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Implementing ArcGIS Explorer Desktop

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Presentation Overview

- **What is ArcGIS Explorer**
- **Customizing without code (configuring)**
- **Using the SDK to create Add-ins**
- **Deployment... sharing what you create**
- **Look ahead to 1700**
- **... Questions**

What is ArcGIS Explorer Desktop

- **Free, lightweight, can be deployed widely**
- **An integral part of your GIS**
- **Enables you to deliver GIS to a broad audience**
 - **Within and between departments**
 - **Throughout your organization and with other organizations**
 - **To geographic information users everywhere**
- **Provides a way to explore, visualize, share, and present geographic information**
- **Easy to integrate other information geographically**

Getting ArcGIS Explorer 1500

- esri.com/arcgisexplorer
- resources.esri.com

1. **Check system
requirements**

Run online check utility

2. **Download & install**



A good idea!

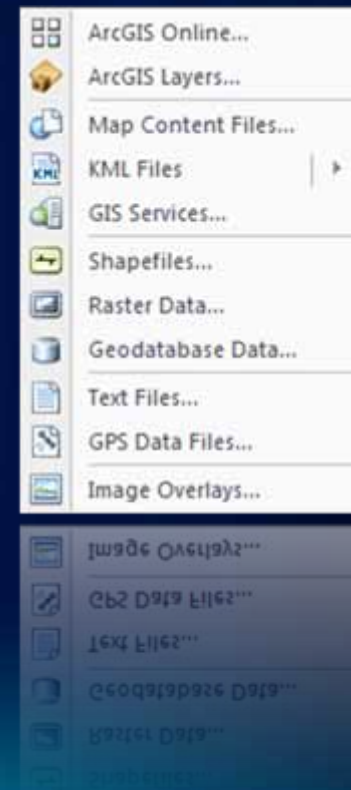
Also check for graphics
driver updates!

Customizing ArcGIS Explorer without coding

- **Authoring a map**
- **Analysis Tools**
- **Consume existing Add-ins**
- **Application Configurations**

Authoring a map

- ArcGIS Online
- Layer files (.lyr) and layer packages (.lpx)
- Explorer map content files
- KML, KML network link
- Services
 - ArcGIS Server, Image services, ArcIMS
 - WMS, GeoRSS
- Shapefiles
- Rasters
- Geodatabase
- Text files, GPX
- Image Overlays



DeKalb County Board

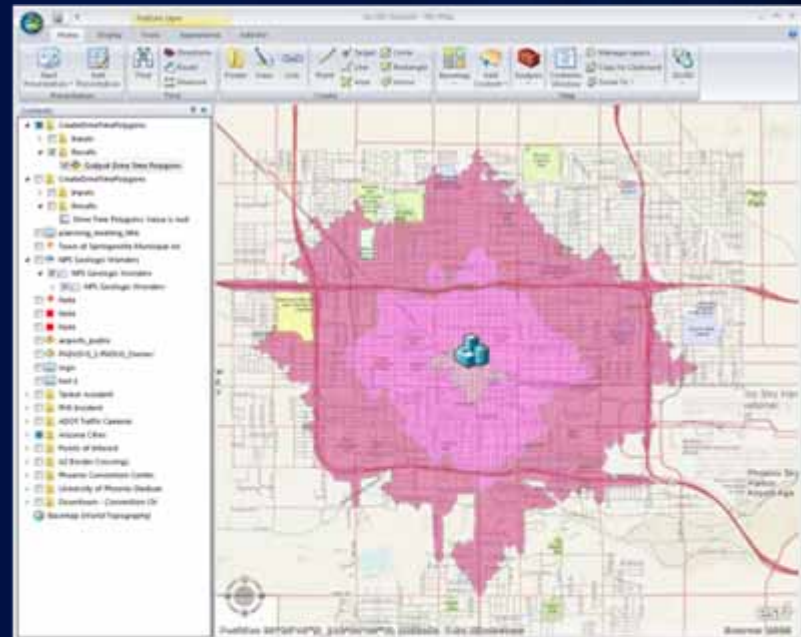
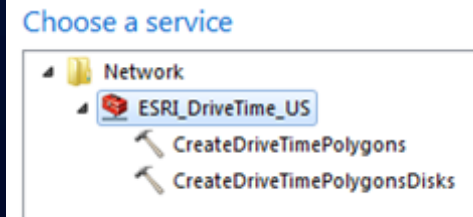
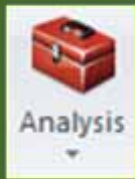
Fulton County Dept. of Health and Wellness/District 3, Unit 3, G

