# USER'S GUIDE

## Impact Summary

## Esri

Version 1.1 | Apr 16, 2014

## DOCUMENT HISTORY

| Version No. | Date | Details of Change |
|:---:|:---:|:---|
| 1.0 | Mar 21, 2014 | First version |
| 1.1 | Apr 16, 2014 | UI changes |
| | | |
| | | |

# TABLE OF CONTENTS

# 1    ABOUT THE SYSTEM

**Local Impact Map** is a web application that can be accessed from desktop PC browsers, mobile devices and tablets. This application provides the following features:

- Select impact polygons and generate reports for impacted Population, Households, Critical Infrastructures, Businesses.
- Locates address using Esri geocoder widget
- Toggle between base maps
- Locates current location
- Application will allow user to edit different components of application and then save the changed configurations to AGOL.

## 1.1    Document Purpose

The purpose of this document is to elicit and explain **Local Impact Map** web application.

# 2    PUBLISHING APPLICATIONS FROM AGOL

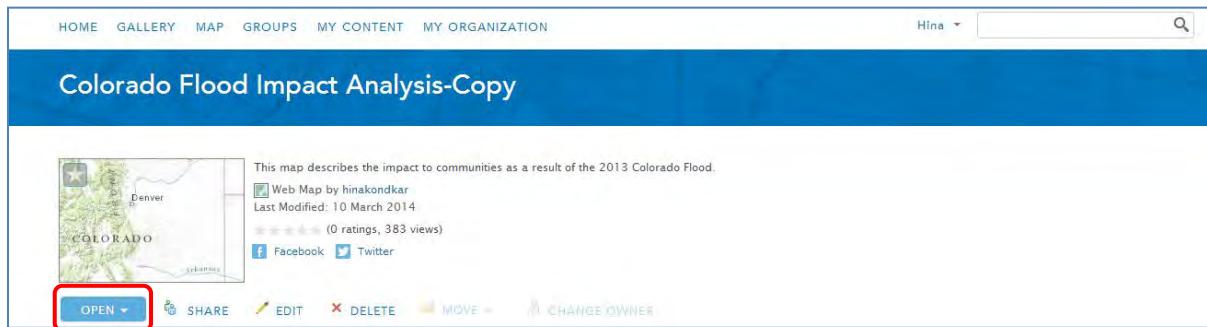You can publish the app from AGOL Map Viewer or AGOL Gallery.
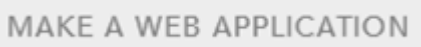
## 2.1    AGOL Map Viewer

You can select your own web map and publish an application from the list of hosted configurable templates via AGOL Map Viewer.
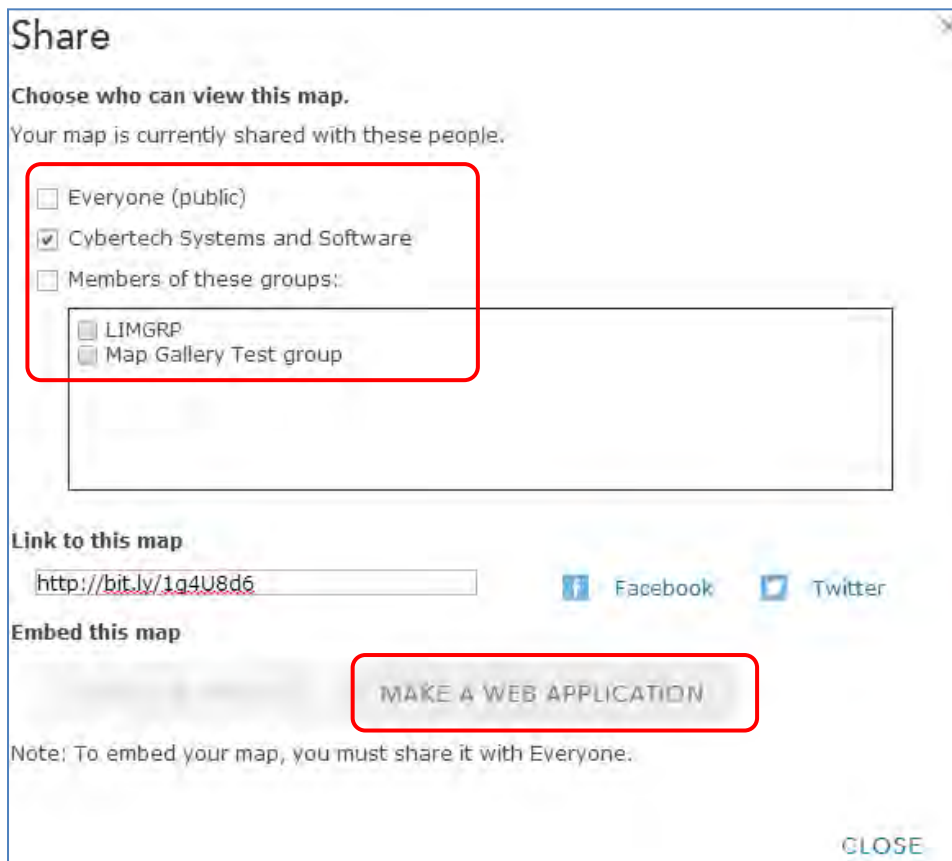
1.    Login to ArcGis online website using valid credentials.
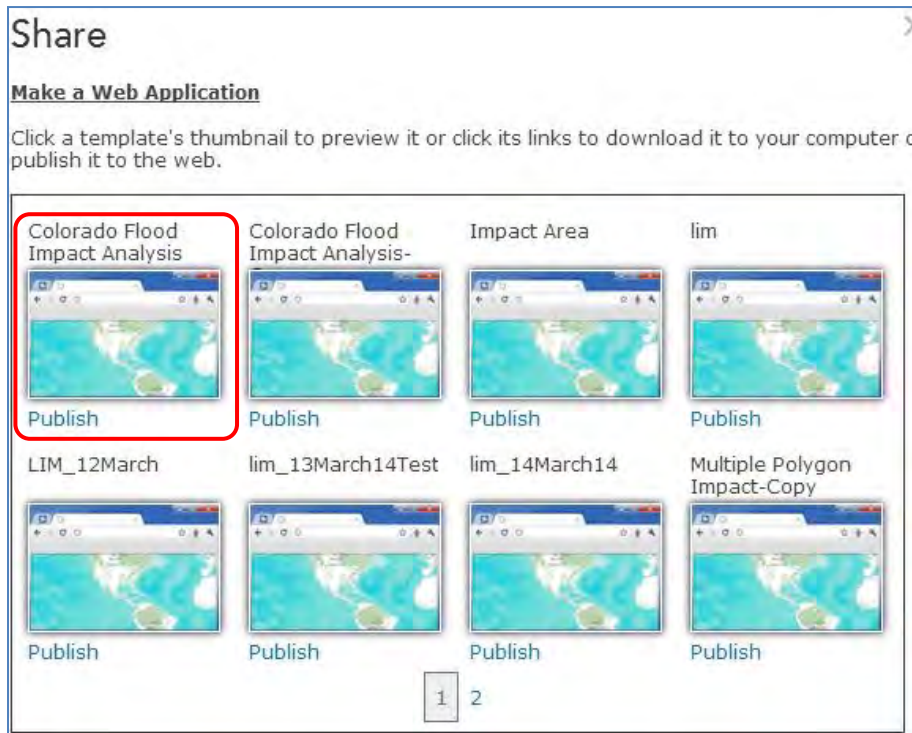2.    Click **MY CONTENT** in the top panel and select the desired web map to be published.
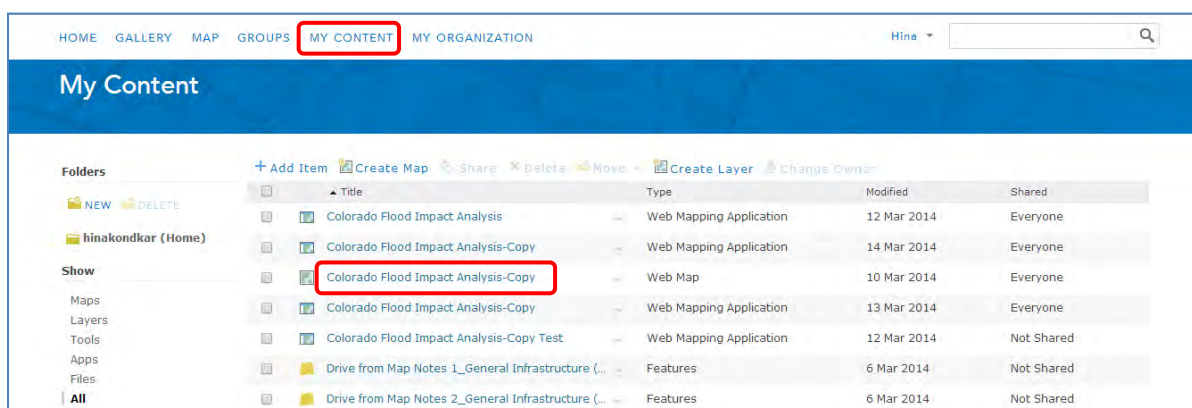
3.  New window for the selected Web Map appears. Click **Open** [OPEN ▼] and select the option '**Open in ArgGis.com Map Viewer'**.



4.  Click **Share** [🔗 SHARE] to select the users who can access this web application.

5.  In 'Share' window select one/more users from the list of available users to whom you want to give access to this application.

6.  Click on [MAKE A WEB APPLICATION] to view the list of templates.



7.  Select a template and click on the thumbnail to preview the application.

8.  Click 'Publish' to publish to web application. The web map will be published with the selected template. Now you can start using Local Impact Map with your web map data.

