



Esri International User Conference | San Diego, CA
Technical Workshops | July 14th 2011

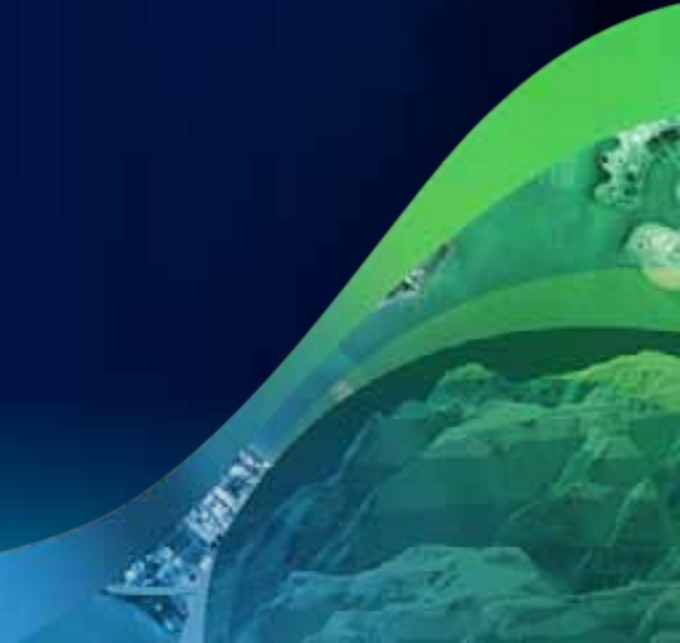
Migrating Custom Desktop Solutions from 9.3 to 10

John Hauck and Ralf Gottschalk

Agenda

- **Changes at ArcGIS 10**
 - **SDK Requirements**
 - **64 Bit support**
 - **Publisher Policy Files**
- **Runtime Binding**
- **Changes to Component Registration**
- **New Customization Framework Options**
 - **Add-ins**
 - **Enhancements to Python**
- **VBA Developer Migration**
- **VB6 Developer Migration**

Changes at ArcGIS 10



SDK Requirements

- Visual Studio 2008 sp 1
- Visual Studio 2010
- Visual Studio Express 2008
- .NET Framework - 3.5 sp 1
- Eclipse Galileo or Ganymede
- JDK 6 update 16
- ArcGIS changes
 - Single ArcObjects SDK for each language
 - Engine Runtime must be installed to develop with the controls



64 Bit Support

- **ArcGIS Desktop and Engine are 32 bit applications**
 - Run as 32 bit applications on a 64 Bit OS
- **For standalone applications**
 - Set platform to x86 in Visual Studio Configuration Manager
 - Default is “Any CPU”
- **At Version 10 ArcGIS applications are Large Address Aware**
 - On 64 Bit OS processes can take up to 4 gigabytes of RAM if available

No Publisher Policy Files at ArcGIS 10

- **Policy files specify assembly redirection**
 - Installed into the GAC
 - Included in previous versions of ArcGIS
- **Desktop applications include an Application Configuration file**
 - Redirects 9.3.x Assemblies to 10
 - There for migration assistance only
 - Recommended to recompile

Runtime Binding



Standalone Applications

Runtime Binding

- At ArcGIS 10 each product has **it's own runtime**
 - Products have their own install locations
 - Service pack products separately
 - Uninstall service packs
- ArcObjects must be pointed to a runtime to work
 - Required for all standalone applications
 - Must bind before making any other ArcObjects calls
 - Preferably in your main method or in the application events
- Remember – Binding is not Licensing
 - Still have to check out a license after binding



Standalone Application

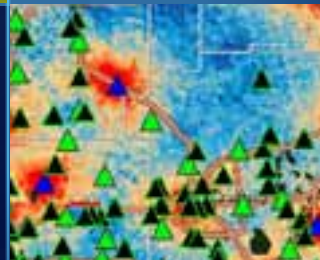
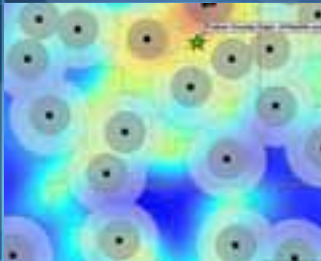
Runtime Binding - .NET