Making a map demo



Analysis Gallery

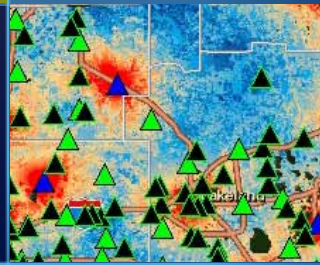
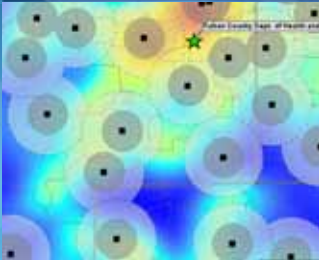
- Connect to ArcGIS Server that publishes GP services
- Manage tools in gallery



Fulton County Dept. of Health and Wellness/District 3, Unit 3, G

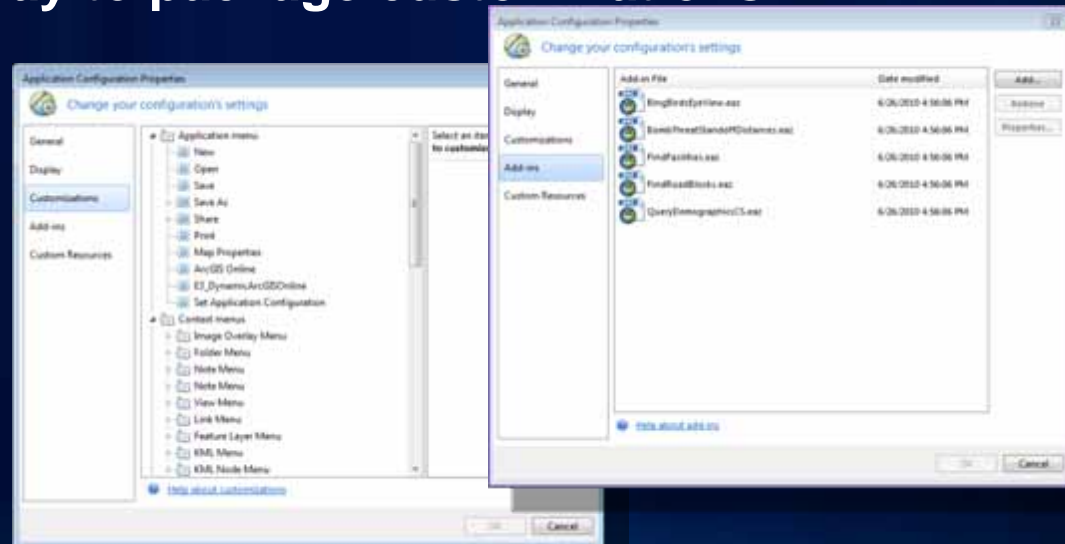
DeKalb County Board

Analysis tools demo

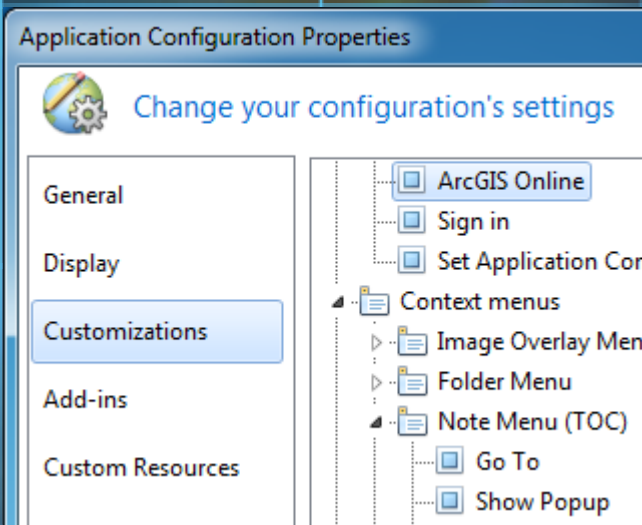


Application Configurations

- Edited / managed via Application Configuration Manager
- Enables custom ribbons, add-ins, logos, splash screen and more ...
- Easiest way to package customizations



