Military Tools for Developers
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Defense Solutions
We support the Defense, Intelligence, and National Security industry

- Fully documented and maintained
- Fully supported
- Open source

Empowering our users with focused workflows that fit their needs
Who Do We Support
Our User Community

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What is Military Tools for ArcGIS?
Simple, Accessible, and Fully Supported Product

- Essential
- Open Source
- Fully Supported
- Mission Focused
- Easy to Use
- No Implementation Cost

Interactive workflows that support creating common defense and intelligence geospatial products.
Essential tools for Defense and Intelligence
Core workflows used by Analyst in our Industries

- Coordinate Conversion
- Distance and Direction calculations
- Military Symbol Editor*
- Visibility analysis

Interactive workflows that support multiple Defense workflows
Military Tools where you need them
Common workflows that work across the platform

ArcGIS Pro 2.0
ArcMap 10.3.1 – 10.5.1
Web AppBuilder (Developer Edition) 2.5

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Demo
Introduction to Military Tools
What you need
Developers can configure or customize everything we build

ArcMap:
ArcObjects SDK for Microsoft .Net Framework 10.3.1

ArcGIS Pro:
ArcGIS Pro 2.0 SDK for Microsoft .Net Framework

Widgets:
ArcGIS Web App Builder 2.5 Developer’s Edition | JavaScript 3.20

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Where you can you find our source code?

Add Ins

Coordinate Conversion
https://github.com/Esri/coordinate-conversion-addin-dotnet

Distance and Direction
https://github.com/Esri/distance-direction-addin-dotnet

Visibility
https://github.com/Esri/visibility-addin-dotnet

Military Symbol Editor
https://github.com/Esri/military-symbol-editor-addin-wpf

Widgets

Coordinate Conversion
https://github.com/Esri/solutions-webappbuilder-widgets/tree/dev/CoordinateConversion

Distance and Direction
https://github.com/Esri/solutions-webappbuilder-widgets/tree/dev/DistanceAndDirection

Visibility
https://github.com/Esri/solutions-webappbuilder-widgets/tree/dev/Visibility
Add-In Development Experience

- Use Scrum for development effort
- IDEs used: VS 2015, Sublime Text, Notepad++
- GitHub
  - Main source control
  - Code review
- Testing
  - Unit tests
  - Holistic Tests
  - Jenkins
Widget Development Experience

- Use Scrum for development effort
- IDEs used: VS 2015, Sublime Text, Notepad++
- GitHub
  - Main source control
  - Code review
- Testing
  - Unit tests
  - Holistic Tests
  - Jenkins
Code Structure

- MVC - widgets
- MVVM – Add-Ins
- Single Add-In vs. multiple Component Add-In
Model: Expresses applications behavior independent of the user interface
View: The output representation of the application – GUI
Controller: accepts input and converts it to commands for model or view
Code Structure Add-Ins - Esri Add-In Framework

- Makes customizations easy
- Simplifies deployment and sharing
- Can be localized
Code Structure Add-Ins - MVVM

- Model
- View
- View Model
Code Structure Add-Ins – Single Add-In vs Multiple Component Add-In
Demo tips and tricks

• Debugging in Edit Mode
• Debugging in a deployed Application
• Loading jQuery library

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Demo

- Testing Framework
- Unit tests
Military Tools for ArcGIS 1.0
- ArcGIS Pro Add-in
- ArcMap Add-in
- Web AppBuilder Widgets

Enhancements
- Batch coordinate conversion
- Increased notation format support
- Improved dark theme experience

Additional Tools
- GRG Widget
- Grid Overlay Widget

Interactive workflows that support multiple Defense workflows
How to access the work we do
Solutions.arcgis.com

Maps
Apps
Platform Configurations
Supporting Materials

https://solutions.arcgis.com
Questions
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**Complete Answers and Select “Submit”**