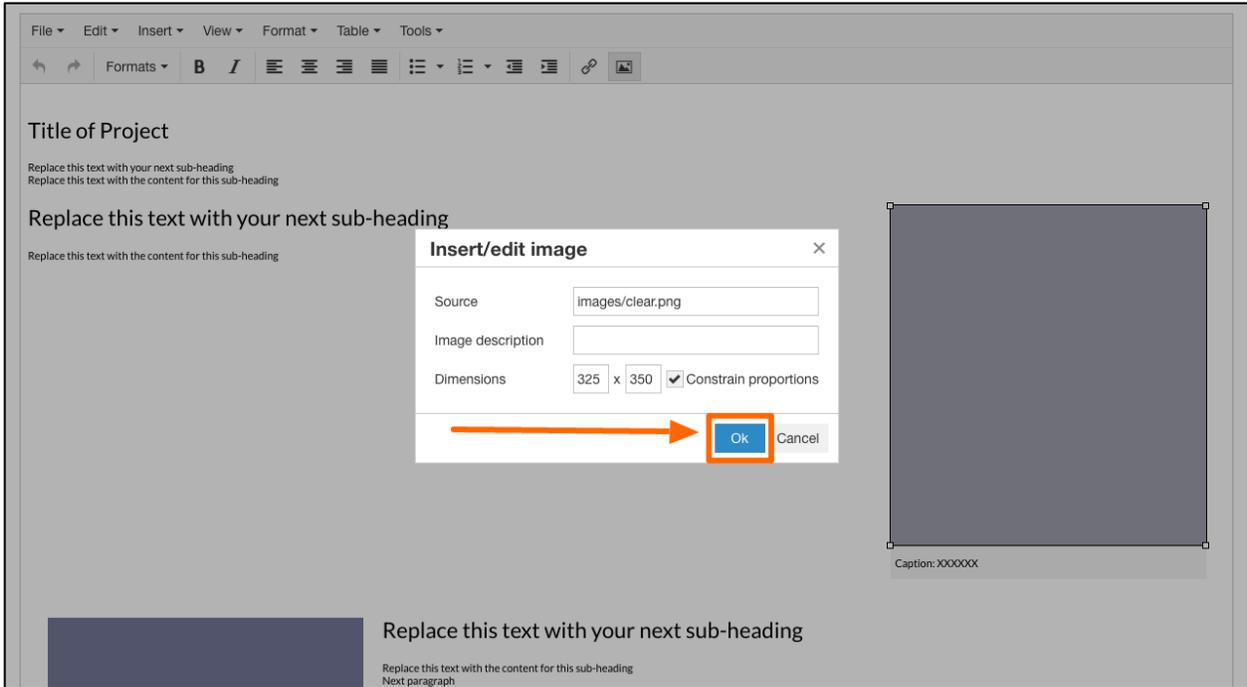
Click on one of the existing photo boxes and then choose the “insert/edit image” icon in the toolbar.



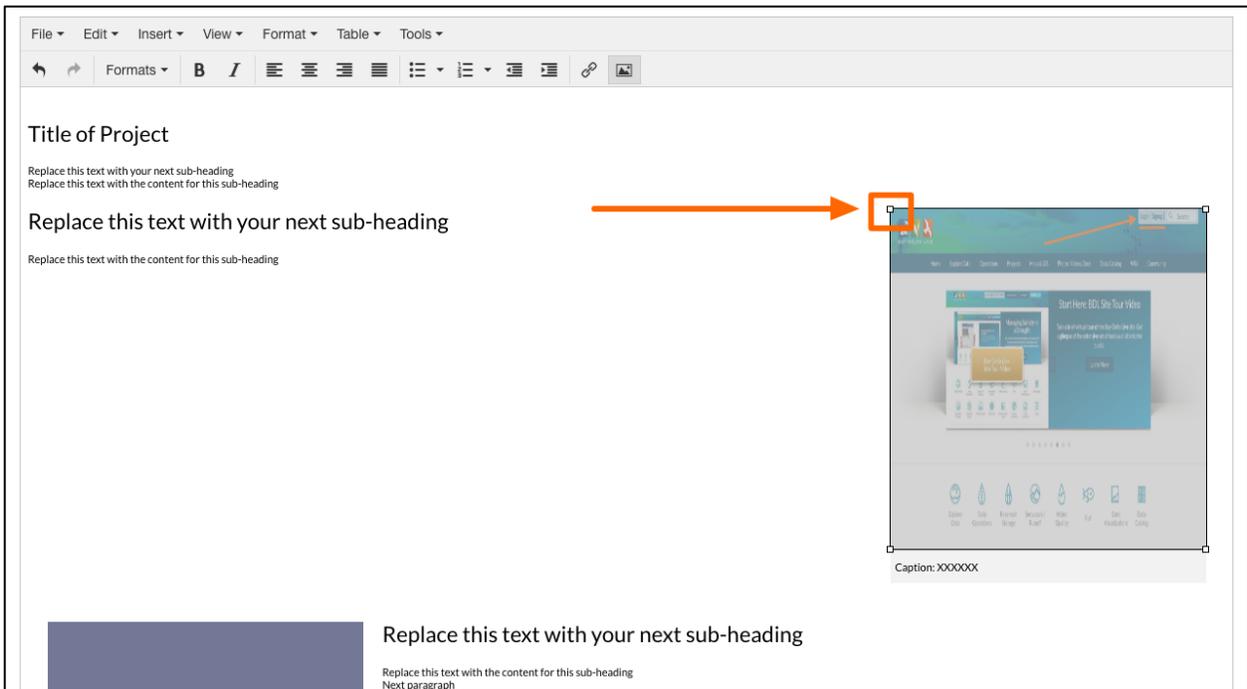
This is where you will paste the image URL.



