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Lab 7: ArcGIS API Plugins

1. Compass

The plugin adds a compass to the map view that tracks north relative to the map view. There were no complications or challenges implementing this plugin, as there were not that many properties to consider. I used no properties. I simply add it to the map view through ‘view.ui.add()’ along with a position.

1. Coordinate Conversion

This plugin shows the coordinates of the mouse as it hovers over the map view. It includes several functions; converter, Capture mode (which places a point on mouse click), user input of coordinates, and additional settings. I faced one confusion when implementing this plugin. I tried to set the ‘mode’ property to ‘capture’, which would set the default mode to Capture mode. For some reason, setting the mode to ‘capture’ did not change anything, even though there were no apparent typos. Additionally, the ‘orientation’ property did not seem to work either. The properties I used correctly are ‘headingLevel’ (sets the level of the heading), ‘locationSymbol’ (sets the marker icon of Capture Mode), and ‘visibleElements’ (set the visibility of each button on the plugin). Then, I simply add it to the map view through ‘view.ui.add()’ along with a position.

1. Basemap Toggle

This plugin allows the user to toggle between two different basemaps. There were no complications with this plugin, and there were not many properties. It was very straightforward to implement; simply create a BasemapToggle constructor with ‘view’ and ‘nextBasemap’ properties. These properties correspond to the map view used for the Basemap Toggle, and the second basemap option. Then, I simply add it to the map view through ‘view.ui.add()’ along with a position.