

2022 ESRI USER CONFERENCE

## ArcGIS API for JavaScript: Web Editing

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# Demos and slides available at

## Session Agenda

- What are you looking for when editing?
- What's currently out there?
- Goals for Web Editing with JavaScript API
- Workflows and Examples

## What are you looking for when editing?

- Historically the approach has been targeted apps
  - Addressing specific workflows
  - Simplicity bottom line is make it easy for end user
  - Organizations struggling to maintain trained staff, so simple becoming even more important
- Getting some requests that are more generic (i.e., just give us everything)
  - Complete ArcGIS Online based solution for managing parcels, utilities, addresses, etc.
  - Organizations looking for easier deployment options. Don't want to have to update software on every machine
- Organizations also looking to go all in on cloud
  - Everything in ArcGIS Online
  - All view, query, editing and analysis through web (and sometimes mobile) applications

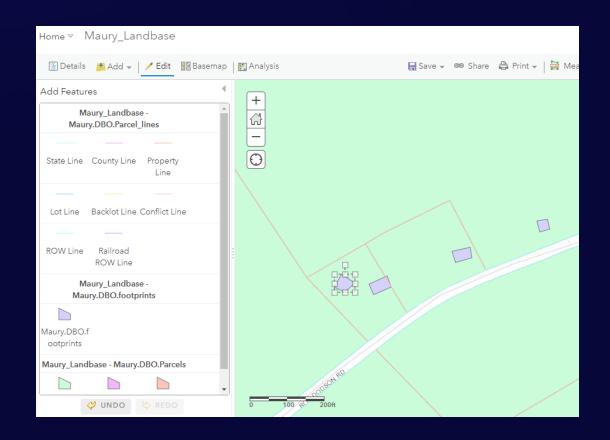
## What are you looking for when editing?

- Users are looking for:
  - Usability for non-GIS people
  - Add features with minimal clicks
    - Add multiple features with a single sketch
  - Snapping
    - Configured on back end with fewer options for end user
  - Auto-closure of polygons (don't let me create slivers/gaps)
    - Create polygon for whole area and then chop up instead of adding the pieces one by one and hope you don't get gaps
  - Edit related records
  - Copy/paste for simplicity of creating new features
  - Split and Merge tools with attribute update
  - Attribute rule/Field expression capabilities

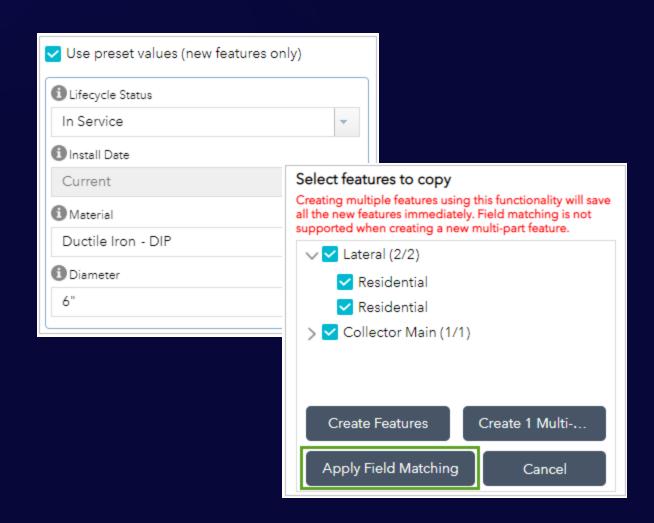
## What are you looking for when editing?

- What do you want?
  - Targeted apps or everything?
  - Applications or widgets?
  - Configuration at back end or by end user?
  - Task frameworks or sets of tools/widgets?

- Classic Map Viewer Editor
  - Add features
  - Edit attributes
  - Add/update attachments



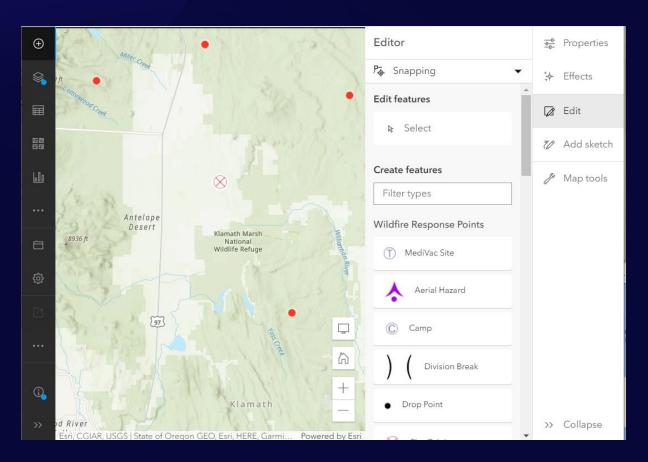
- Editor Widgets for Web App Builder
  - Edit widget
    - Specify editable layers
    - Add features via templates
    - Snapping
  - Smart Editor widget
    - Configure editable fields
    - Automatically calculate fields
    - Global attribute values (set once and apply to all new features)



- SceneViewer Editor
  - Work with 2D and 3D features
  - Move, scale, and rotate geometries, as well as edit vertices
  - Configurable attribute editing (choose fields to edit, arrange in groups, etc.)



