Introduction to VertiGIS Studio Web: Part 2

Course Length: 2 days (instructor-led)

5 days (self-paced)

Overview

This two-day training course builds upon the Introduction to VertiGIS Studio Web course by exploring additional configurations, components, and commands. You will learn to contrast options that are applied in the web map and those that are applied in the app, such as where to control the spatial reference and how Arcade can be used to manipulate data. Details of additional components are explored and implemented. Layer tools, data links, and editing are covered. Best practices for managing an app with multiple layouts are discussed along with methods for creating an app for other regions and languages. At the end of the course, you should be comfortable creating a custom app in VertiGIS Studio Web.

Audience

Those in any industry who are comfortable with both desktop and web GIS and the ArcGIS platform and are wanting to create more customized web applications. The course is geared toward new VertiGIS Studio users but will also be useful for existing Geocortex Essentials users looking to transition to VertiGIS Studio Web.

Topics Covered

<u>Day 1</u>

- Configuring a Web Map – Realize how the configuration of the web map in ArcGIS Online or Enterprise ArcGIS affects a VertiGIS Studio Web app. Learn how to set the spatial reference and work with group layers. Discuss strategies for setting the properties of the map, including visible layers, initial extent, and available bookmarks. Add custom basemaps to your app. Modify the display properties of the attributes including field visibility, alias, and format. See how Arcade can be used in the web map to enhance the user experience in the app.
- Configuring a Map Component – Discover what options can be configured to override the web map's settings in the Map component of the app. Learn more about events including adding wildcards in event listeners. Explore the Search, Query, and Filter components and how to customize them.
- Working with Layers – Enable users to change the display properties of map layers in an app. Create icons for layers in the Layer List component. Utilize replacement tokens in an app. Set the display name, feature label, feature description, and feature long description of a layer. Enhance layer actions and result actions to include hyperlinks to run a workflow or report. Understand layer themes and how to implement them in an app.
- Linking Data – Learn about establishing relationships with data from other sources. Discuss what a data link is and what types of data can be linked. See how to make use of coded value domains in an app.

Day 2

- Editing Data in an App – Discuss what data can be edited from within an app. Understand configuration settings of feature services, layers, and fields. Use sharing permissions to limit editing capabilities of data. Add editing tools to an app. Get to know the Geometry toolbar.
- Customizing an App – Understand how parameters work with commands. Implement commands to allow the user to control the spatial reference, symbols, and labels of the map. Add Basemap Slider and Layer Comparison tools to an app. Get to know the Overview Map component. Take advantage of settings to customize the look and feel of an app. Include an attribute table and work with markup tools and options. Add print templates and configure scale, resolution, and default layout to use.
- Managing an App – Discuss best practices for controlling component visibility. Work with multiple layouts in a single app. Prepare an app for other regions and languages. Examine additional app settings and work with the Item Manager.

Format

This course is available as an in-person or remote instructor-led course, or as a self-paced course, with hands-on practice and course materials you can keep.

Prerequisites and Recommendations

- Introduction to VertiGIS Studio Web course should be completed prior to taking this course.
- Knowledge of creating and sharing content in AGOL or Portal for ArcGIS.
- Fundamental knowledge of web-based systems and technology is an asset.
- We recommend using two monitors for an ideal learning experience.