

# ArcGIS Runtime SDK for Qt: Building Apps

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# Agenda for today

- **Overview**
  - Qt Framework
  - ArcGIS Runtime SDK for Qt
- **Install the SDK**
- **Create a basic app**
- **Use SDK tooling to add functionality**
- **Deploy the app to different platforms**

# What is the Qt Framework?



## Portable

- Write once, run anywhere
- Builds as native C++

## Approach- able

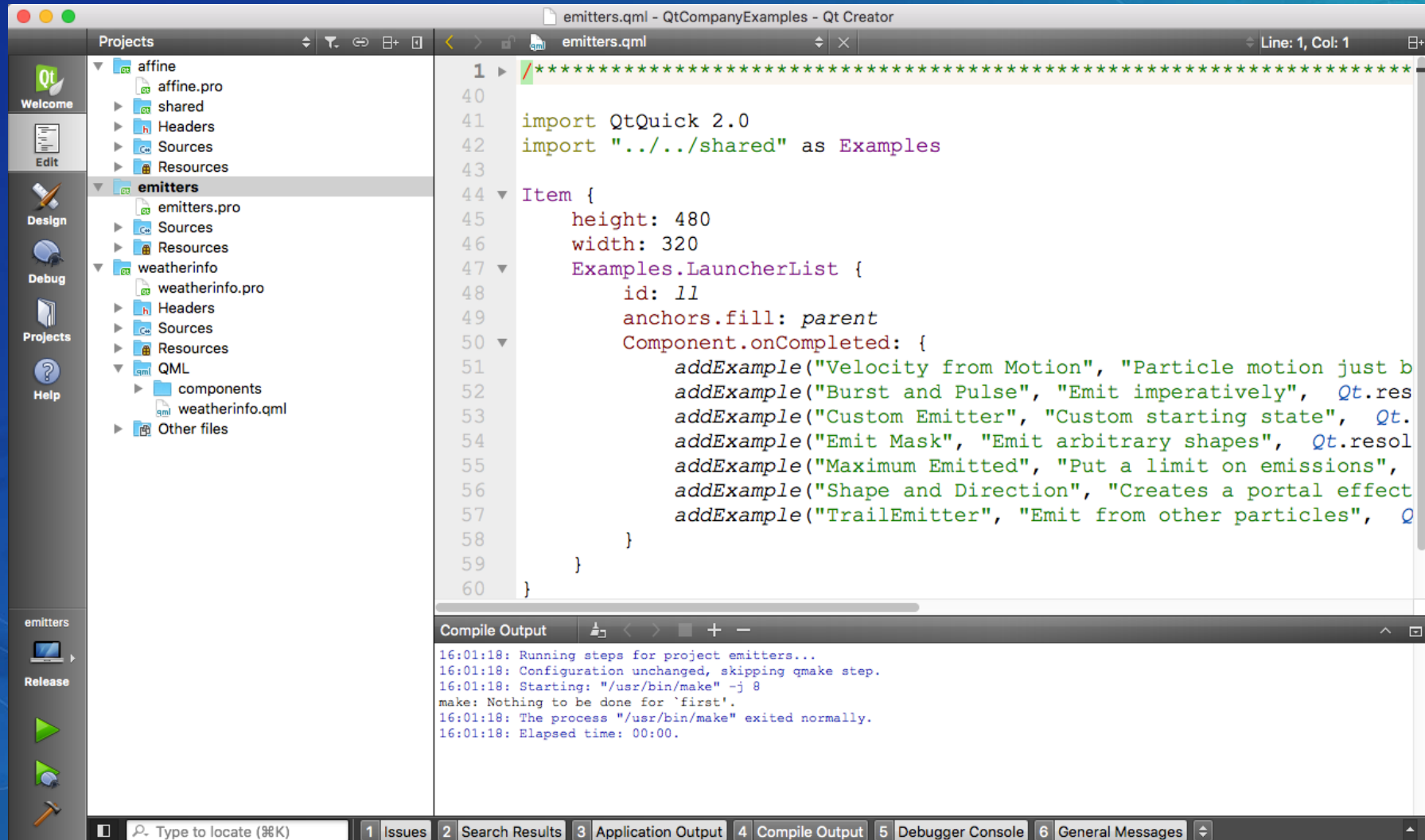
- Cross-platform libraries
- High-level abstractions