## 2.2   AGOL Gallery

You can select your own web map and publish an application from the list of hosted configurable templates via AGOL Gallery.
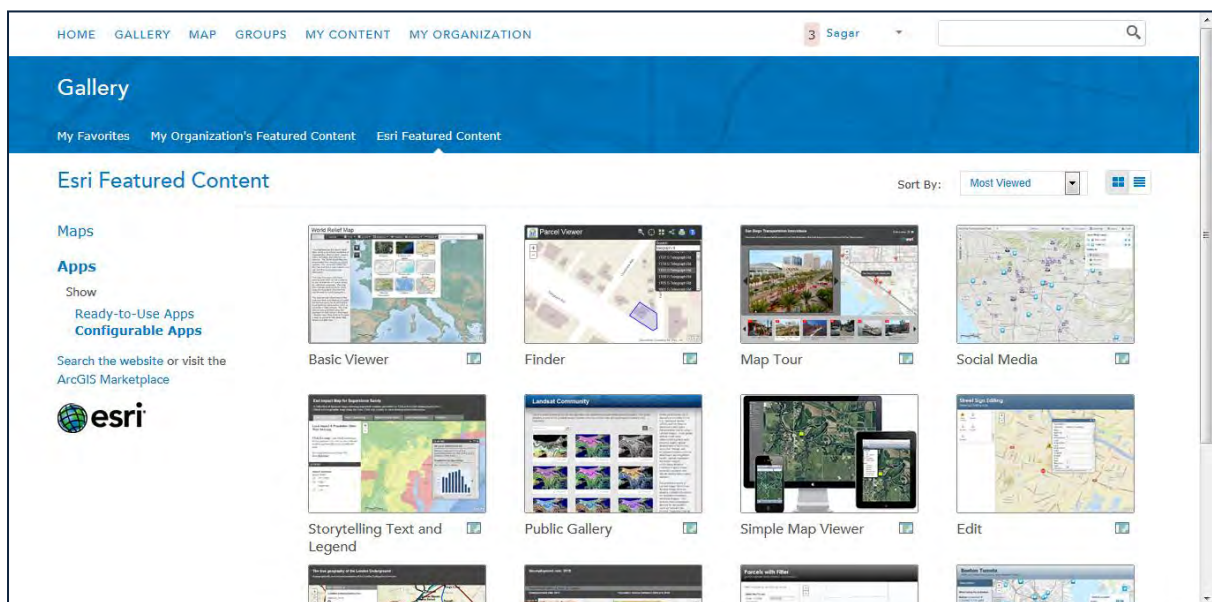
1.   Login to ArcGis online website using valid credentials.
2.   Click **GALLERY** in the top panel and select the option 'Esri Featured Content'. List of various available options appear.
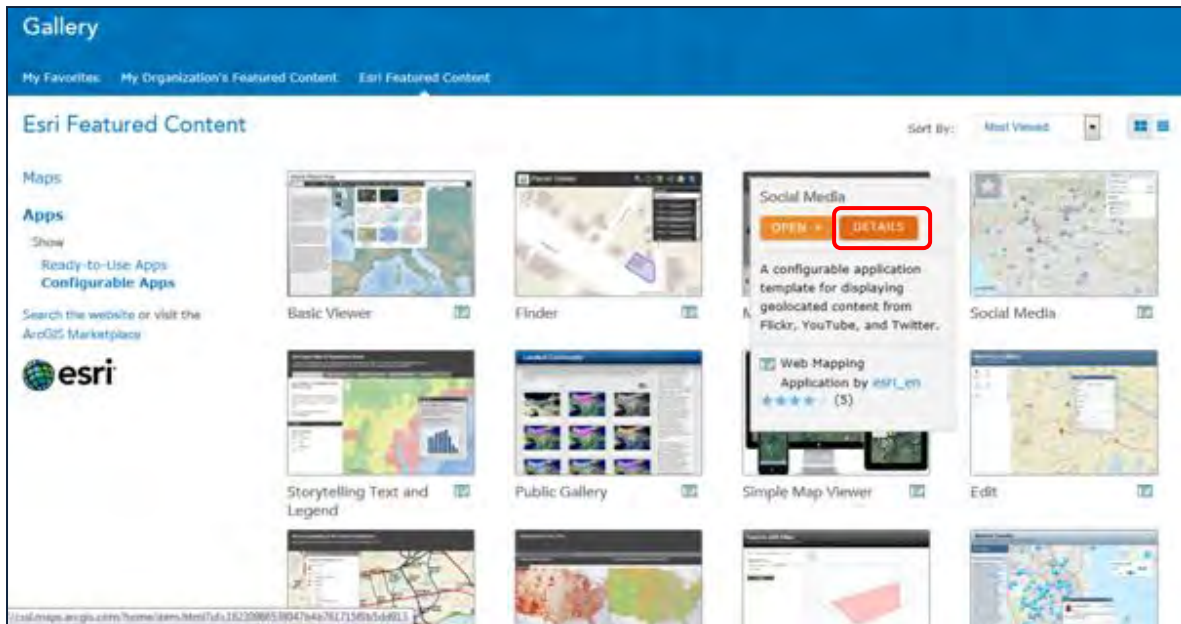3.   Click 'APPS' and a list of various ready to use apps appear.
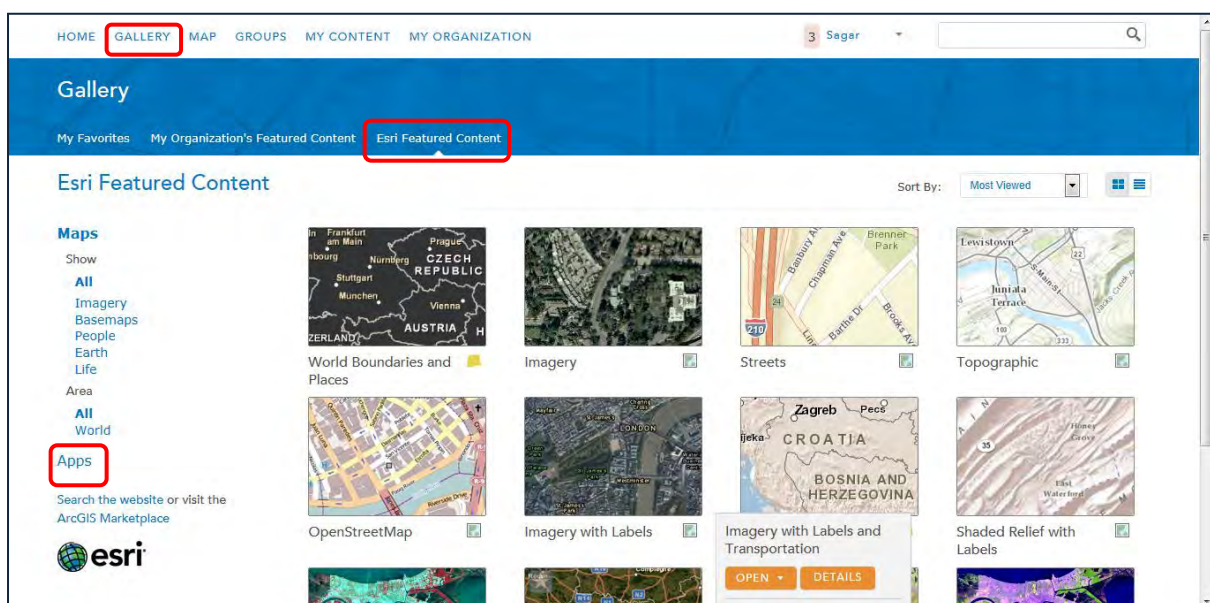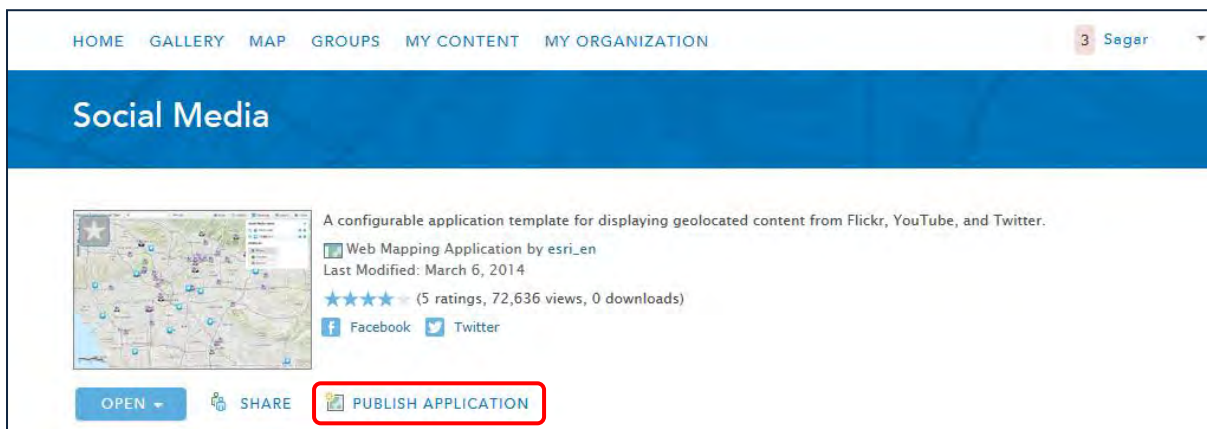
4. Select 'Configurable Apps'.
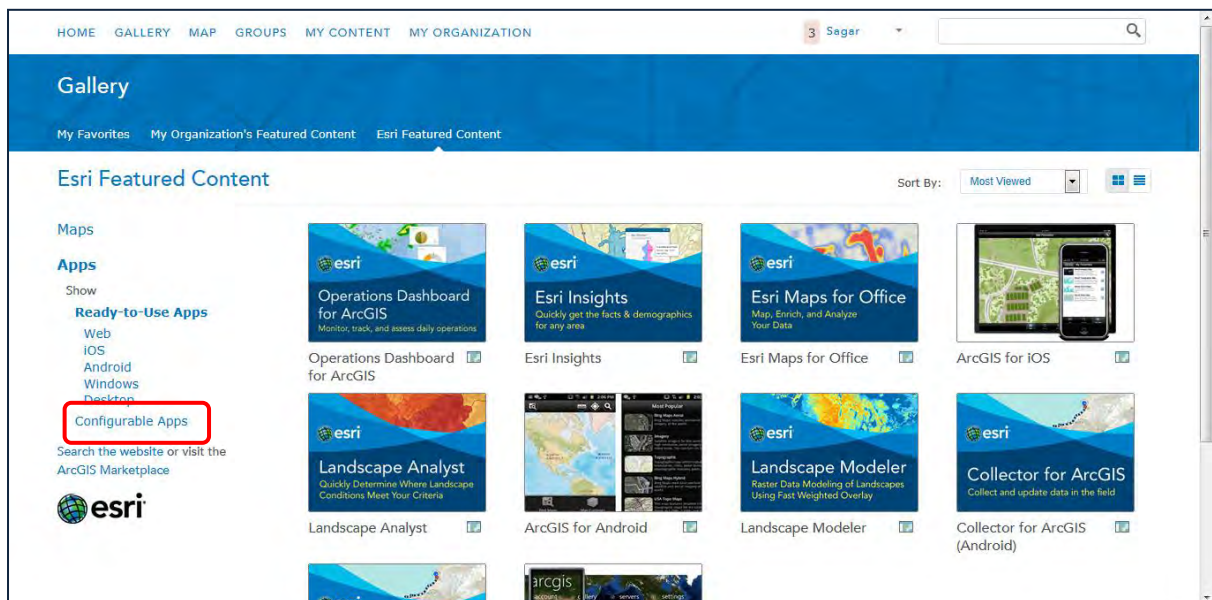


5. A list of configurable templates in ArcGIS online appears.



6. Hover the mouse over the desired template and click **Details** .

7.  Selected template opens in a new window. Click 'PUBLISH APPLICATION' to publish the web application.



8.  Refer section **3 Configuring Applications** to configure the web application.


# 3    CONFIGURING APPLICATIONS

This section describes the procedure to configure applications published via AGOL.

**Note**:

- User who is the owner of the application will only have access to the 'Builder' mode to edit the application.
- User who is not the owner of the application can only view the application and will not be able to configure it.