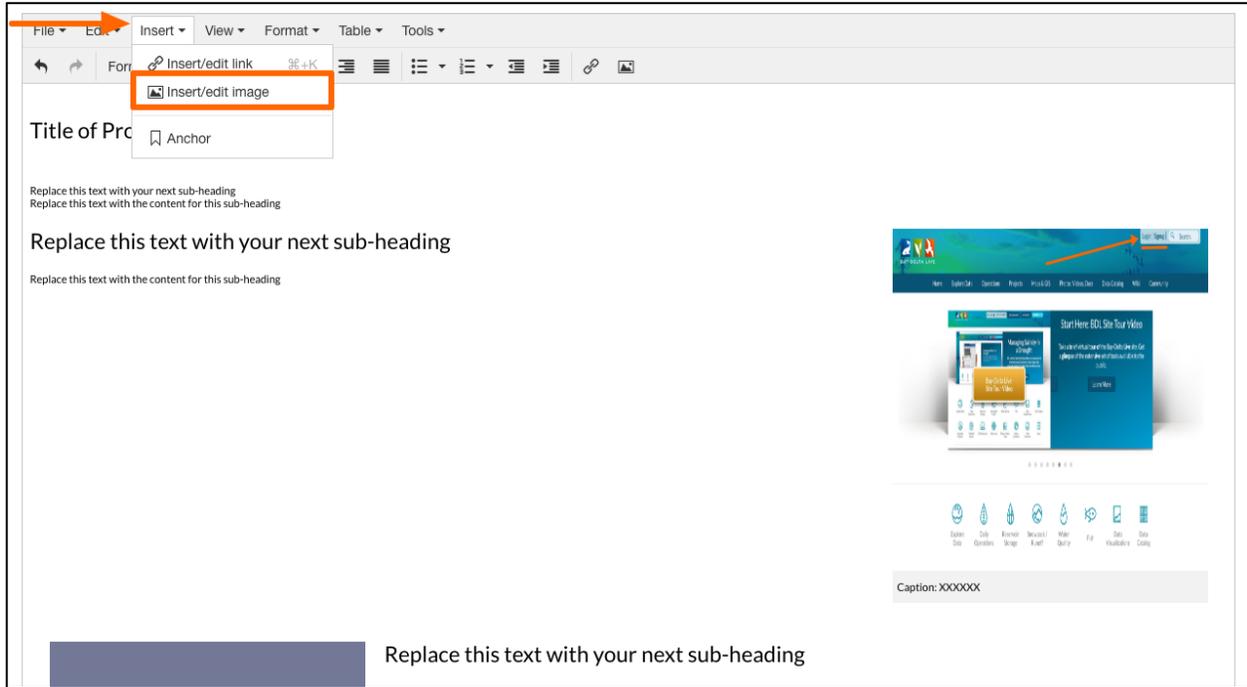
Save your changes by clicking, "OK."



