The ArcGIS System

Pervasive across computing platforms...

ArcGIS Online

Server

Applications
- ArcGIS Viewers
ArcGIS APIs
- JavaScript, Flex, Silverlight...

Desktop

Applications
- ArcGIS Desktop, ArcGIS Explorer
ArcGIS Runtime SDKs for WPF, Java, Qt C++

Mobile

Applications
- ArcGIS
ArcGIS Runtime SDKs for iOS, Android, Windows Phone, Windows Mobile
### Lightweight Applications and Runtime SDKs

Configurable applications and native ArcGIS Runtime SDKs

<table>
<thead>
<tr>
<th>Platform</th>
<th>iOS</th>
<th>Android</th>
<th>Windows Phone</th>
<th>Windows Mobile</th>
<th>Windows</th>
<th>Linux</th>
</tr>
</thead>
<tbody>
<tr>
<td>Applications</td>
<td>ArcGIS</td>
<td>ArcGIS</td>
<td>ArcGIS</td>
<td>ArcGIS</td>
<td>ArcGIS Explorer*</td>
<td>None</td>
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<tr>
<td>Runtime SDK</td>
<td>Objective C</td>
<td>Java</td>
<td>Silverlight</td>
<td>.NET</td>
<td>Runtime SDK</td>
<td>Runtime SDK</td>
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</table>

*ArcGIS Explorer* is available for Windows only.
Introducing the ArcGIS Runtime for Desktops

A GIS Runtime for Windows and Linux

- Integrated into the ArcGIS Ecosystem
- Small Footprint
- Fast Display
- Easy to Deploy

Leverages the ArcGIS System
ArcGIS Runtime Specifics

- **New Architecture**
  - Native 32 and 64 bit code execution
  - Utilizes hardware (Cores, CPUS,..)
  - Asynchronous programming pattern

- **Simplified Deployment**
  - No install required
  - Deploy only needed components
  - Side-by-Side deployment
  - Independent of other ArcGIS installs

- **SDKs**
  - WPF, Java, Qt,
  - Builds on the ArcGIS APIs
It's Not Just About Writing Code

• **ArcGIS Desktop Used to Provision Solution**
• **Content is Authored**
  - Map Packages
  - Tile Packages
  - Locator Packages
• **Functionality Can Be Authored**
  - Geoprocessing Packages
• **Packages can be delivered on Media, or downloaded from online**
• **ArcGIS Server Can Deliver Content to Clients**
Mapping and Cartography

- Fully Supports ArcGIS Cartography Including Representations
- Annotation and Labeling
  - Maplex Support Included
- Author Maps using ArcGIS Desktop
- Limitations Around Custom Components
  - Custom Layers
  - Custom Renderers
  - Custom Symbols
- Tile and Map Packages
Mapping
Mary
Editing

- Geodatabase Feature Editing
  - File and SDE Geodatabase
  - Simple Feature Editing
  - Attributes and Shape
Editing
Ralf
GeoCoding

- Support provided by ArcGIS Locators
- Geocoding and Reverse Geocoding Supported
- Single Line Geocoding Supported
- Locator Data Provisioned to the Runtime in Locator Packages
Geoprocessing

- Tools, Scripts and Models Supported
- System Tools Available Depend on Level of the Runtime
  - Basic (None)
  - Standard (ArcView +)
  - Advanced (ArcEditor +)
  - Tool List available at Beta
Online Integration

- Designed for Desktop and Online Development

Developers Are Productive on the Desktop and Online
Deployment

- No Install Style Deployment
- Only Deploy What You Need
- Each Application Has Its Own Runtime
- Runs Independent From Any Other Runtime or ArcGIS Product
What About The Other Desktop Developer Options?

- ArcReader
- ArcGIS Runtime
- ArcGIS Desktop
- ArcGIS Engine
- ArcGIS Mobile (Tablet)
- ArcGIS Explorer
ArcGIS 10.1 Beta Status

- Beta Release Underway
- Sign up to the Beta https://betacommunity.esri.com
- Download the Software When Available (End July)
Questions?