- **Add reference to ESRI.ArcGIS.Version**
- **Use the RuntimeManager static class**
 - **Call ESRI.ArcGIS.RuntimeManager.Bind**
 - **Pass in product code of the target runtime**
 - **Also BindLicense method**
 - **Which binds and calls AoInitialize under the hood**

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Demo Runtime Binding



Migrating Custom Components

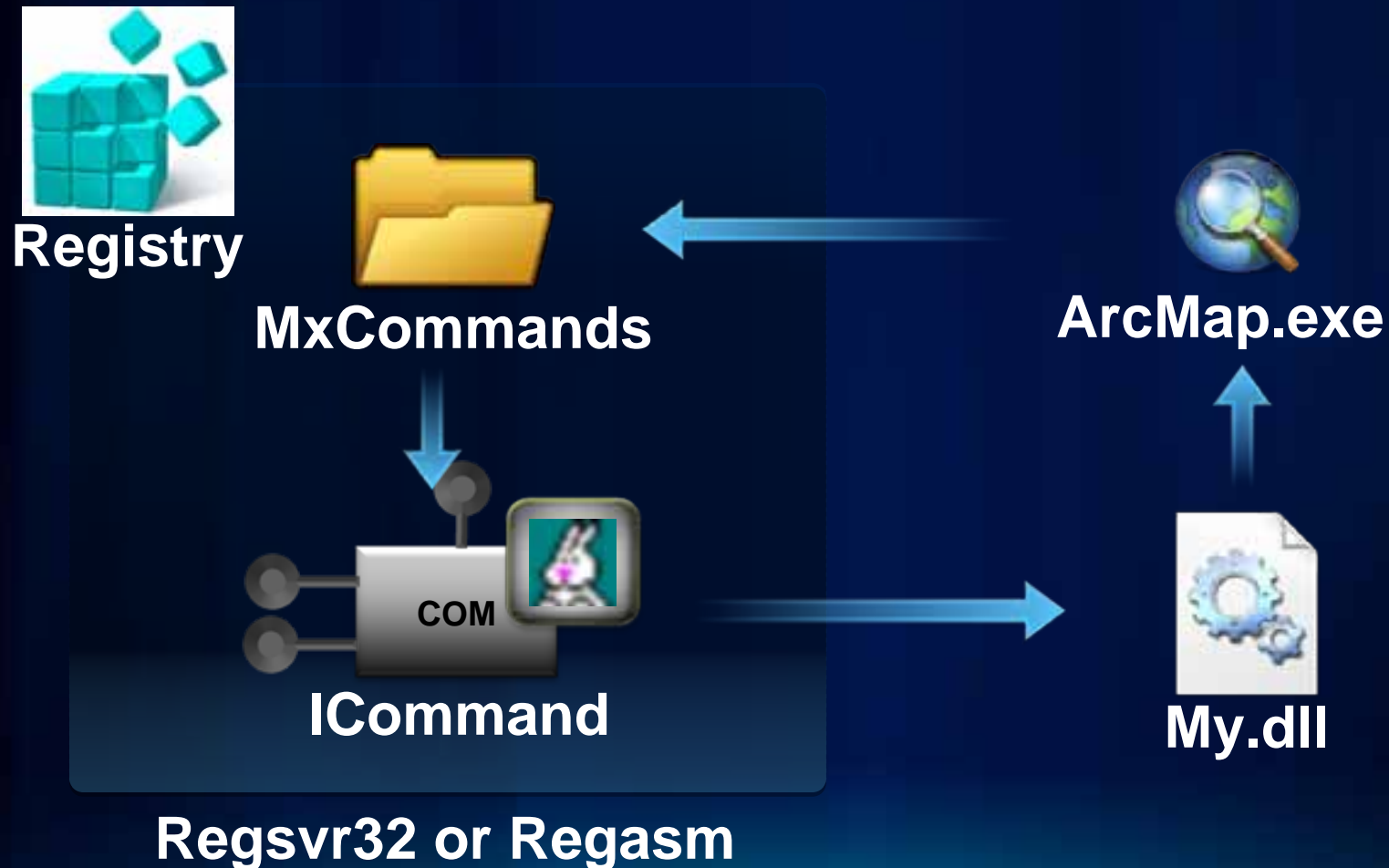


Component Registration

Understanding component registration

- Prior to 10, ArcGIS knew which customizations to load based on which categories a component was registered in
- Example Custom ArcMap Command
 - Implement ICommand
 - Register COM component
 - Register command in MxCommands Category
 - Upon startup ArcMap reads all components in the MxCommands category and loads appropriate commands