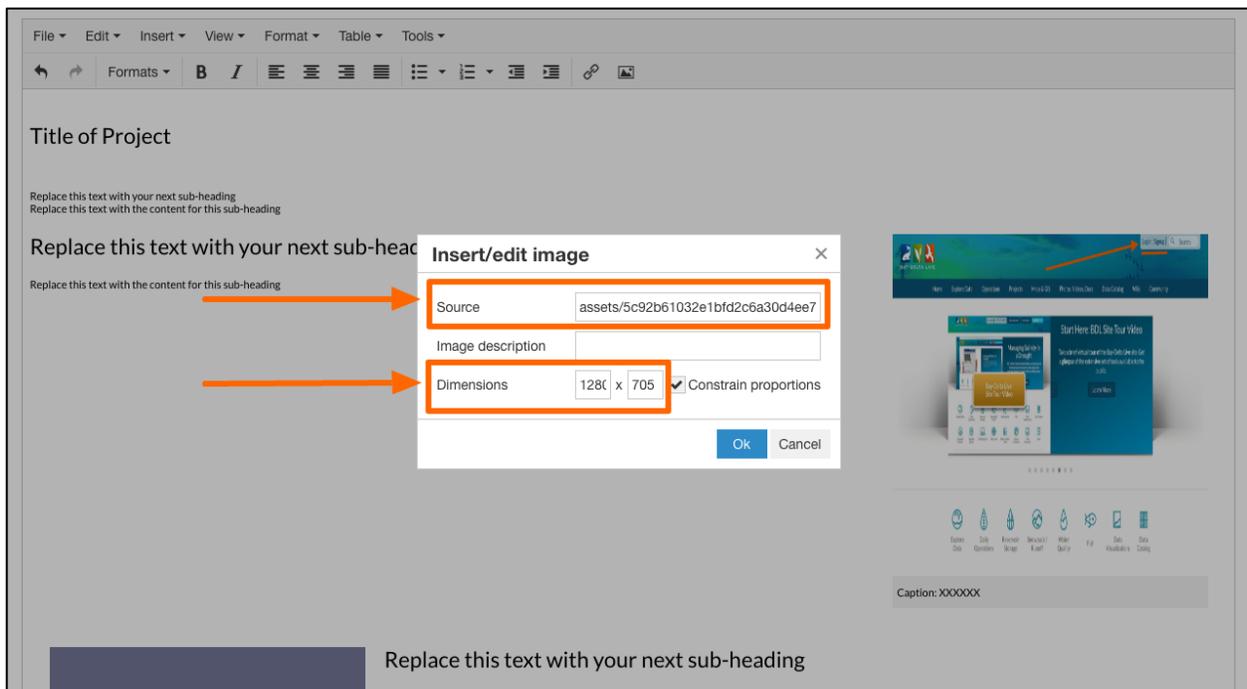
If you need to re-size the image, hover over the corners or sides of the image and move the edges until your image is the right size.



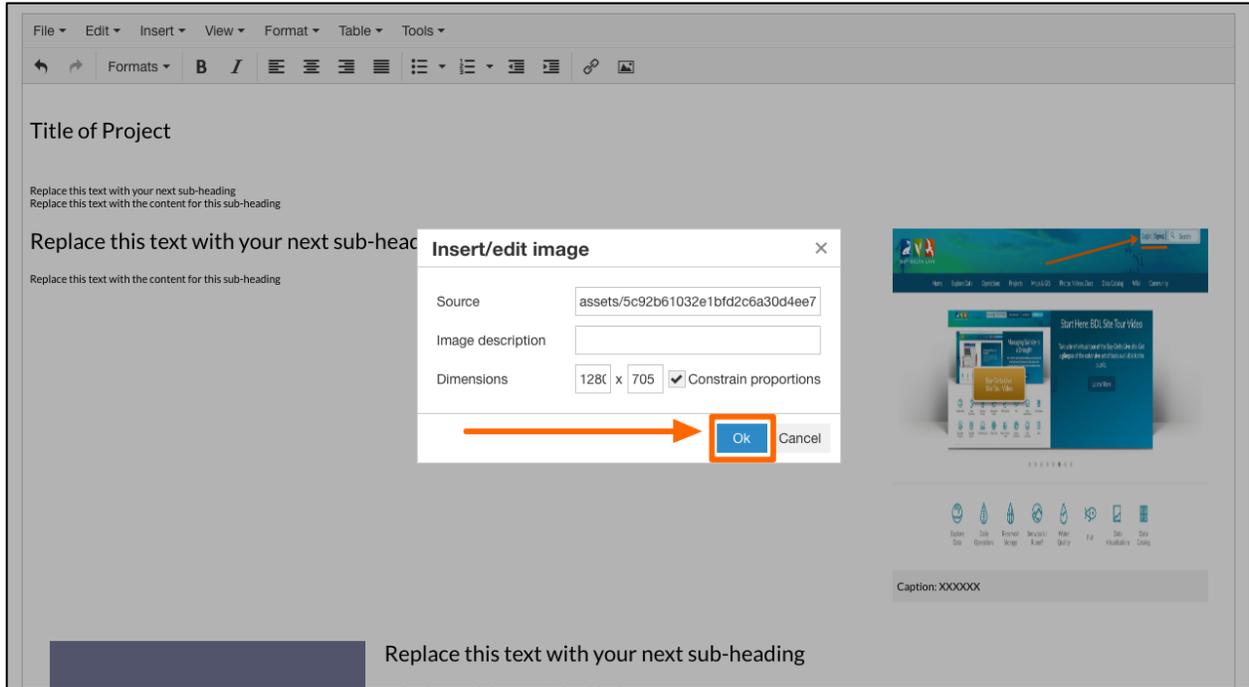
If you'd like to insert an image without using the pre-existing layout, simply click on the "insert" drop-down menu and choose, "insert/edit image."