## Open

- Pre-built some platforms
- Source code available



# Qt Creator IDE



# ArcGIS Runtime SDK for Qt



- **Advanced, native mapping apps for mobile & desktop clients**
  - Linux, Windows, Android, iOS and OS X
  - Take advantage of Runtime's C++ core and GPU acceleration
- **Leverage the power and versatility of the ArcGIS platform**
- **Build apps that work whether connected or disconnected**

# Consider using the ArcGIS Runtime SDK for Qt

- **If you need a Native App**
  - Online/Offline, Local Storage, Device Sensors
- **When you are building apps for more than one O/S and want**
  - Same code
  - Same workflow
  - Support of a vibrant open-source community and Qt ecosystem
- **When you have in-house experience with Qt Framework, QML, JavaScript, or C++**



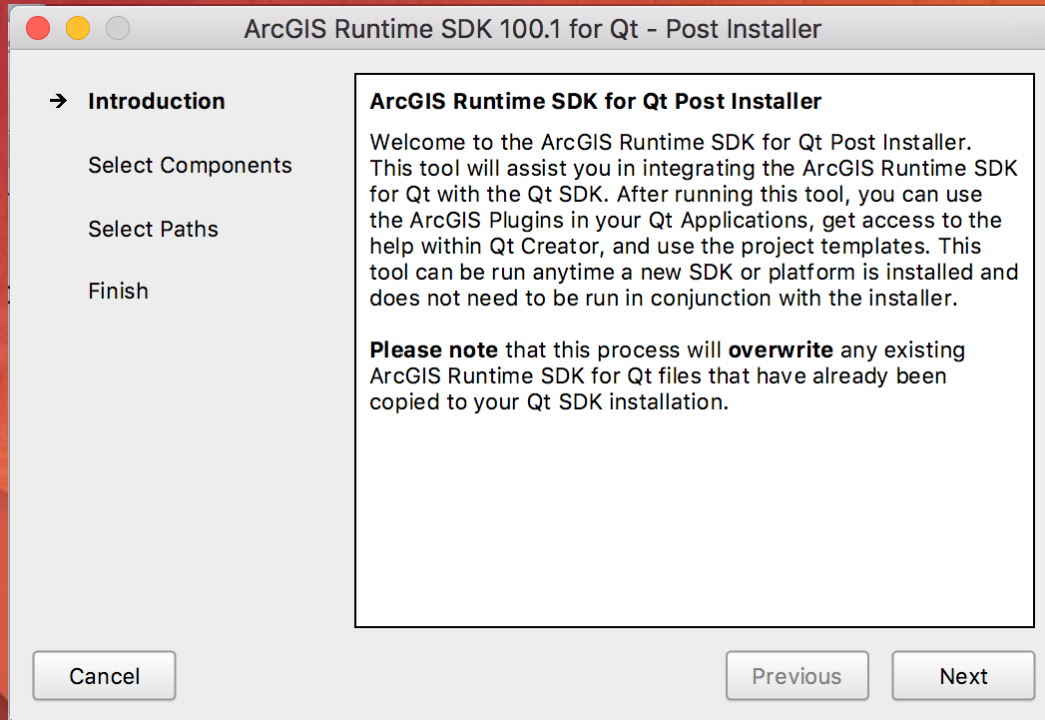
# Installation

- Install the Qt Framework from the Qt Company
- Log onto the Developers site with your developer subscription
- Download ArcGIS Runtime SDK for Qt
- Run the installer and the post installer

```
map {  
    // Set the initial basemap to Streets  
    BasemapStreets { }  
  
    // set initial viewpoint to The United States  
    ViewpointCenter {  
        Point {  
            x: -10800000  
            y: 4500000  
            spatialReference: SpatialReference {  
                wkid: 102100  
            }  
        }  
        targetScale: 3e7  
    }  
}
```

SpatialReference

A spatial reference that defines how coordinates correspond to locations in the real world.



