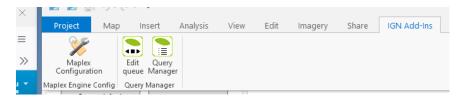
Add-In Query Manager – USER GUIDE

Installation:

Download the Add-In installer "QueryManager.esriAddinX" from the official web site of releases and install it.

Open ArcGIS Pro. You should find the Query Manager Add-In in a new ArcGIS Pro tab called "IGN Add-Ins", with two tabs "Edit queue" and "Query manager", like this:



Query Manager:

The query manager allows you to create a table with references to objects from several layers, in order to store the result of a selection in memory. Either using pre-saved queries or keeping the current selection.



Create default database Create the gdb query (REQ.gdb), It's a prerequisite for using the tool. If this gdb already exists, it checks that it is compliant, updates it if necessary.

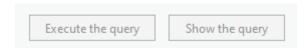
Select a database

Import a gdb whose tables are already filled.



Choice of query type: attribute or spatial.

Choose the predefined query, if there are any defined in the associated table.



Execute the chosen query or

View the query in the Geoprocessing window. Ability to check the query, modify it, before executing it.



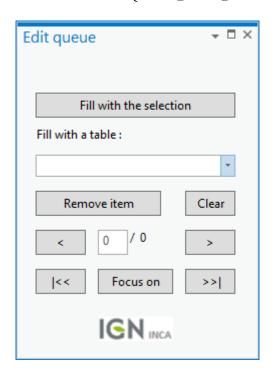
Choose a name for the table to save. If the table is from a named list, the default name is: result_"list_name"

If saving a table after a selection without a query, the default name is: result_"Table_Selection"

Creates a selection table that is saved in the query database.

Edit Queue:

The edit queue is used to browse one by one the objects of a pre-recorded table that may contain references to several layers. To use the tools, you must have loaded a list, either saved or created with the current selection (result_Table_Selection)



Fill with the selection	Populate a list of features by interactive selection.
Fill with a table :	Load a named table listing the selection of pre-saved entities.
Remove item Clear	Remove item from list (removed in array but not in functionality)
	Empty the tool from the list being processed. (deleting the result_Table_Selection table, if any)
< 0 / 0 >	Navigation to the previous entity, jump directly to the element to be processed or navigate to the next entity.
<< Focus on >>	Return at the beginning of the list
	Refocus the map on the entity Go to the end of the list