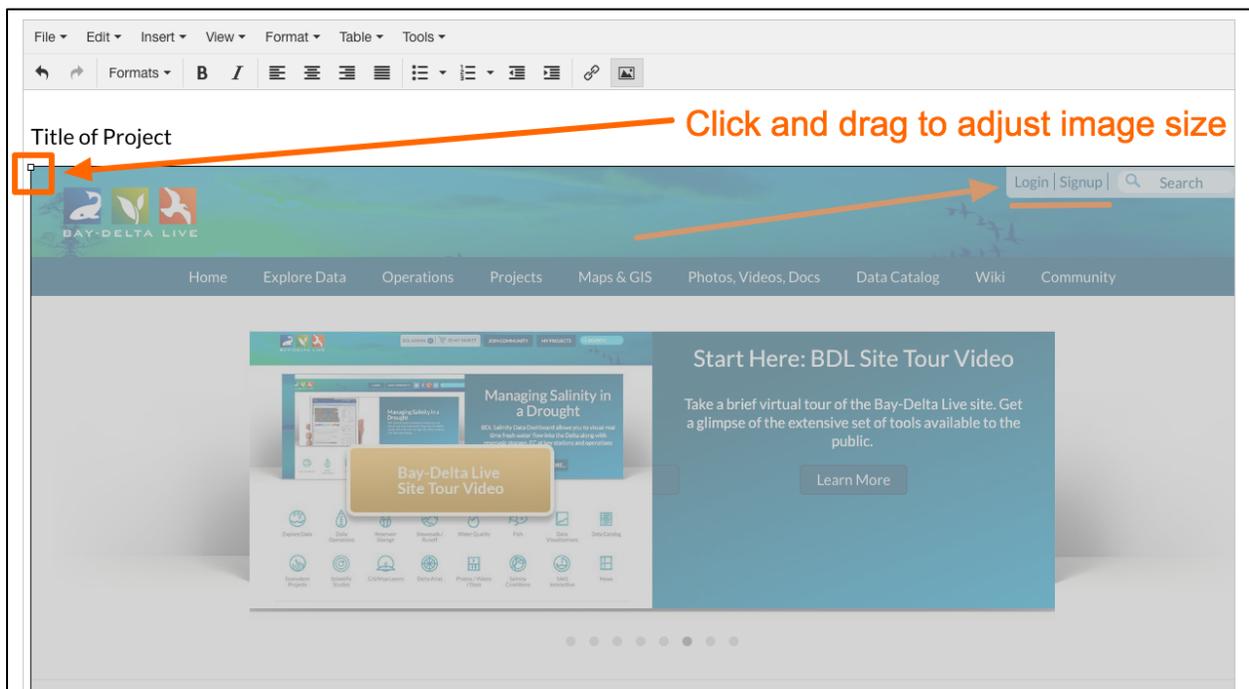
Paste the URL here and manually edit the dimensions if necessary.



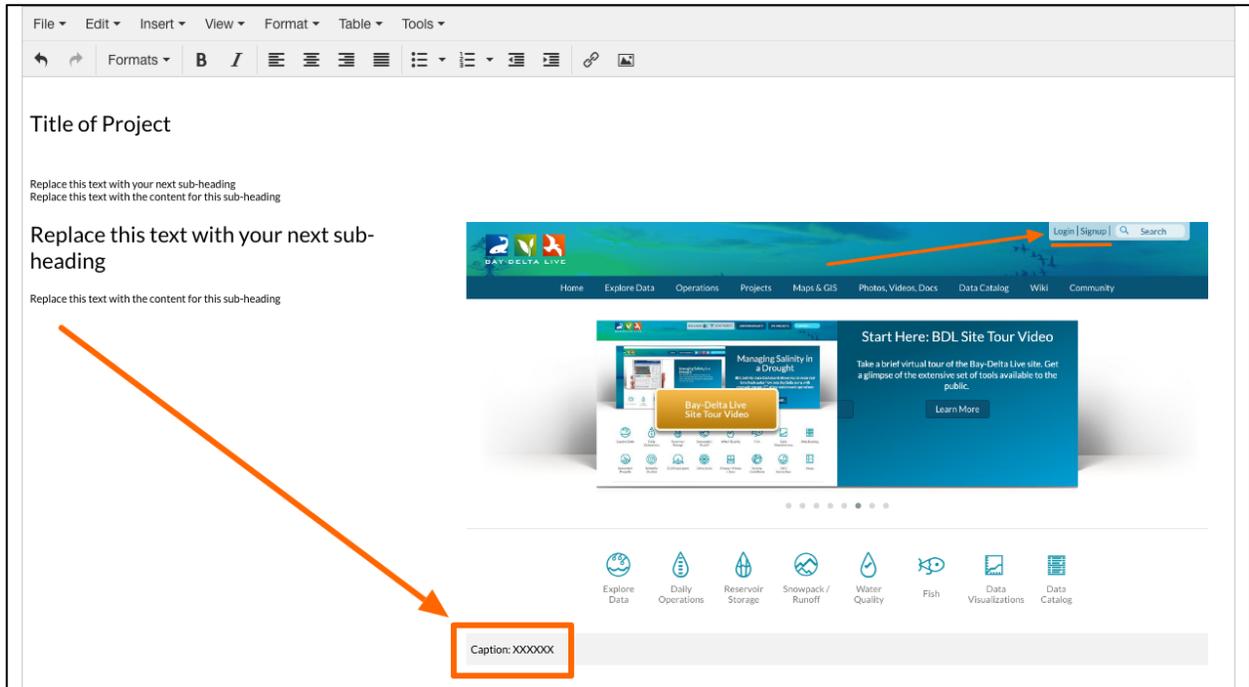
Click, "OK" to save your changes.