# Demo:

# Setting up your

# dev environment



# Supported Frameworks and APIs

- **QML API**

- Great for JavaScript Developers
- This is what AppStudio uses
- Easy, and utilizes Qt Quick Framework
- Fast – C++ under the hood

- **C++ API**

- More extensible and flexible
- Local Server
- Qt Widgets framework – classic desktop framework (no mobile support)
- Qt Quick framework – QML UI and C++ backend



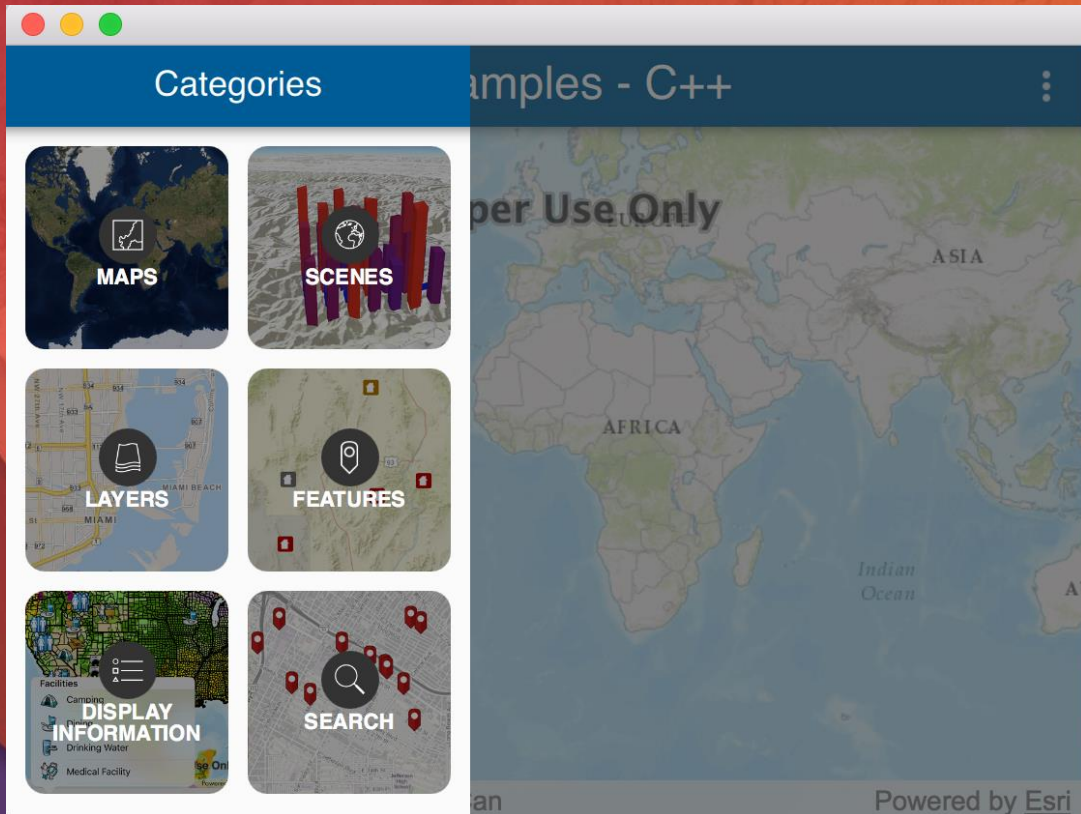
Demo:  
Hello, World!