Component Registration at ArcGIS 9.x

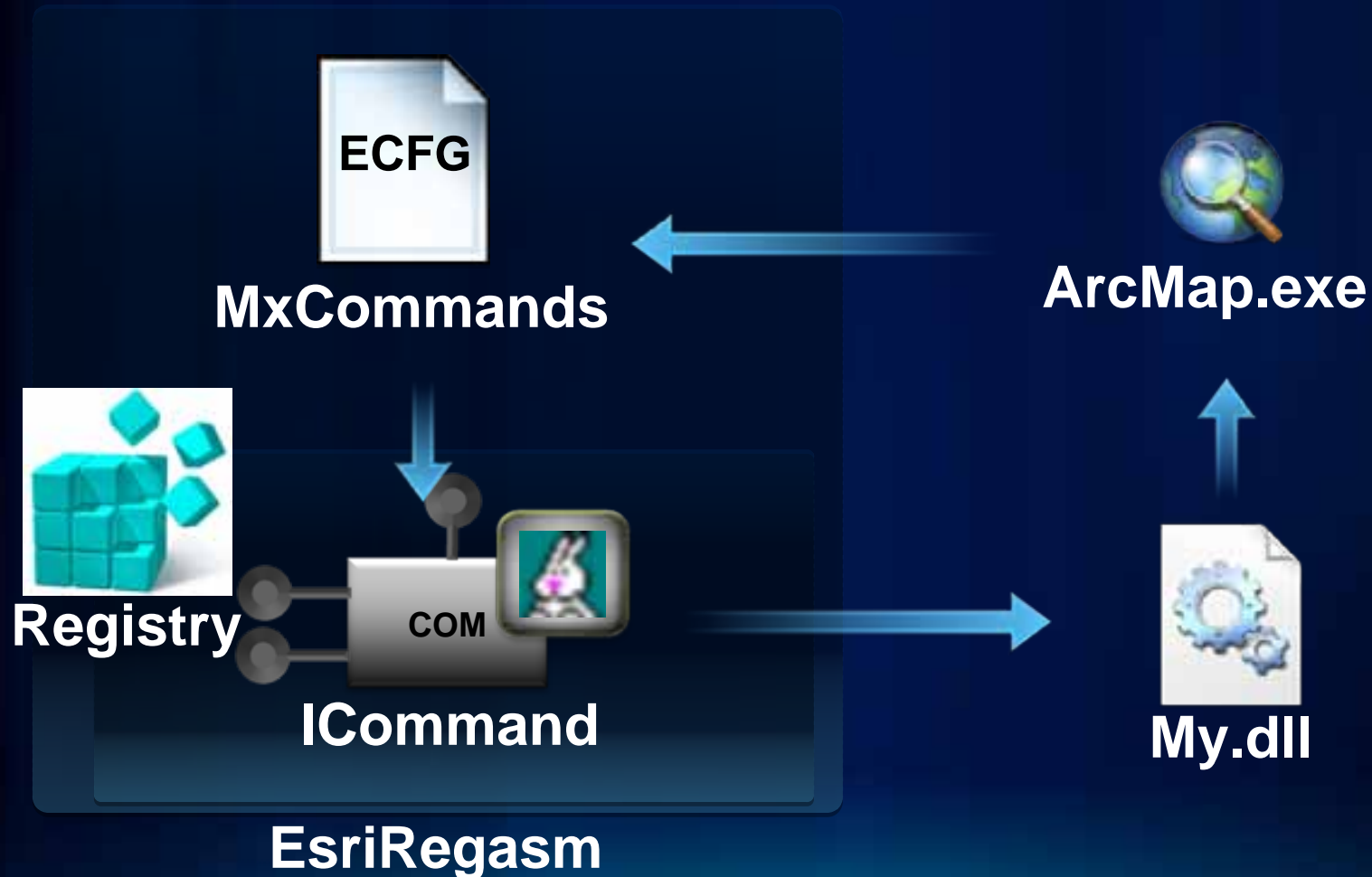


Component Registration

Understanding component registration at 10

- **ArcGIS 10 no longer reads component categories from the registry**
- **Component Category information is read from configuration files (*.ecfg)**