**Builder** mode allows registered users to add/modify various components of application like adding Variables for analysis, Title, and Description, and others and save the changed configurations to ArcGIS online (AGOL).
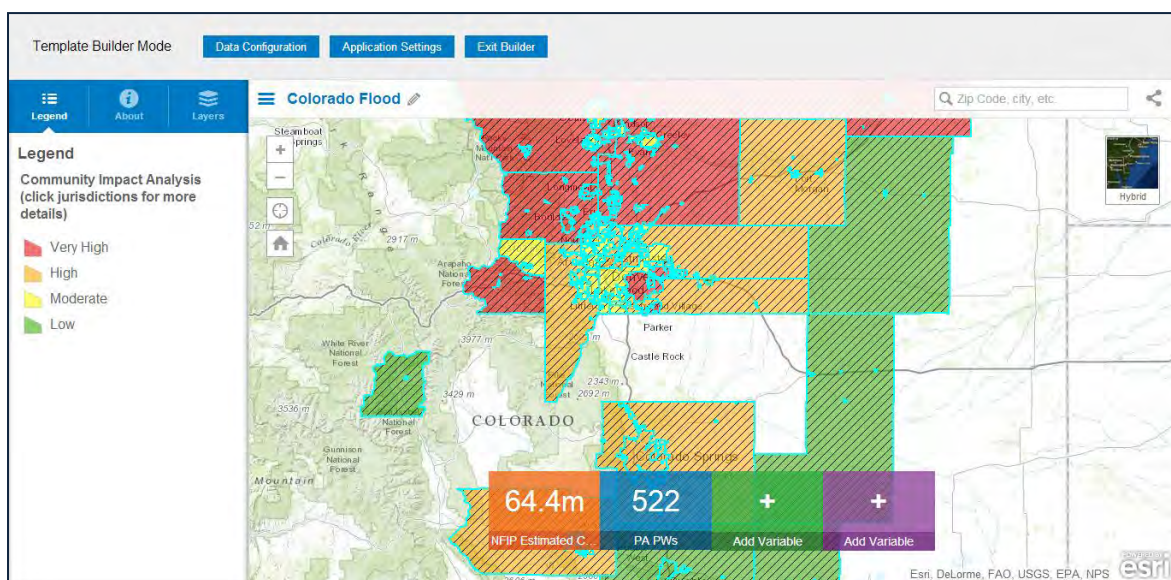
## 3.1    Configuring Statistics Variable

This section describes the procedure to configure the variables for impact analysis.
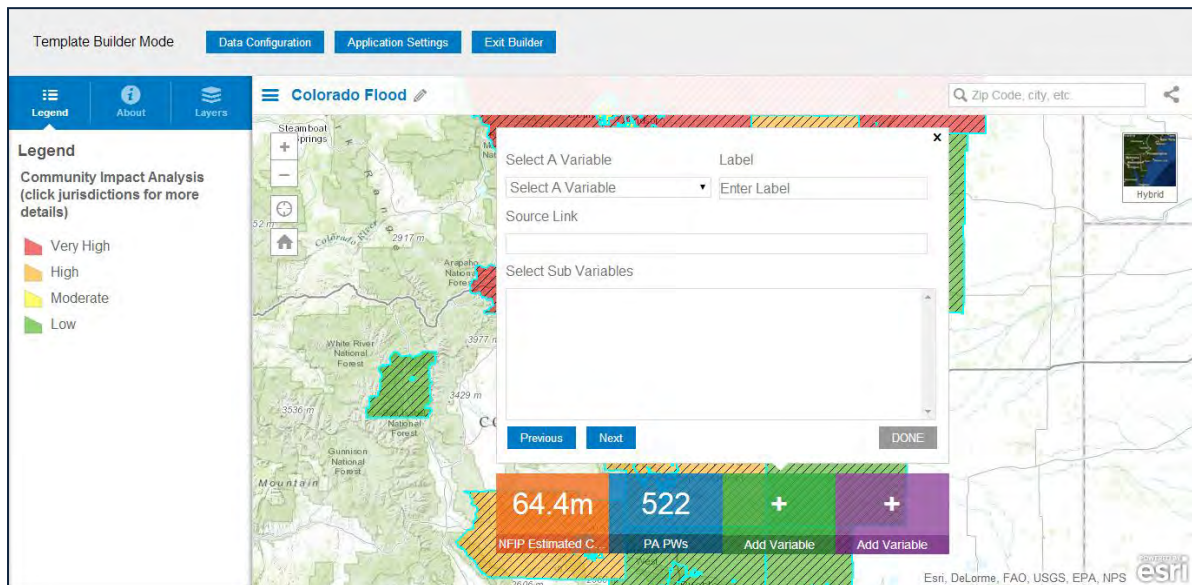
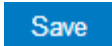1.    Click **Enter Builder** [Enter Builder] to configure the application.
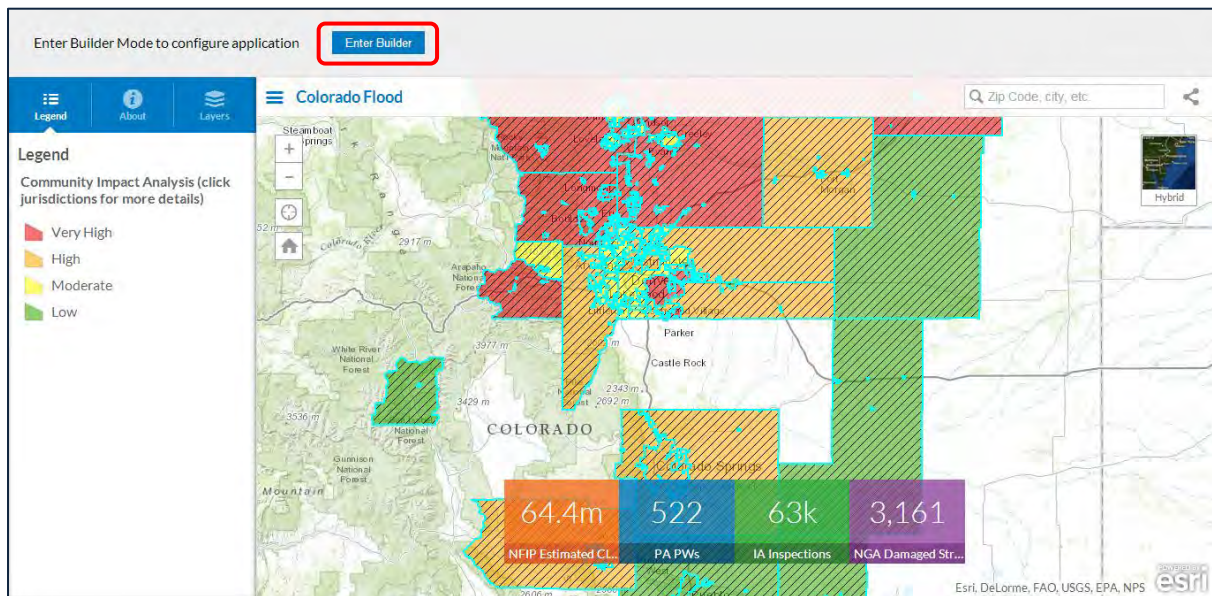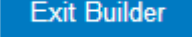


2.    Application refreshes to display the **Template Builder Mode**.

3. Click **Add Variable** [Add Variable] to select the variable for impact analysis. New dialog box appears providing the option to select the variable.



4. Click 'Select A Variable' dropdown and select the variable for which you want to perform the impact analysis.
5. In 'Label' enter the details to identify the analysis for the selected variable.
6. In 'Select Sub Variables' select one/more options for analysis.
7. Click Clear Data to reset the selected options.
8. Click **Done** [DONE] to save the settings. This saves the settings but does not apply to the application.
9. To save (implement) the changes to the application click **Save** [Save] at the top right corner of the screen. Application will refresh displaying the saved settings.

**Note**: If you click **Exit Builder** [Exit Builder] without saving the settings then the changes will not be implemented in the application.

10. On the left hand side panel click the desired 'Impact Area' to view the statistics for the selected variable/s.
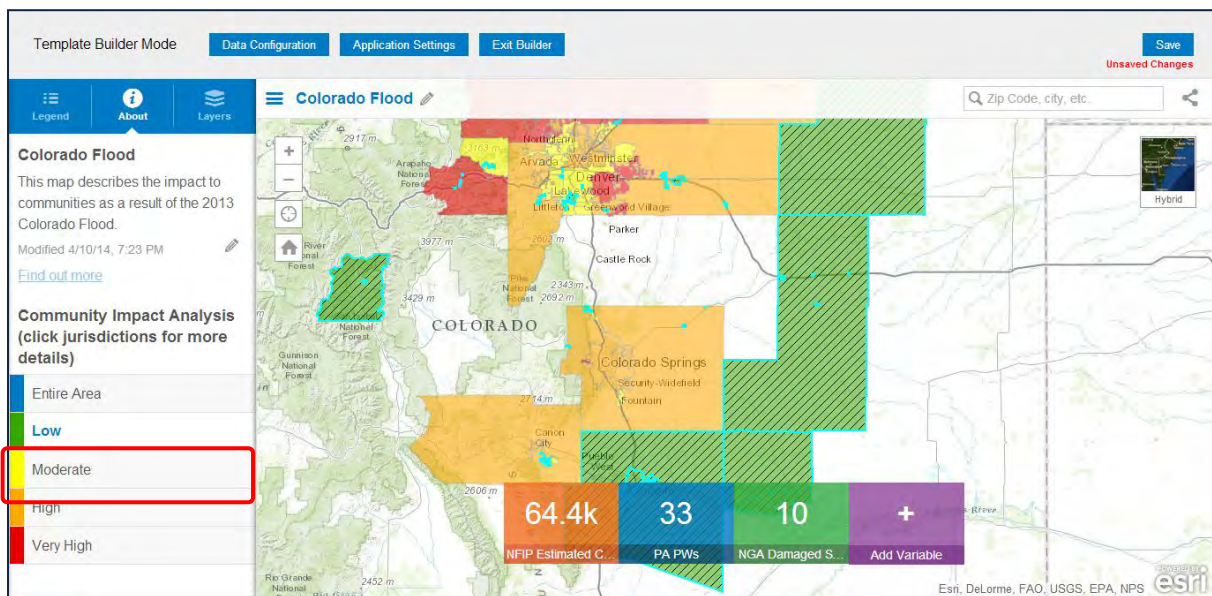


## 3.2    Data Configuration

This section describes the procedure to configure a new web map in the application.

1. Click **'Data Configuration'**  [Data Configuration]  to select the map new dialog box appears. **Data Configuration** dialog box appears providing the option to select a web map.