- RESTAPI
- ArcGIS JavaScript API
  - FeatureLayer.applyEdits()
  - Editor widget!
- Experience Builder
- Map Viewer



- Solutions
  - Utility Management solutions (Stormwater, Water, and Electric Distribution)
  - Parcel Management solution
  - Park Asset Management
- Partner/Distributor Apps
  - ArcGIS Marketplace
    - Search for "editing" or "web editing"



#### Parcel Drafter

This solution can be used to enter metes and bounds descriptions, verify deeds and documents, and confirm survey information prior to submission.

Learn more →

## Goals for Web Editing and JavaScript API

Configurable Editing Capabilities

- There is a need for a configurable editing experience
  - Apps (Viewer, more?), widgets (Experience Builder and API), and API capabilities where users can configure focused editing experiences
  - Supports a configurable task-based workflow
- Framework to support advanced editing workflows for utility networks, parcel fabrics, geodatabase topologies, etc.

#### Goals for Web Editing and JavaScript API

2<sup>nd</sup> half of 2022

- Rule based snapping
- Version Management experience
- Undo/Redo
- Async support for form fields using Arcade expressions, ie. \$featureSet support
- Tooltip feedback integration
- Better support for server-side Attribute Rules
  - Updating other layers based on an edit from the client

## Goals for Web Editing and JavaScript API

Long Term

- Support for curves
  - -Display and editing
- Display Filters on SubtypeGroupLayers
- Batch attribute editing
- Group and Preset feature templates
  - -Create multiple features at one time

- Dimensions & Annotations
- Editing related records
- Support for auto save while editing
- Planar Topology and shared edge editing
  - -Rubberband style editing where moving one features moves other features

## Goals for Web Editing and JavaScript API Long Term

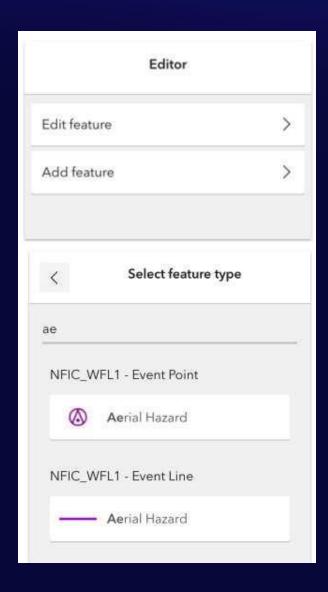
- Integrated Utility Network Editing
  - Associations
    - Creating associations
    - Structural attachments
    - Connectivity associations
    - Containment associations
  - Tools for building Utility network topology (validation) and tracing
  - Tools for validating subnetworks
- Editing of Parcel Fabric

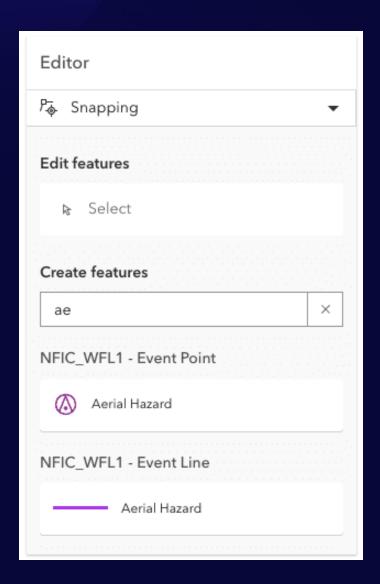
JavaScript API
Workflows and
Examples

## Where to begin?

- New to the API or just need a refresher?
- SDK documentation
  - Release notes
  - API reference
  - Samples

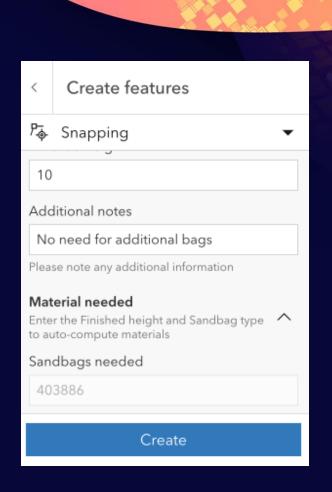
## Updated Editor UI with additional capabilities