# SDK Resources

- **Developer's site**
  - Guide
  - API Reference
  - User Forums (GeoNet)
- **Samples**
  - Viewer
  - GitHub
- **Toolkit**



# Demo: Using the SDK



# Deployment

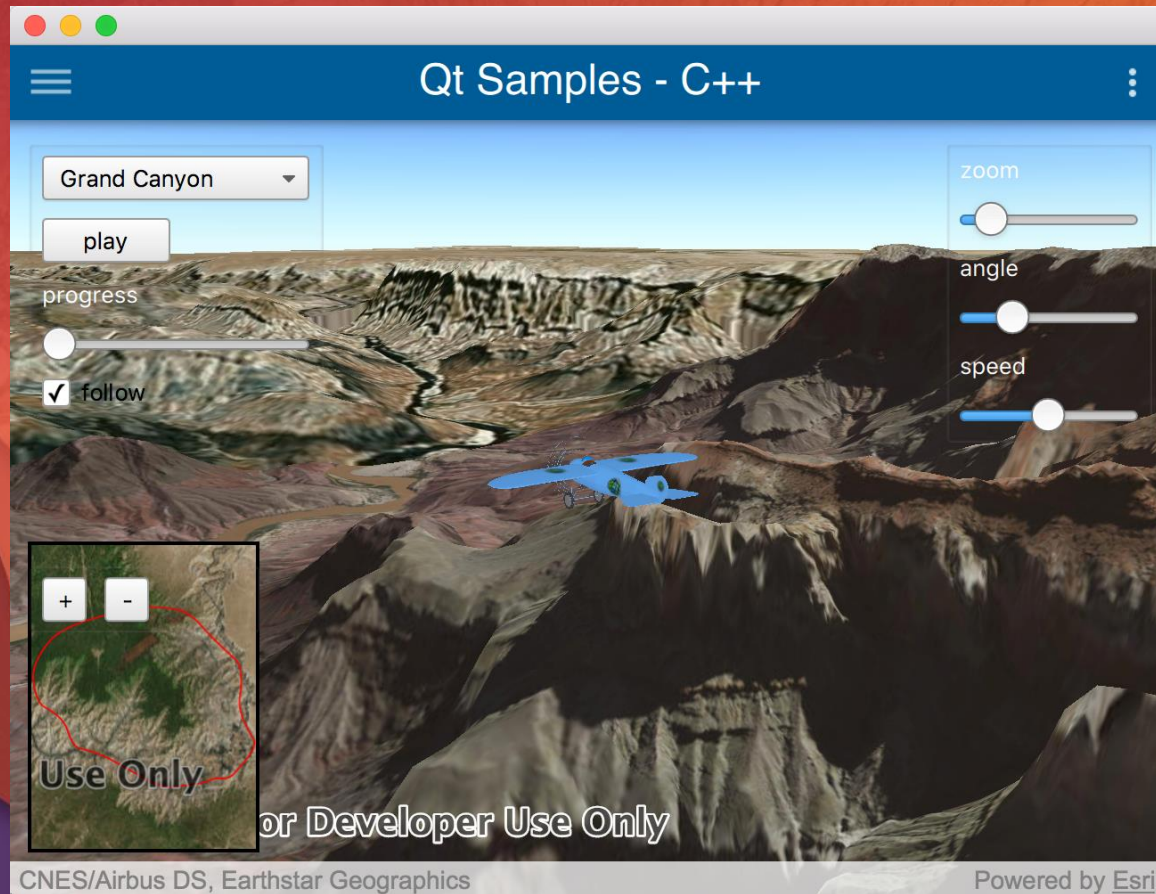
- **Compile on each platform**
- **Run from Qt Creator**
- **Create standalone app**
  - **Process varies per platform**
  - **Qt provides deployment scripts**





# Demo: Deployment





# Demo: New Features

# Where to from here?

- **Create a developer account**
  - <https://developers.arcgis.com/sign-up>
- **Download Qt Framework and ArcGIS Runtime SDK for Qt**
  - <https://developers.arcgis.com/qt/latest/qml/guide/install-and-set-up-on-windows.htm> et al
- **Read the guide fundamental topics**
  - <https://developers.arcgis.com/qt/latest/qml/guide/arcgis-runtime-sdk-for-qt.htm>
- **Study and modify the samples**
  - <https://github.com/Esri/arcgis-runtime-samples-qt>
- **Use the Forum and join the community discussion**
  - <https://geonet.esri.com/community/developers/native-app-developers/arcgis-runtime-sdk-for-qt/>



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