2. Click **Select map**  [Select map]  to select a web map.
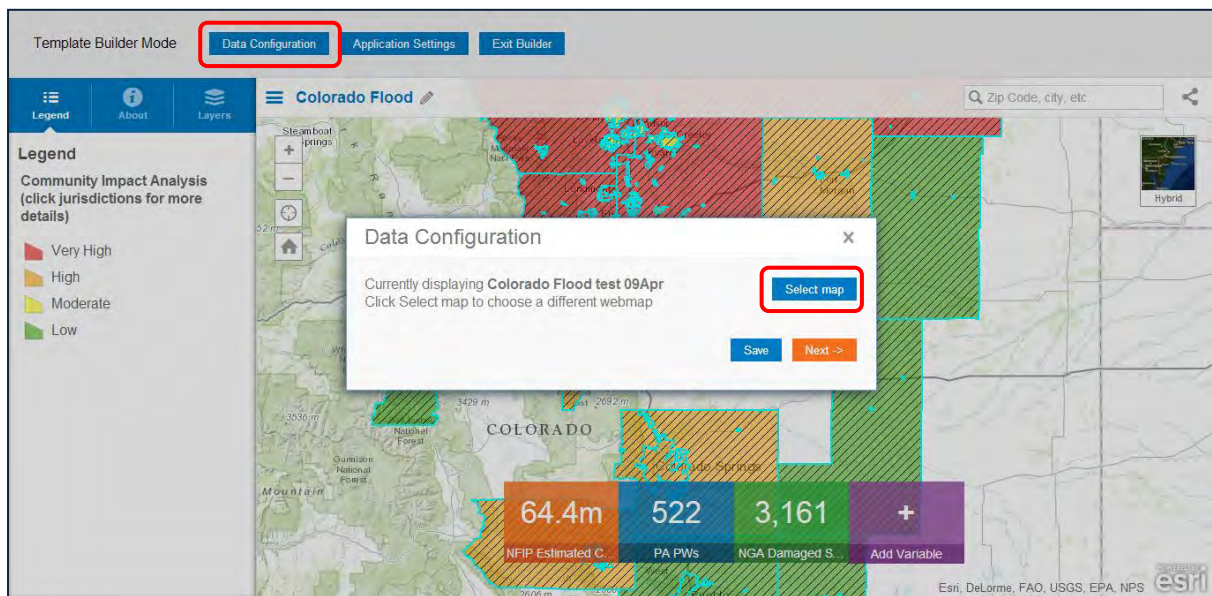
3. 'Select Web Map' dialog box appears. Click the dropdown to select the location of the web map. List of the web maps in the selected location appear. Select the desired web map and click **OK**.
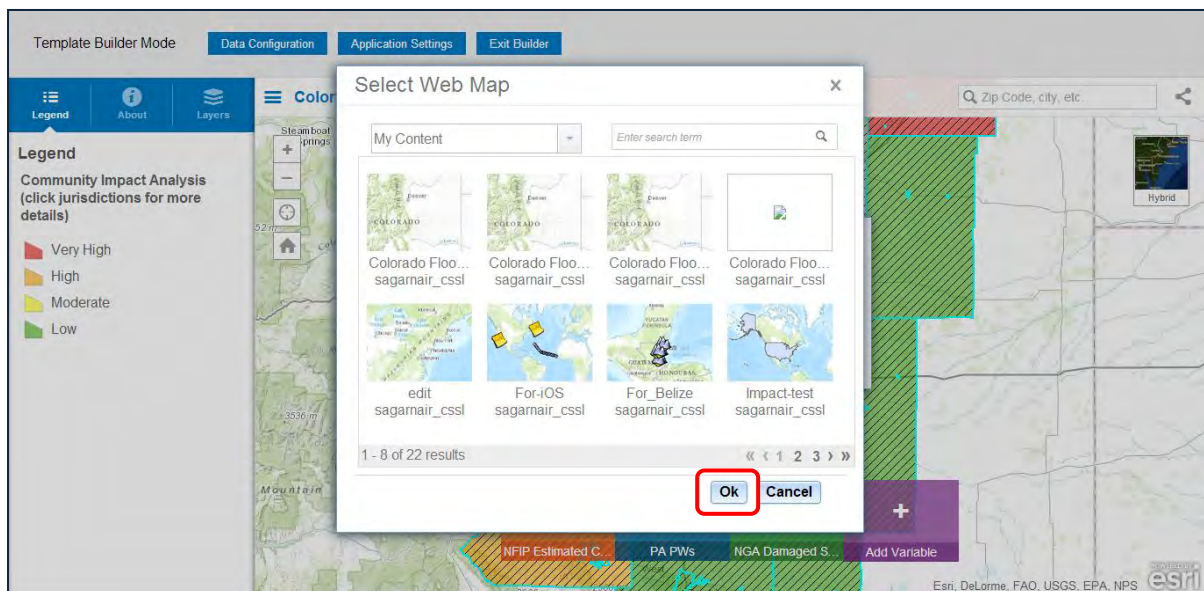


4. Click '**Next**' button.
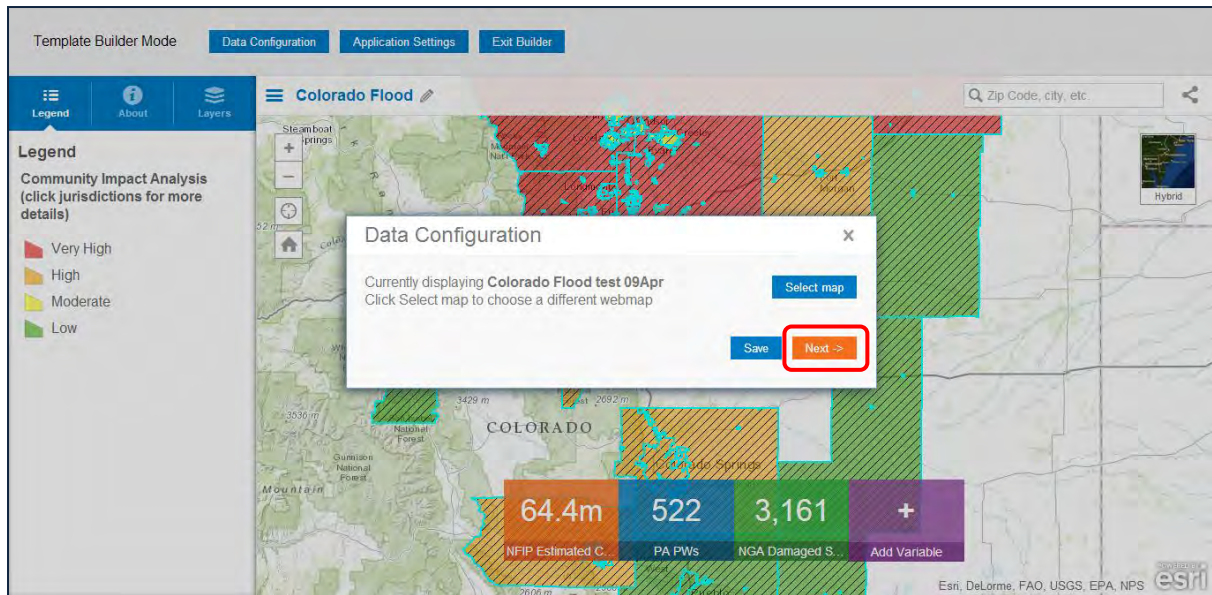
5.  In 'Layer' click the dropdown and select the layer.

6.  Click **Save**  to save the changes. The application will reload displaying the selected web map.
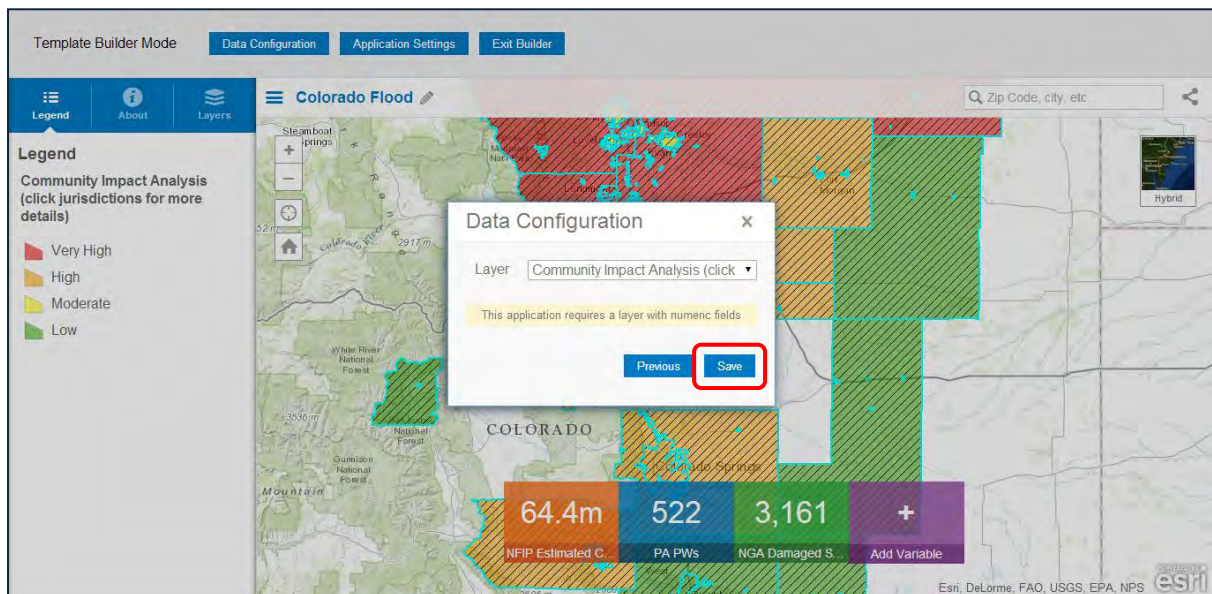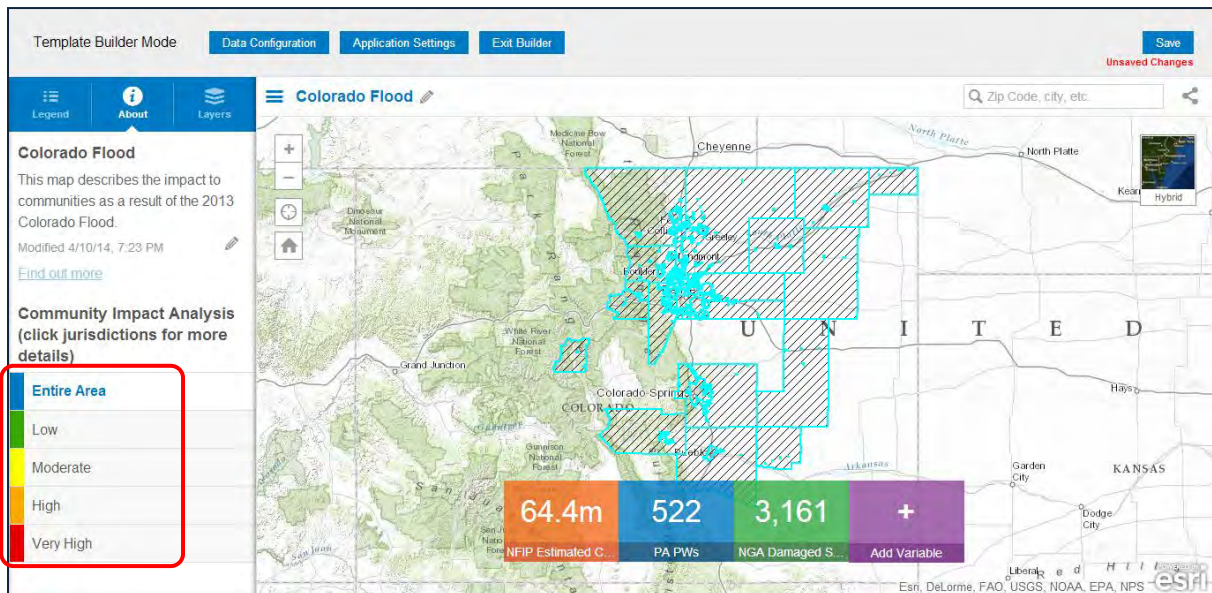


## 3.3   Application Settings

Application settings allow the registered user to modify various setting such as App Title, App Description, Basemap, and others.