#### Feature Form

- Displays attributes of a feature
- Configure input fields for attribute editing
- Format via the FormTemplate
- Support for calculated Arcade expressions
  - Field visibility
  - Required expressions
  - Field value expressions
- Configure form in webmap and read automatically
- Configure form in saved layer and read automatically

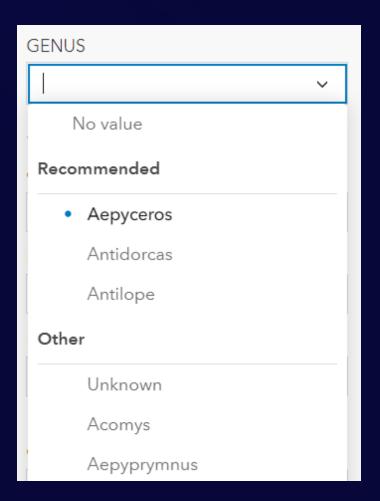


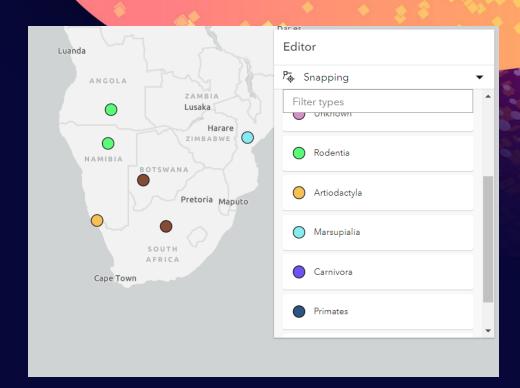
## Feature Form Demo

Heather Gonzago

## Contingent Values

- A field value becomes dependent on the values in one or more other fields.
- Restrict the list of valid inputs
- Helps preserve data integrity



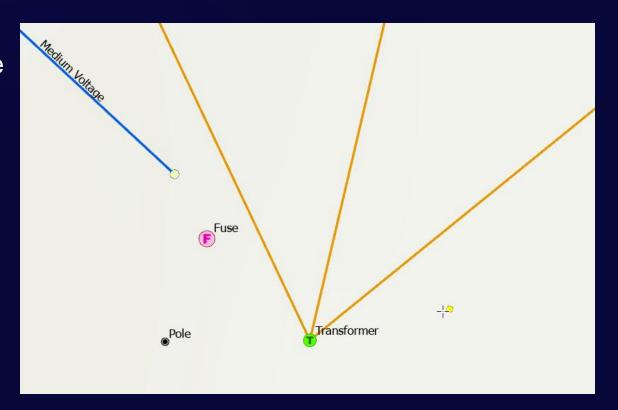


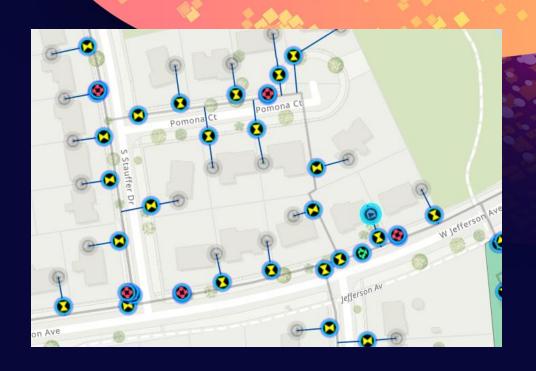
## Contingent Values Demo

Jose Banuelos

## Network Snapping Rules

- Connectivity rules define which features can be geometrically coincident or associated.
- There are three types of connectivity rules:
  - Junction-junction
  - Junction-edge
  - Edge-junction-edge





## Network Snapping Rules with Editor Demo

Jose Banuelos



Q & A

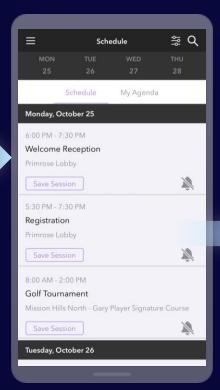
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## Please Share Your Feedback in the App

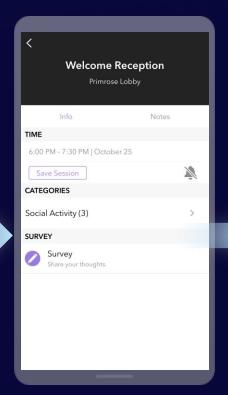
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