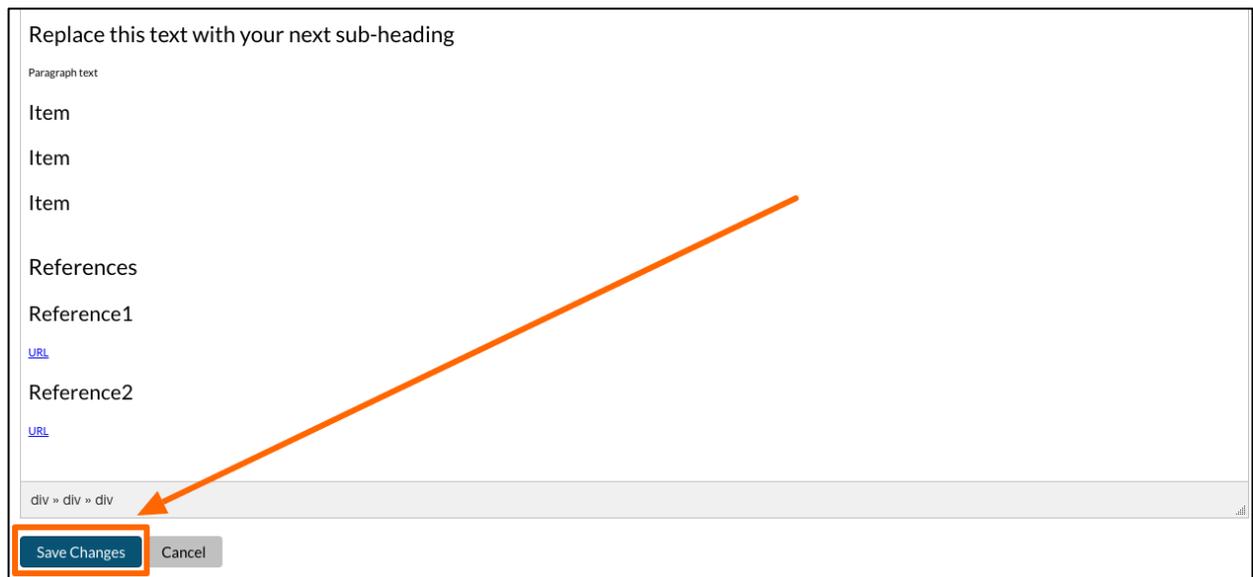
Once the image is in the body of the article page, you can click on the corners and adjust the size this way too.



To complete the image, add a caption. As you can see, the HTML template has a caption in place for you to use. Simply replace the existing text with what you would like it to say.



As you are working on the Article page, remember to periodically save changes. Click on the “save changes” button at the bottom of the screen.



The third option we'll go over is how to embed videos.

The easiest way to embed a video is to upload the video to YouTube or Vimeo and use the embed code.