Component Registration at ArcGIS 10



Component Registration

How to register custom components at 10

- **Components are still COM based**
 - Must register custom components
- **Use ESRIRegAsm.exe to register category information**
 - Creates your *.ecfg file
 - Places it into appropriate folder
 - Engine:
%CommonProgramFiles%\ArcGIS\Engine10.0\Configuration\CATID
 - Desktop:
%CommonProgramFiles%\ArcGIS\Desktop10.0\Configuration\CATID

Component Registration

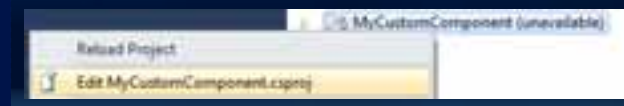
How to deploy custom components

- To Deploy little change needs to be made
 - Option 1:
 - If you call RegSrv32.exe or RegAsm.exe
 - Call ESRIRegAsm.exe instead
 - ESRIRegAsm.exe <MyDll.dll> /p:<Product> /s
 - Option 2:
 - Register like you always did and with COM copy the ecfg to the appropriate location
 - Engine:
%CommonProgramFiles%\ArcGIS\Engine10.0\Configuration\CATID
 - Desktop:
%CommonProgramFiles%\ArcGIS\Desktop10.0\Configuration\CATID

Component Registration

Adding registration to existing projects

- Adding the EsriRegAsm.exe step to your own .NET projects
 - Unload and edit project
 - Add the custom build step
 - This registers your component on build and unregisters on clean
- C++ developers add custom Post-Build Event
 - "\$ (CommonProgramFiles)\ArcGIS\bin\esriregasm.exe" /p:Desktop "\$(TargetPath)"



Migration Workflow Overview



Migration

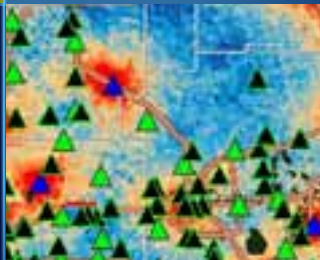
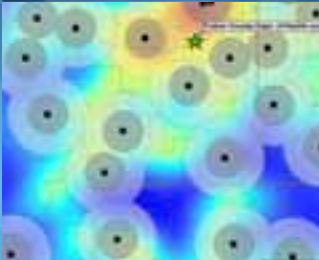
Tips migration workflow

- **ArcObjects SDK includes the Code Migration Analyzer**
 - Provides warnings in the error list window to help with migrating applications to 10
- **Update debug start action to new ArcGIS executable locations**
- **Fix any changes to Assemblies**
- **Add new component registration step**
- **Standalone applications add the Binding code**

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Migrating Custom Components



New Customization Framework Options



New Customization Framework

Add-ins

- **No COM registration required!**
- **Can use Java or .NET**
- **Create Add-in through an Eclipse or Visual Studio Wizard**
 - **Config.esriAddinsx xml file and a class**
 - **New items can be created through wizard or through XML**
- **Compile Add-in**
 - **Creates an *.esriaddin file**
 - **XCopy deployable**
 - **Installation is as simple as double clicking on the Add-in**



New Customization Framework

Add-ins

- **Types of Add-in customizations**
 - **Button and tools**
 - **Combo Boxes**
 - **Menus, Context menus, Multi-items**
 - **Toolbars and Tool palettes**
 - **Dockable windows**
 - **Extensions**
 - **Editor Extension**

New Customization Framework

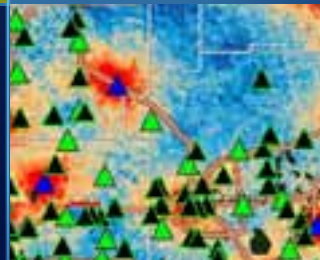
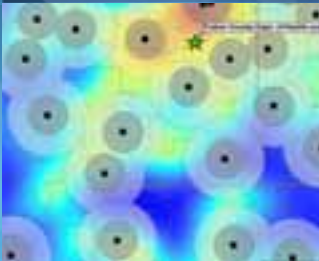
Add-ins

- **Add-ins are installed on a per user basis**
- **No Administrative permissions required**
 - Can be digitally signed
 - Installation can be controlled by systems administrator
 - Block all Add-ins, block unsigned Add-ins, specify an administrator folder, only allow Esri Add-ins
- **Add-in can be placed on a network share and referenced through Add-in Manager**
 - All updates will automatically be picked up next time ArcGIS Desktop is loaded