1.  Click **Application Settings**  to modify various settings. **Application Settings** window appears providing options to modify the settings.
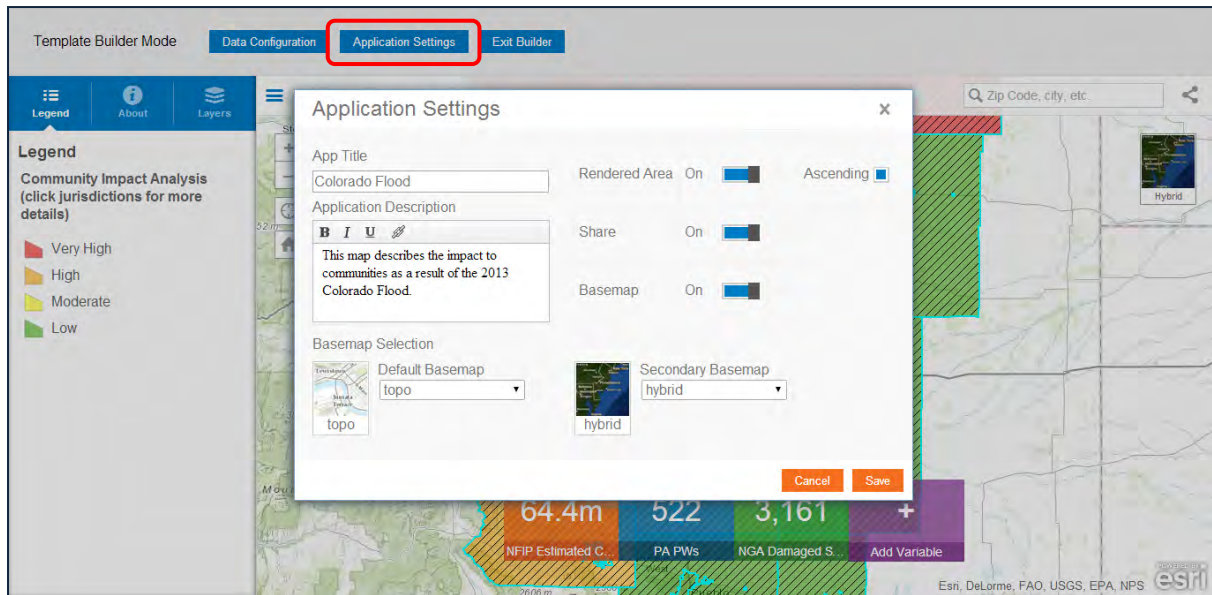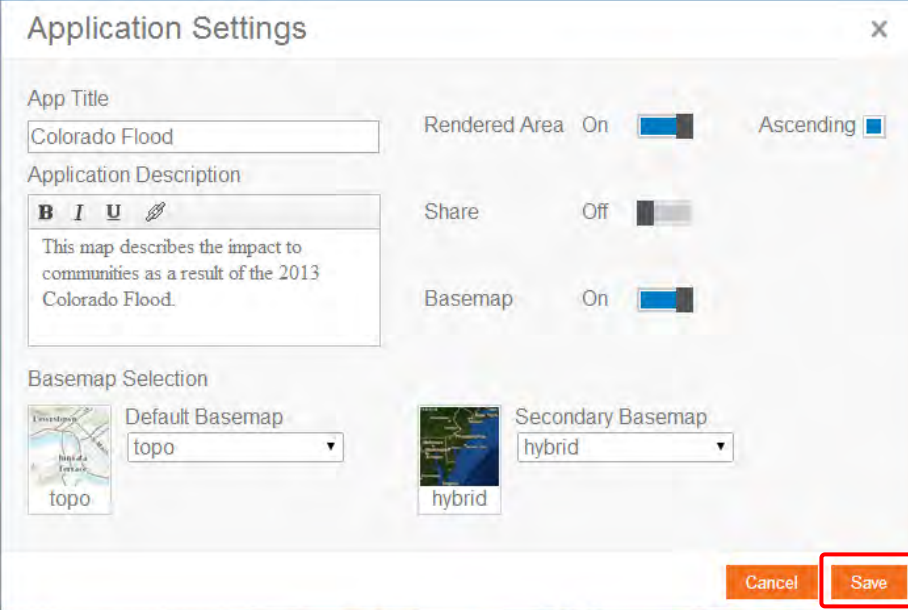
2.  Modify the details in 'App Title' and 'Application Description'.

3.  In 'Basemap Selection' click the dropdown and select the desired basemaps.

4.  Drag the slider to turn on/off the respective feature.

5.  Select the option 'Ascending' to sort the rendered area in ascending order.



**Note**: You can also change this setting in the left hand side panel. Hover the mouse over the 'Impact Area' and modify the settings.
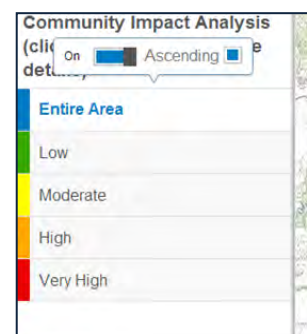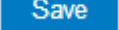
6.  Click **Save**  to save the changes. These changes will be saved temporarily for the current session.
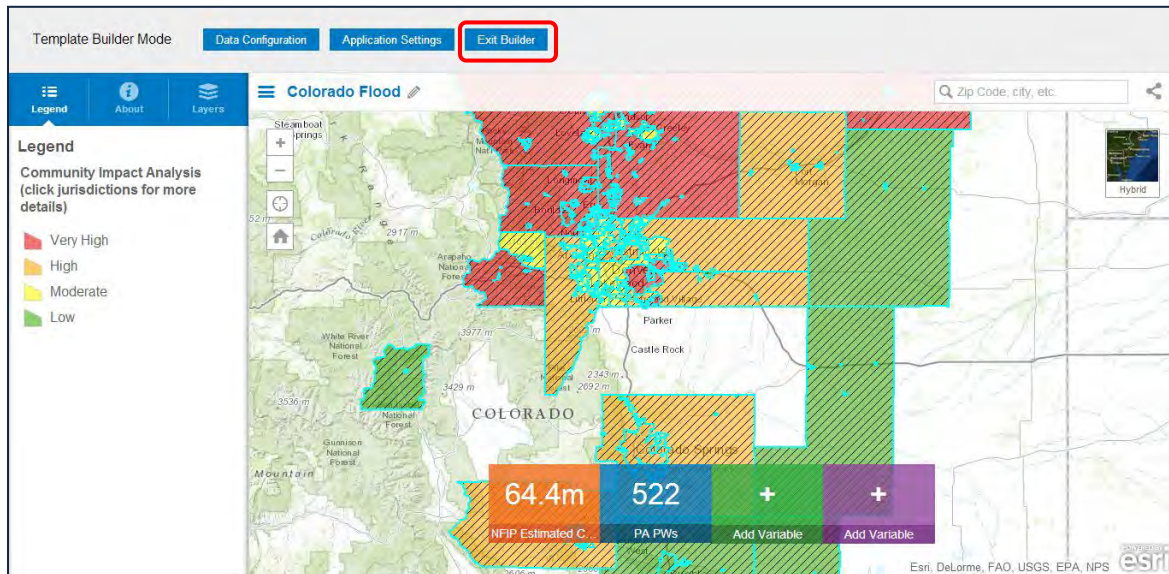


7.  Click **Save**  at the top right corner of the screen to save the changes to the application. The application will restart and the modified changes will be implemented.
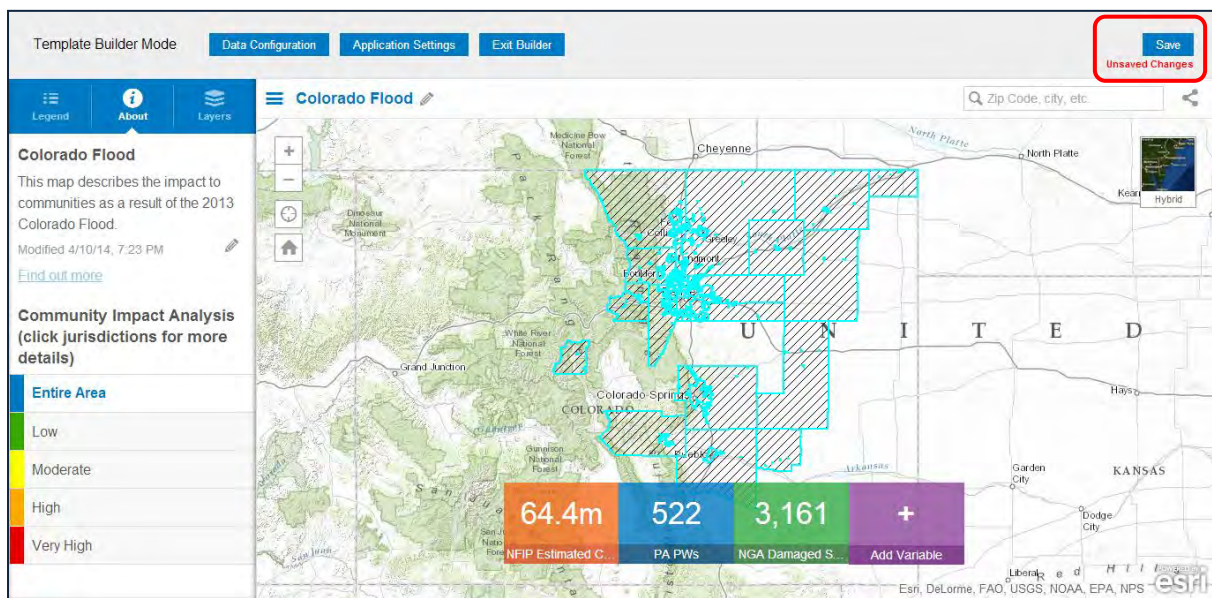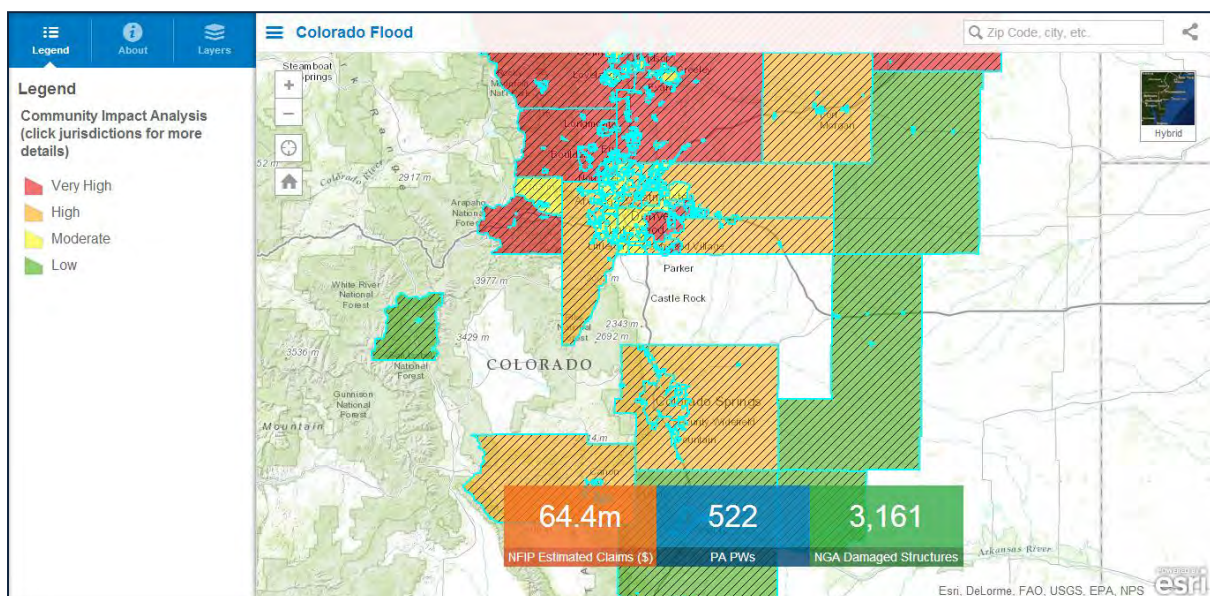
## 3.4    Exit Builder