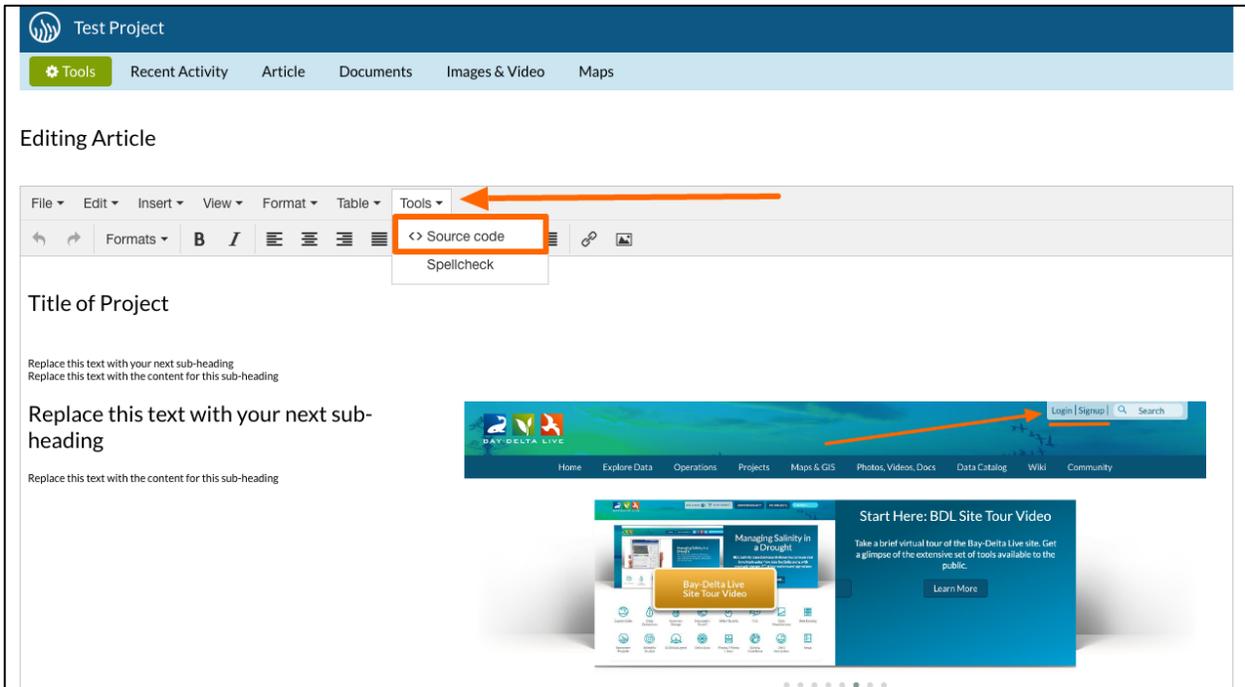
For YouTube videos, you can find the embed code under the "share" option.

The screenshot shows a YouTube video player for the video "How to Use the Search Function" by the channel "Bay Delta Live". The video player interface includes a title card with the website "www.baydeltalive.com" and "Tutorials". Below the player, the video title and channel name are displayed. The "Share" button is highlighted with an orange box, and an orange arrow points to the "Embed" option in the share menu. Another orange arrow points to the "Share" button itself. The embed code is visible below the share menu:

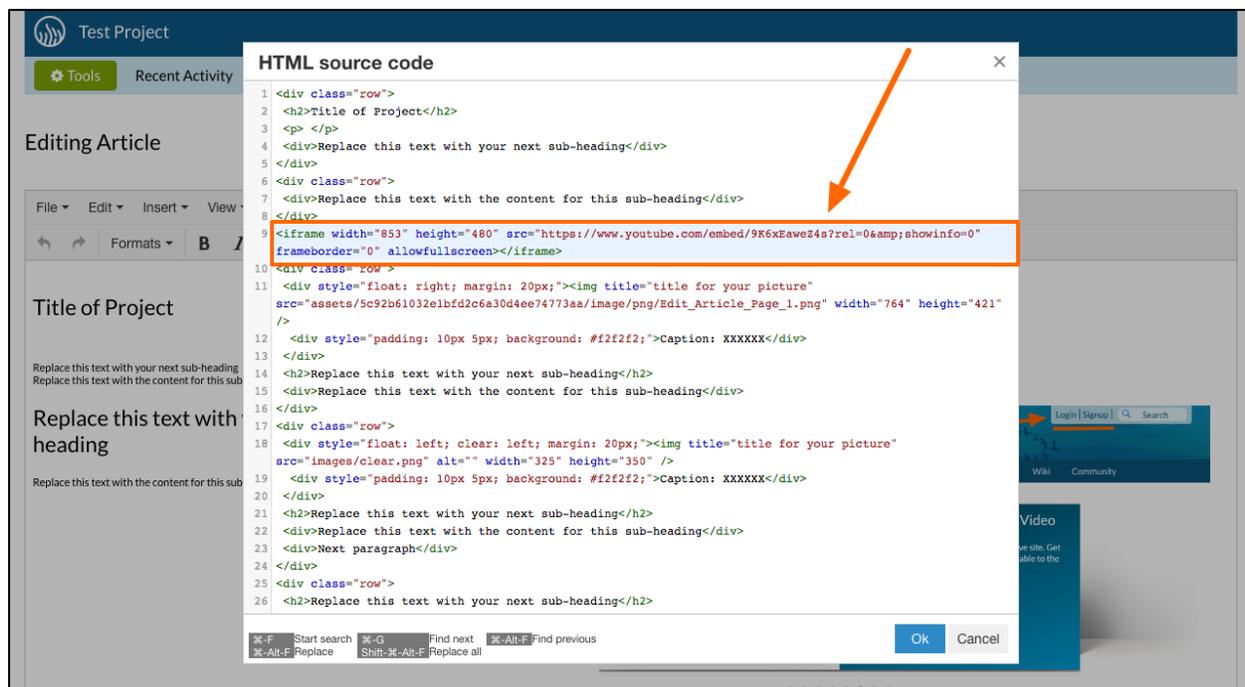
```
<iframe width="853" height="480" src="https://www.youtube.com/embed/zIYvWoVDM5k?rel=0&ps
```

Copy it and go back to the Article page you are editing.