Application Configuration demo



Using the SDK to create Add-ins

- What you need to get started
- Customization points
- API overview

Developer Resources

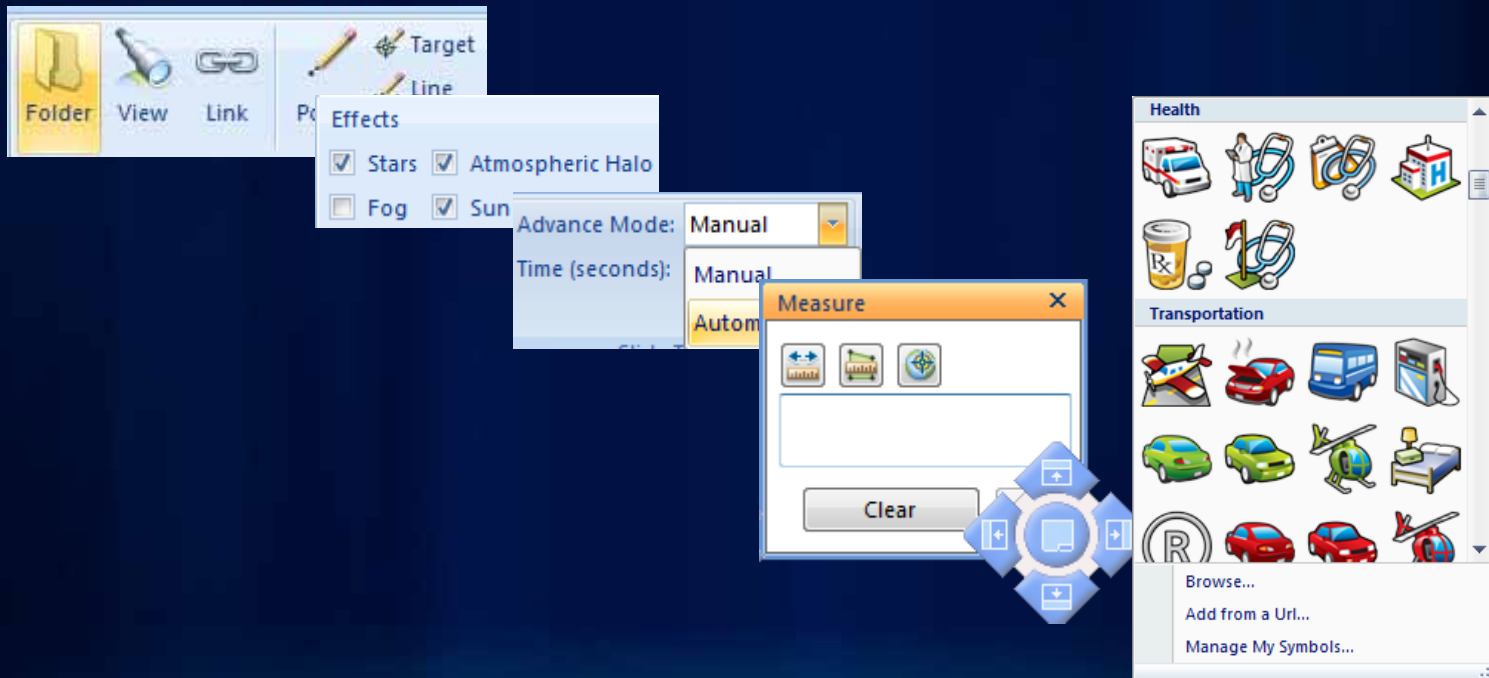
- ArcGIS Explorer SDK
 - Separate Download
 - Help, Samples and Walk throughs

Developer Environment

- .NET Framework 3.5 sp1
- Microsoft Visual Studio 2008 sp1 or Visual Studio 2010
- All visual studio editions including Express
- C#.NET or VB.NET languages