1. Once you have modified the changes required in the application click **Exit Builder** ![Exit Builder] to exit the edit mode.
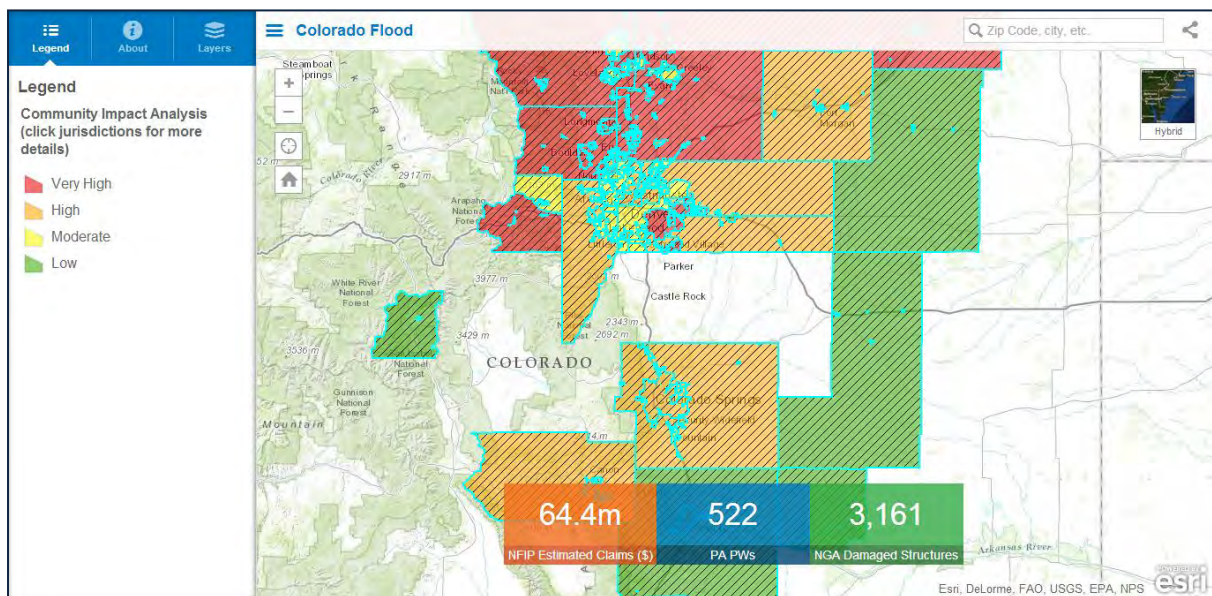


2. The application refreshes and opens in the 'Preview mode'. In this mode you can only view the application.



3. If you exit the application without saving the changes then popup appears requesting to save/discard the changes. Click **OK** to save the changes. The application refreshes and opens in the 'Preview mode'.
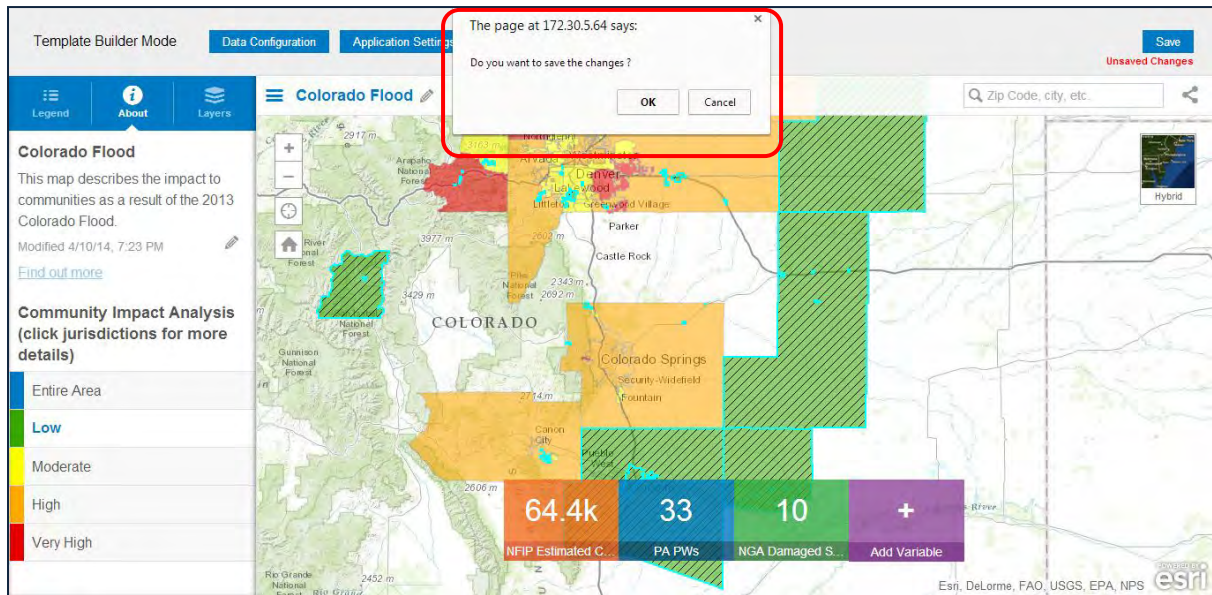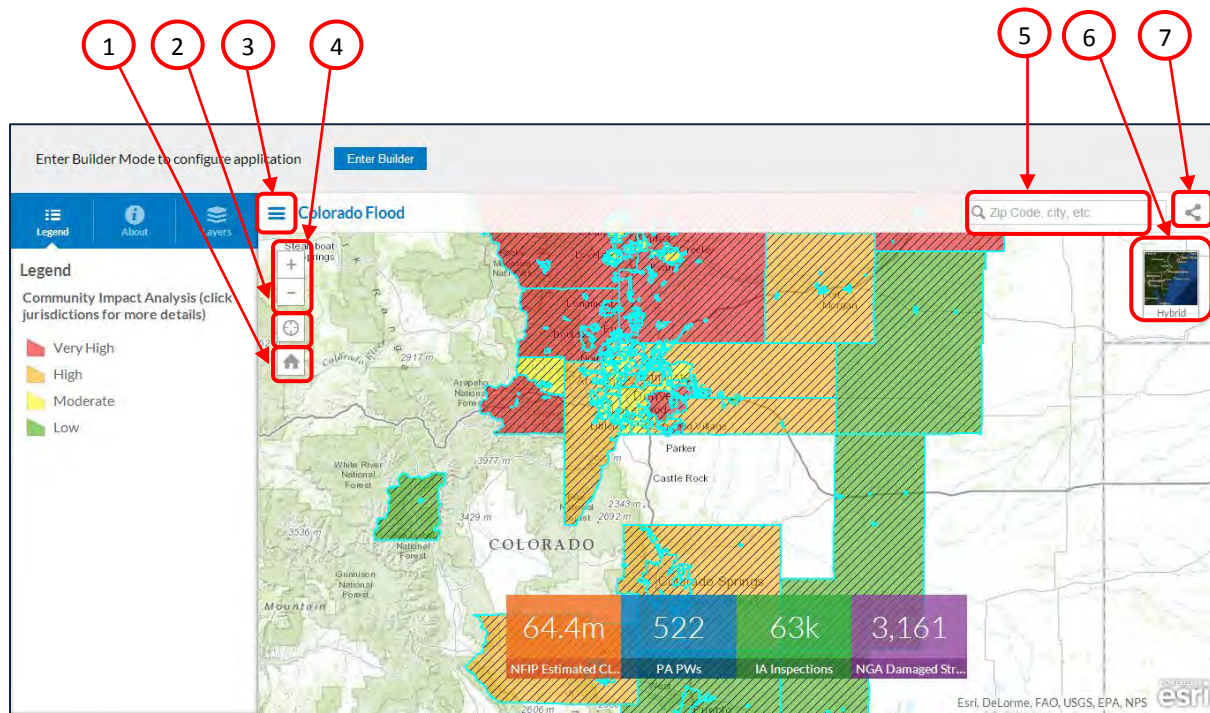
4.  The application refreshes and opens in the 'Preview mode'.

# 4    APPLICATION OVERVIEW

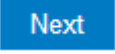This section highlights the major components of the application.