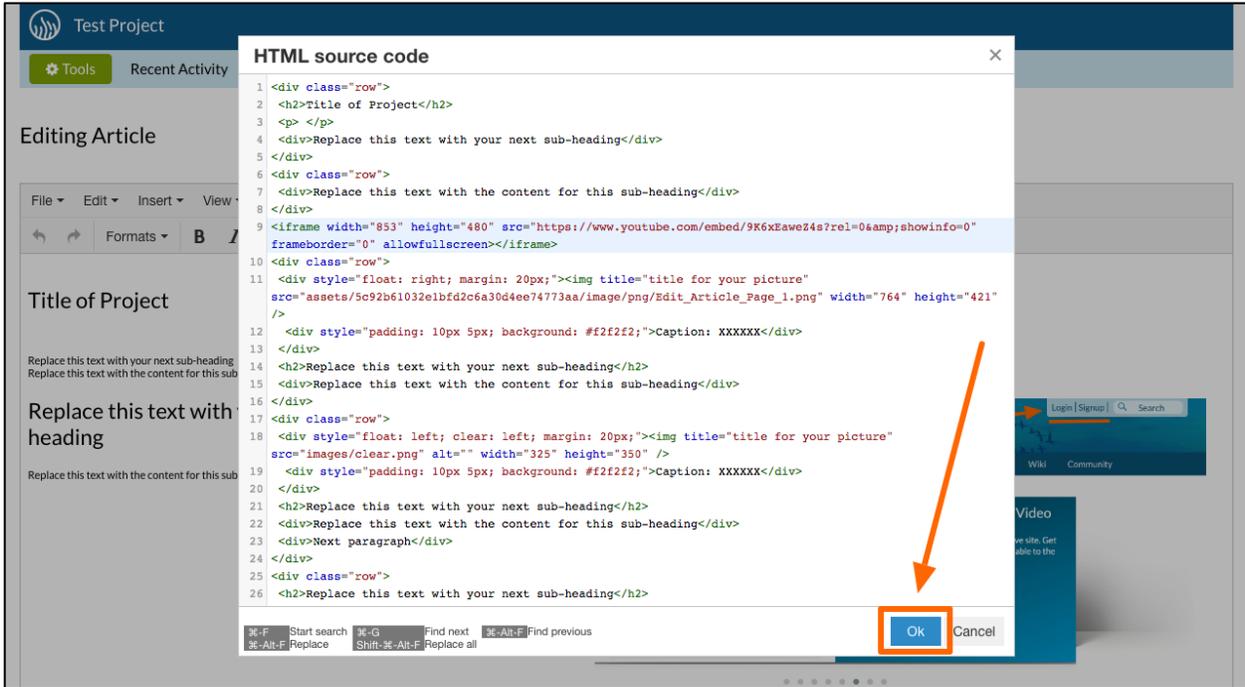
Click on the “Tools” drop-down menu in the toolbar. Choose, “Source Code” and a box will pop up with the HTML code.