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Demo Add-ins



Python

Enhanced at ArcGIS 10

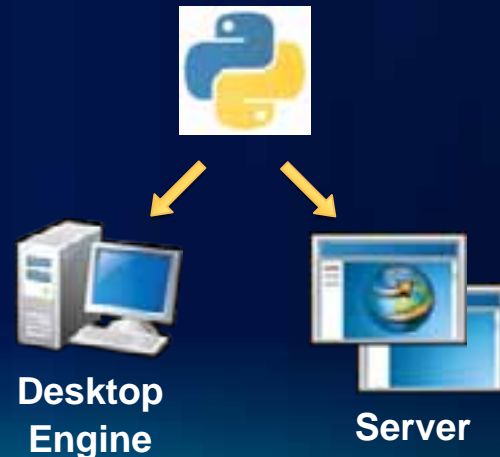
- **ArcPy site-package**
 - Automation of GIS mapping functionality
 - Printing and Exporting
 - Manipulate Map Document and Layer Files
 - Automate Map Book creation
 - Automation of GIS analysis
 - Geoprocessing
 - Python API for Spatial Analyst
 - Python API for GeoStatistical Analyst



Python

Enhanced at ArcGIS 10

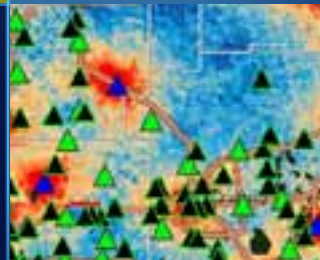
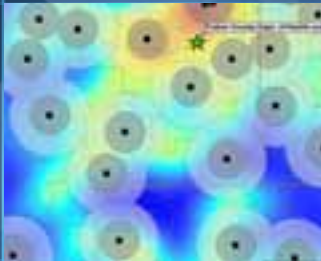
- Can be leveraged throughout ArcGIS
 - Same scripts can run on
 - Desktop
 - Engine
 - Server
 - Windows / Linux



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Demo Python



VBA Migration



VBA Migration

Status for 10.1

- **Free VBA Compatibility Setup**
 - Request license
 - No Support and no SDK
 - Available to allow existing solution to still work doing migration
- **Esri urges your to migrate VBA application to a supported development environment**
- **Where should a VBA developer go?**



VBA Migration

Python

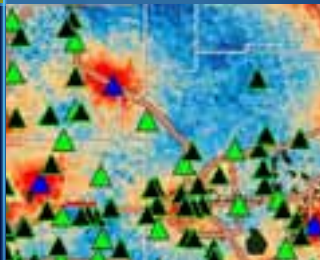
- **Why migrate to Python?**
 - **Simpler API**
 - **Perfect for Automation of Mapping and GIS Analysis**
 - **Functionality will increase over time**
 - **Python can be leveraged from any development environment**
- **Why might Python not be an option?**
 - **Not an ArcObjects replacement**
 - **Review ArcPy and make sure it does what you need**
 - **Need to completely rewrite your code**
 - **Business logic will need to be changed significantly**

VBA Migration

Add-ins

- **Why migrate to Add-ins?**
 - A lot of code can be copied and pasted in a VB.net application
 - Types of customizations are the same or similar
 - Simple deployment model