Customization Points

- **Buttons, CheckBoxes, ComboBoxes, DockWindows, Galleries and Extensions**



API Overview

- **Object Model**
- **Class Diagrams**
- **Namespace references**

Customization Demos

[C#]

```
//Access the ActiveMapDisplay of the applicat
MapDisplay md = Application.ActiveMapDisplay;

//Click on the map to create a new point
ESRI.ArcGISExplorer.Geometry.Point trackedPos
//Turn the Point in to a Graphic.
Graphic pointGraphic = new Graphic(trackedPos
//Set the Graphic's symbol to a red pushpin.
pointGraphic.Symbol = Symbol.Marker.Pushpin.F
//Add the graphic to the map.
md.Graphics.Add(pointGraphic);
```

[VB.NET]

```
'Access the ActiveMapDisplay of the applicat
```


Deployment

ArcGIS Online
Maps and Apps for Everyone

- [ArcGIS online](#)
- E-mail
- File Share
- Add-in (.eaz)
- Application Configuration (.ncfg)

View the Gallery

See maps and apps from people and organizations worldwide.

View Groups

Work together with the people who share your interest.

Make a Map

Create a map you can view on the web, desktop and mobile devices.

Start ArcGIS Explorer Online

Use a rich application for working with ArcGIS online maps.

Learn More

ArcGIS is an online system for using geographic information everywhere.



Deployment Demo



Look ahead to ArcGIS Explorer 1700

- **Same as 1500 only better**
 - Enhancements and bug fixes
 - May Release
- **ArcGIS Explorer 1900**
 - Synchronize with ArcGIS 10.1 release

ArcGIS Explorer 1700 Demo



ArcGIS® Explorer

GIS for Everyone

esri

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Questions

```
function onMapReady() {  
  map = new google.maps.Map(document.getElementById("map"), {  
    center: new google.maps.LatLng(37.5, -122.5),  
    zoom: 15,  
    mapTypeId: google.maps.MapTypeId.SATELLITE  
  });  
  map.addLayer(new google.maps.PolygonsLayer(  
    polygons  
  ));  
}
```

```
function getDriverIdFromPolygons(  
  var features = results.features;  
  for (var f=0, feature = features[f]; f < features.length; f++) {  
    var feature = features[f];  
    if (feature.geometry.type === "Polygon") {  
      var polygons = feature.geometry.coordinates;  
      do {  
        polySymbol = polygons[polySymbolIndex];  
        do {  
          color = colors[colorIndex];  
          do {  
            symbol = symbols[symbolIndex];  
            do {  
              colorIndex++;  
            } while (colorIndex >= colors.length);  
            symbolIndex++;  
          } while (symbolIndex >= symbols.length);  
          polySymbolIndex++;  
        } while (polySymbolIndex >= polygons.length);  
      } while (polySymbolIndex >= polygons.length);  
    }  
  }  
}
```

```
do {  
  color = colors[colorIndex];  
  symbol = symbols[symbolIndex];  
  do {  
    colorIndex++;  
  } while (colorIndex >= colors.length);  
  symbolIndex++;  
} while (symbolIndex >= symbols.length);  
polySymbolIndex++;  
} while (polySymbolIndex >= polygons.length);  
}
```

```
new do {  
  color = colors[colorIndex];  
  symbol = symbols[symbolIndex];  
  do {  
    colorIndex++;  
  } while (colorIndex >= colors.length);  
  symbolIndex++;  
} while (symbolIndex >= symbols.length);  
polySymbolIndex++;  
} while (polySymbolIndex >= polygons.length);  
}
```

```
new do {  
  color = colors[colorIndex];  
  symbol = symbols[symbolIndex];  
  do {  
    colorIndex++;  
  } while (colorIndex >= colors.length);  
  symbolIndex++;  
} while (symbolIndex >= symbols.length);  
polySymbolIndex++;  
} while (polySymbolIndex >= polygons.length);  
}
```

```
new do {  
  color = colors[colorIndex];  
  symbol = symbols[symbolIndex];  
  do {  
    colorIndex++;  
  } while (colorIndex >= colors.length);  
  symbolIndex++;  
} while (symbolIndex >= symbols.length);  
polySymbolIndex++;  
} while (polySymbolIndex >= polygons.length);  
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new do {  
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} while (symbolIndex >= symbols.length);  
polySymbolIndex++;  
} while (polySymbolIndex >= polygons.length);  
}
```



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