1.  **Default Extent** – To reset the map to the default extent

2.  **Current Location** – To determine the current location

3.  **Hamburger** – To show/hide left panel

4.  **Zoom In/Out** – To zoom in/out of the map

5.  **Search** – To search the desired location on the map

6.  **Basemap Switcher** – Instantly switch the basemap view

7.  **Share** – To share the map via social media sites
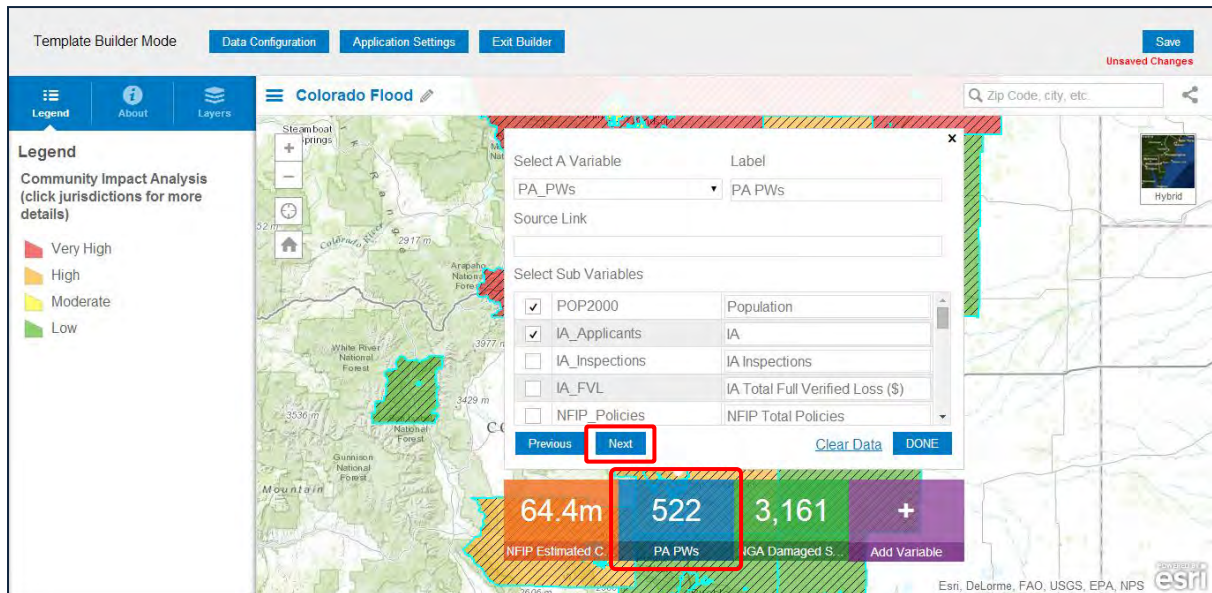
# 5   EDITING APPLICATION SETTINGS

Registered user can modify various setting such as App Title, App Description, Basemap, and others in their respective location. To modify all the settings from a single window refer **3.3 Application Settings.**

## 5.1   View Variable Details

1. Click the Variable window to instantly view the variables for the selected option.
2. Variable details of the selected option appear in a new window.
3. Click **Next** ![Next] to instantly view the variable details of the next option.
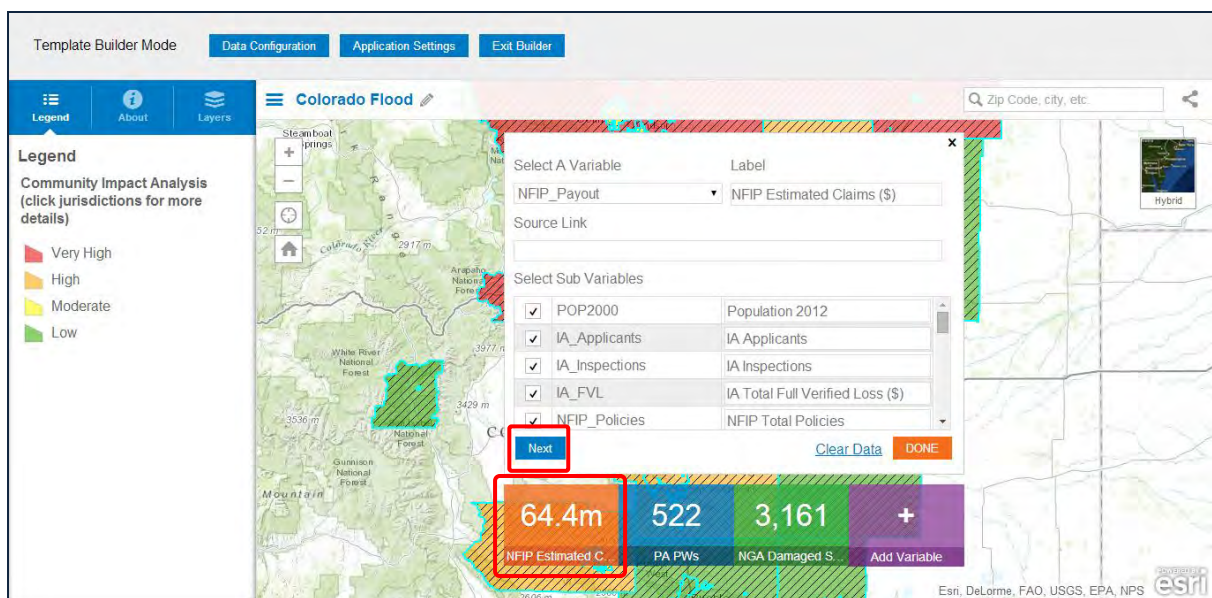


4. Variable details of the next option appear.
5. Click **Previous** ![Previous] to view the details of the previous option.

6. You can modify the variable details.

- Click **Clear Data** to reset the selected options.

- Click **Done** **DONE** to save the settings. This saves the settings but does not apply to the application.

- To save (implement) the changes to the application click **Save** **Save** at the top right corner of the screen. Application will refresh displaying the saved settings.
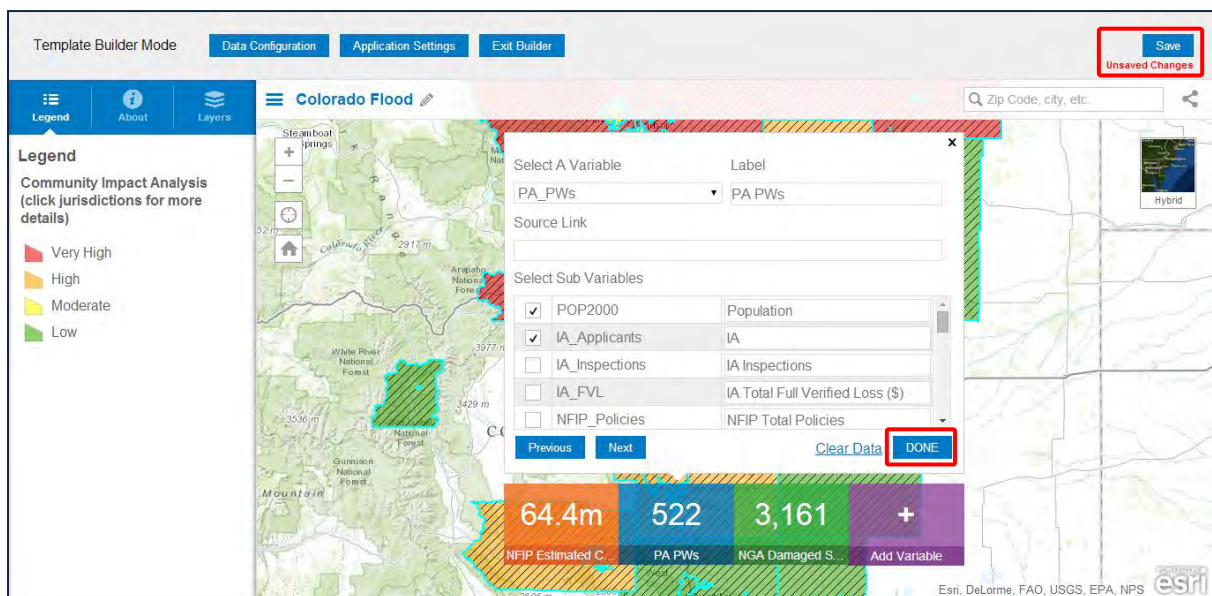
## 5.2    Modify Map Information

1.    In 'About' click **Edit** [pencil icon] to modify the map information.
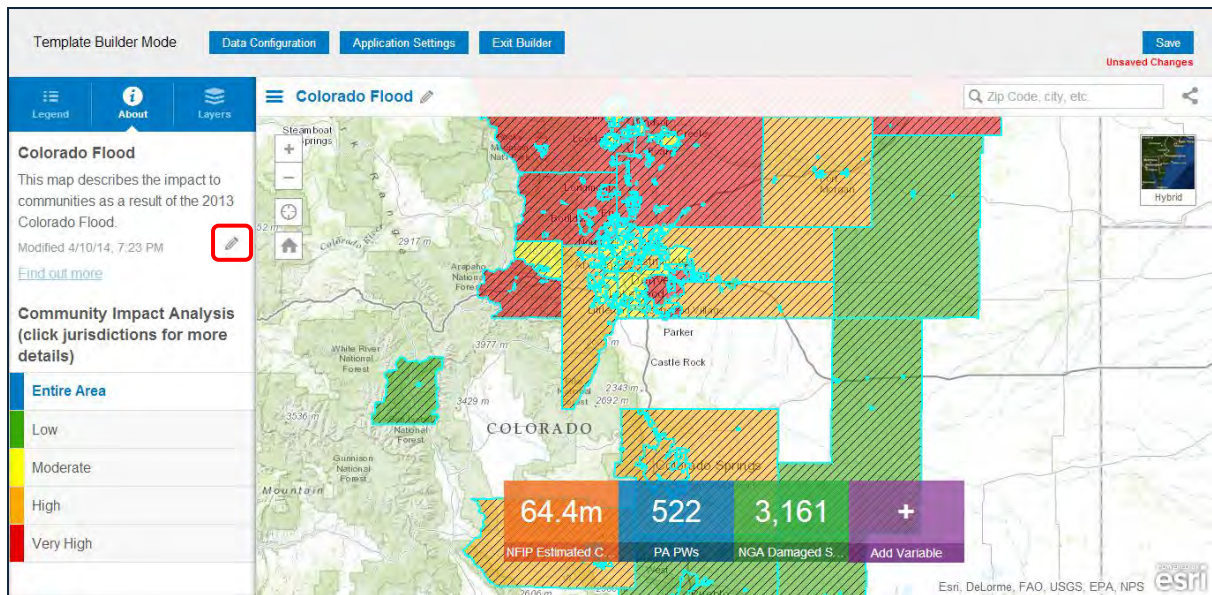


2.    'Map Information' appears in editable mode. Modify the details and click **Done** [DONE] to save the changes. These changes will be saved for the current session.