Migrating VBA to Add-ins



VB6 Migration



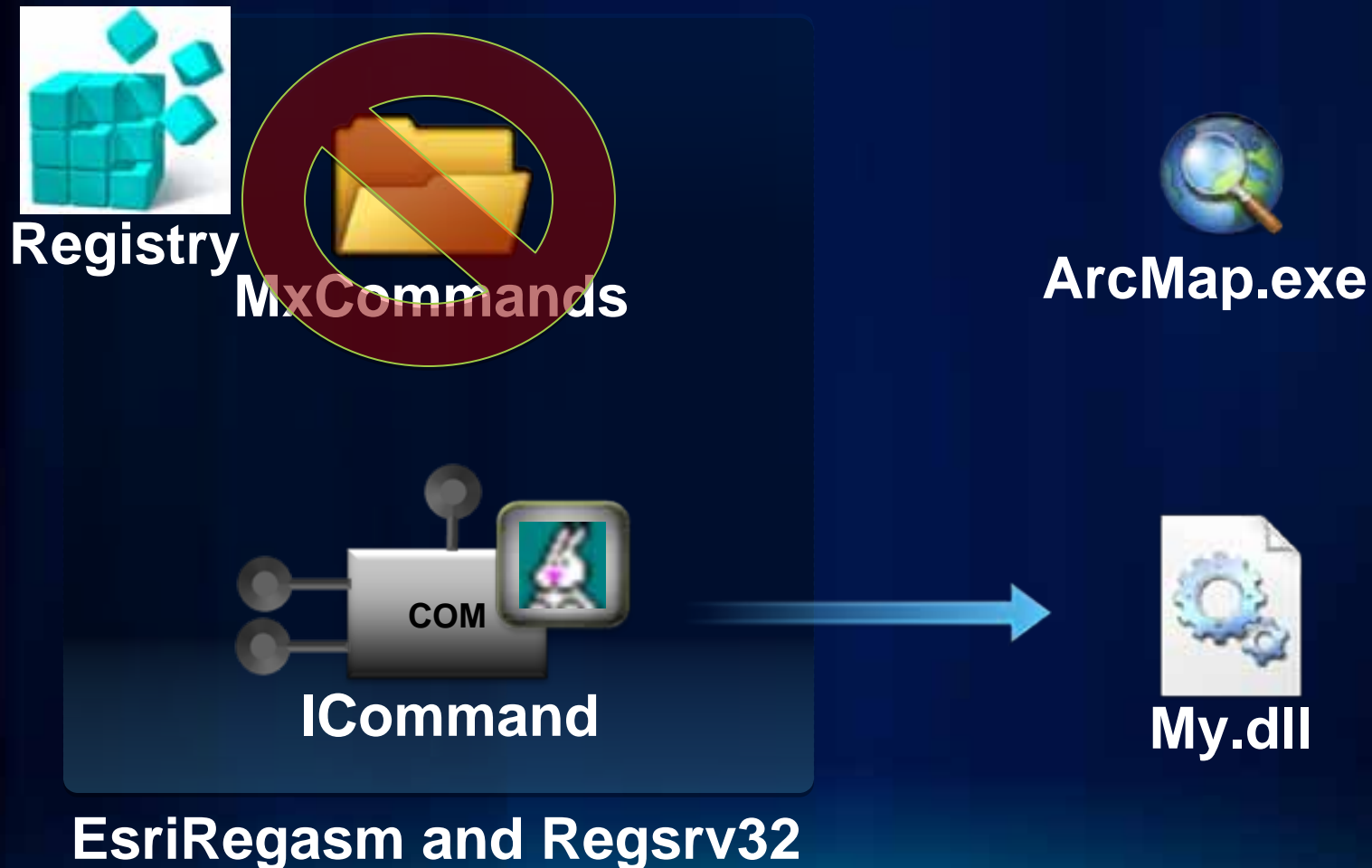
VB6 Migration

Current Status

- **As of ArcGIS 10 VB6 is no longer supported**
 - We don't ship a VB6 SDK
 - We don't install the VB6 runtime
- **What does this mean for VB6 Components?**
 - Migrate to a supported language
 - ArcObjects SDK contains many resource to help with the migration process
 - Case studies
 - Samples
 - Tips



Component Registration at ArcGIS 10



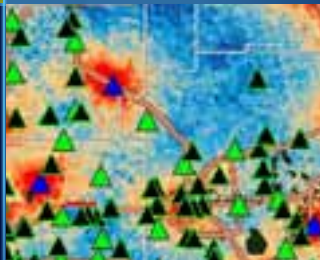
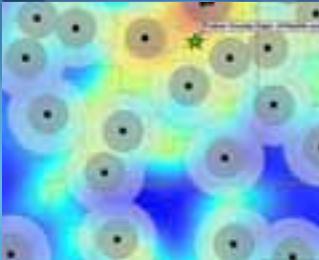
VB6 Migration

Migration Strategy

- **For large VB6 solutions**
 - Migrate components bit by bit
- **VB6 components are not blocked by the ArcGIS system**
 - Components can be registered to help in the migration process KB [37639](#)
 - Test components thoroughly
 - Replace with supported components as they become available

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Registering Components for Migration



Questions?

- Please don't forget to fill out the surveys.
- www.esri.com/sessionevals



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