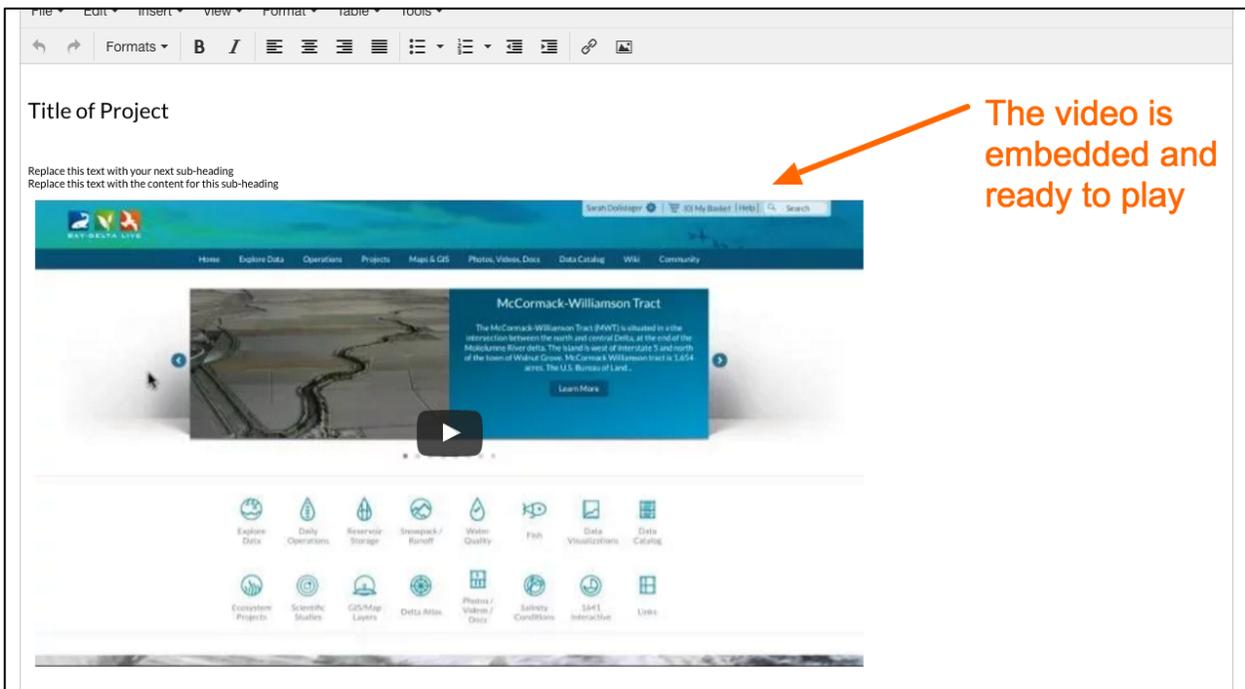
Find the part of the page you would like to embed the video and simply paste the embed code.



Then save your changes by clicking, "OK."

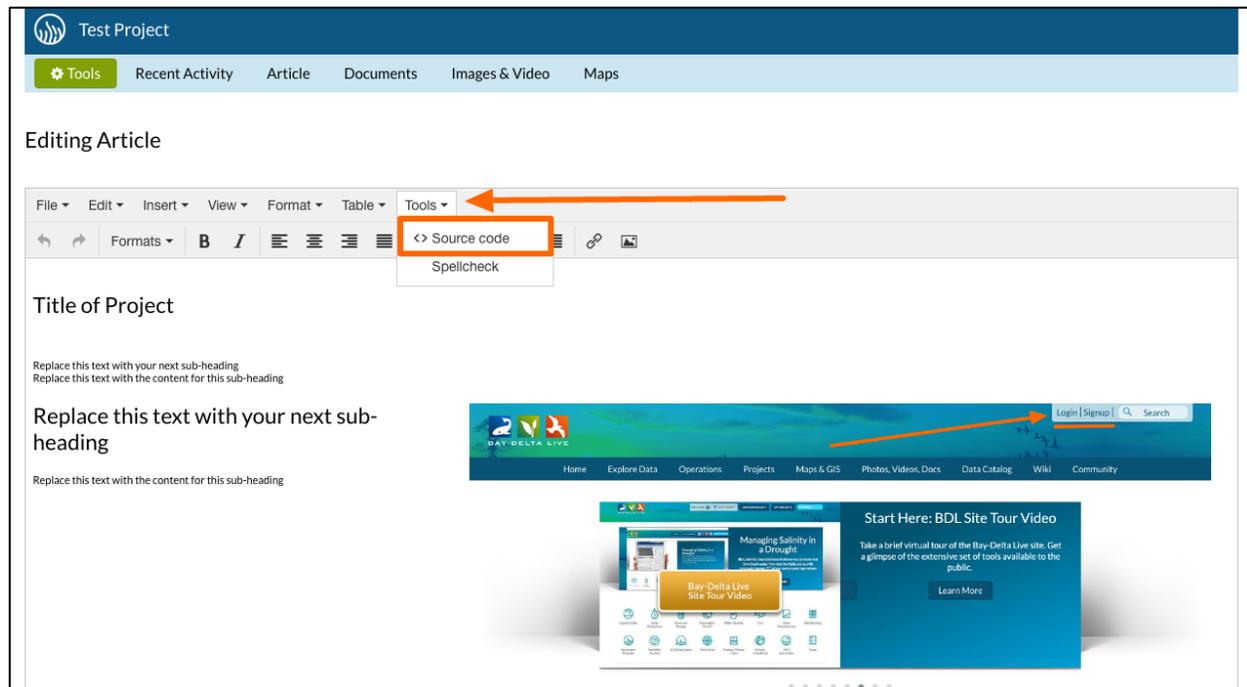


You will see your video is now embedded into the Article page and can be played at any time.



Using your own HTML.

If you know how to write code, you can click on the “Tools” drop-down menu in the toolbar and choose, “Source Code” to make any changes to the code.



Part 3: How to Make the Article Page the Landing Page for Your Project

Let's go over how to make the Article tab the landing page for your project.

If you would like to make it so people see the Article page first when they view your project, you can do so in the Editor settings.

Hover over the TOOLS menu of the project and choose, “edit.”