3.    Click **Save** [Save] at the top right corner of the screen to save the changes to the application. The application will restart and the modified changes will be implemented.
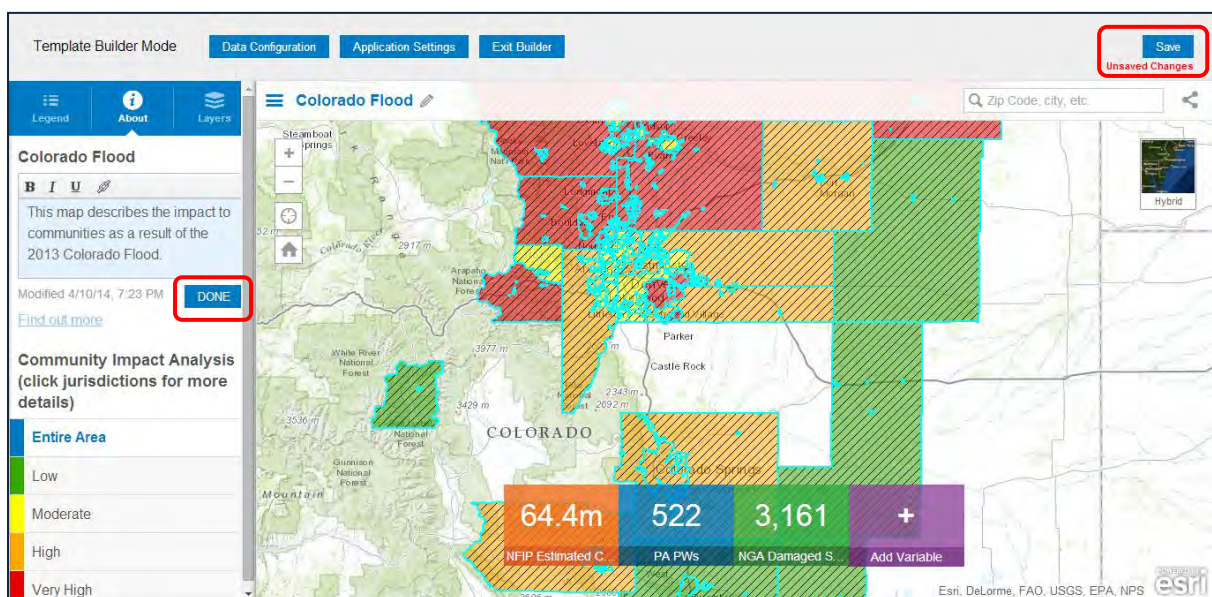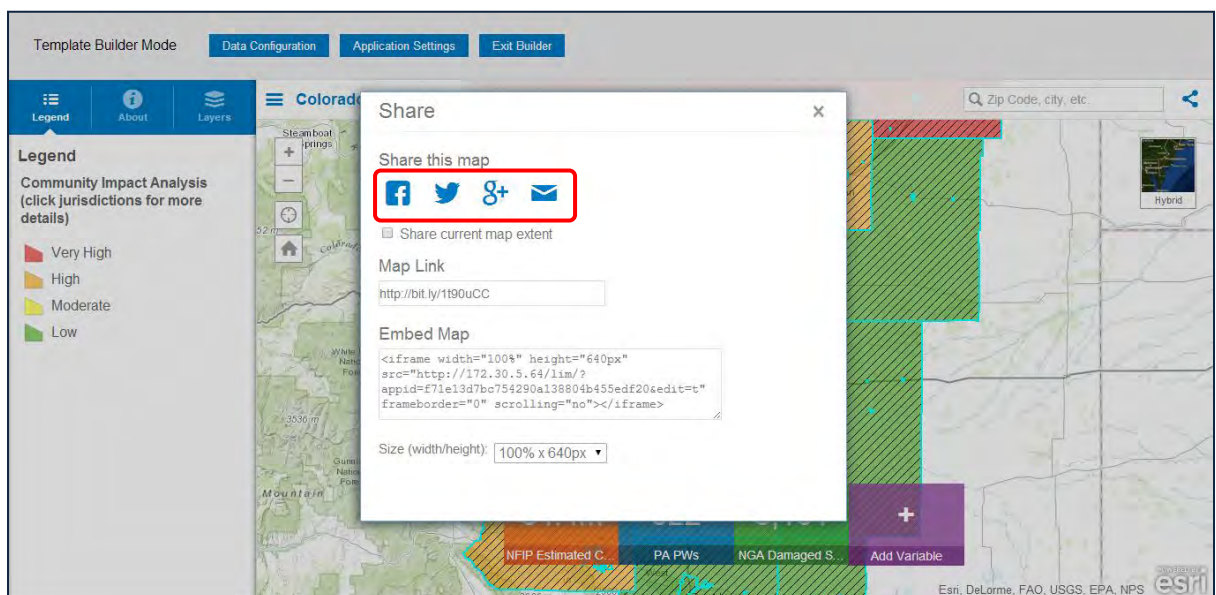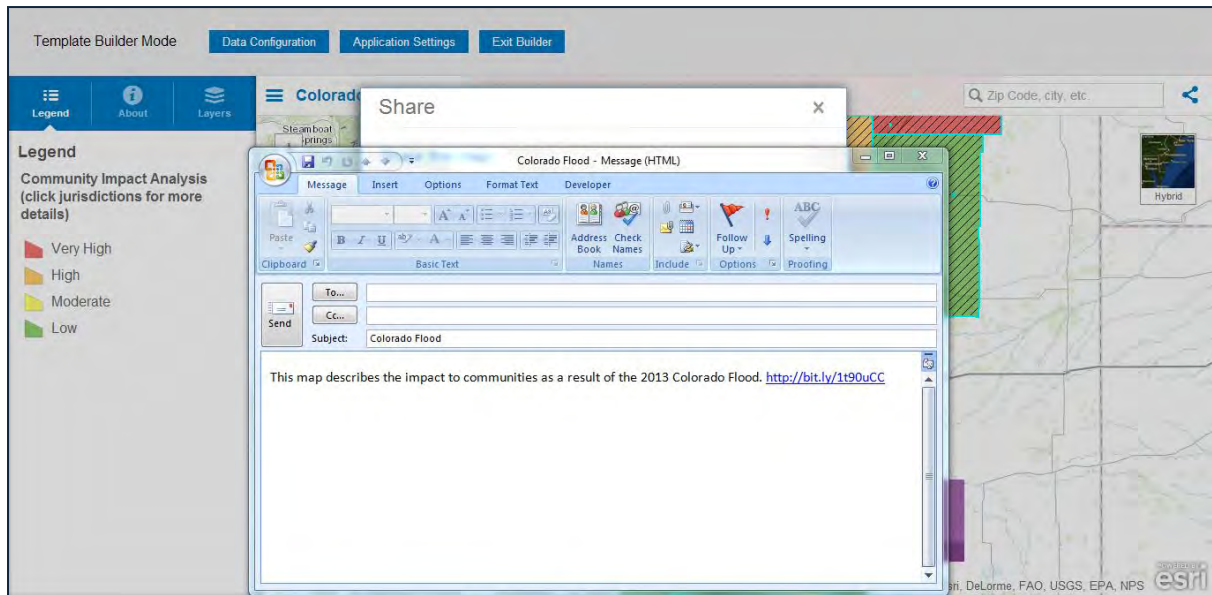
## 5.3 Share Map

You can share the map via social media sites.

1. Click **Share**  on the top right corner of the screen.
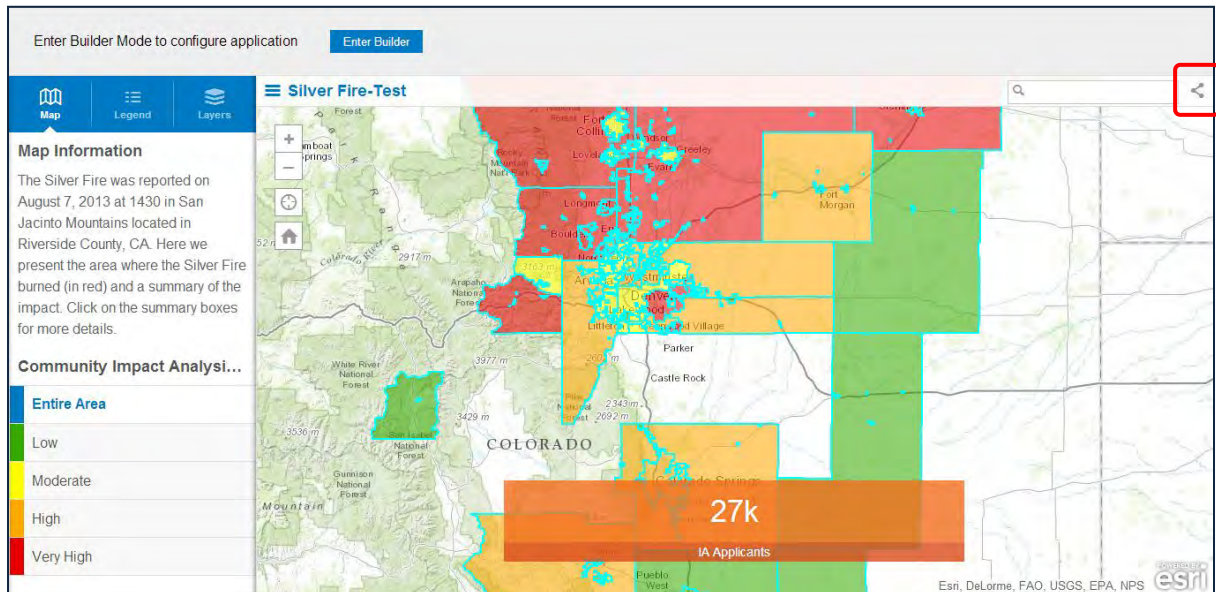


2. **Share** window appears providing the options to share the map via available social media sites.
3. Click the desired social media link and the Map Link is attached to the selected media. You can now share it with the desired user.
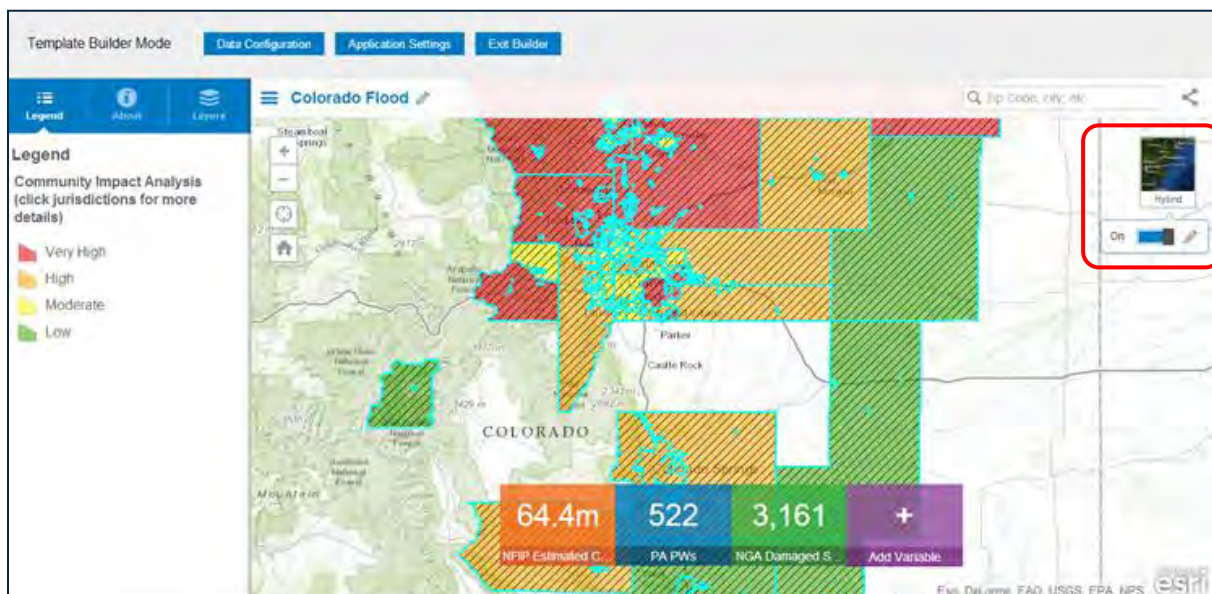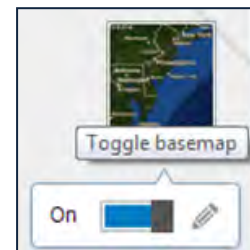
## 5.4    Basemap Switcher

You can switch the basemap view instantly and modify the settings.

1. Hover the mouse over the **Basemap** icon on the top right corner of the screen.
2. Move the switch on/off the basemap is available. Move the slider to switch on/off the basemap option.
3. Click **Edit** to edit the application settings.

4.  **Application Settings** window appears. Refer **3.3 Application Settings.**