

Exercise 2: Discover a multi-page web experience

 How can I print an exercise to PDF format?

Technical note

Software requirements

- ArcGIS Online

Use the latest version of Google Chrome, Mozilla Firefox, Apple Safari, or Microsoft Edge. Other web browsers may not display your maps and apps correctly.

For information about supported web browsers for ArcGIS Online, go to ArcGIS Online Help: Supported browsers (<https://links.esri.com/SupportedBrowsers>).

Introduction

With ArcGIS Experience Builder, you can add, arrange, and configure multiple pages and widgets in your experience. Additionally, as you have seen in a previous exercise, there are numerous templates available that you can modify for use with your own web experience. You also have the option to start from scratch with a blank template, which may take more time and require that you have more experience building web experiences.

You can choose a template that already contains widgets that are most relevant to that layout. You can build on the template, adding and deleting widgets as appropriate, just like you did with the Launchpad template.

Or, you can use a template that has been shared with you. The ArcGIS Experience Builder team has designed a series of public templates for specific uses, such as displaying infographics, exploring a city, or providing information about wildfire incidents.

Scenario

Imagine that you have been tasked with creating a multi-page app for the city government that details various community events. In this exercise, you will open and explore a template shared to ArcGIS Online. You will learn about the functionality of some widgets in the template by adding a page, updating navigation options, and optimizing the experience for small-screen devices.

Note: The exercises in this course include View Result links. Click these links to confirm that your results match what is expected.

Estimated completion time in minutes: 45

[Expand all steps](#) ▾

[Collapse all steps](#) ▲

- Step 1: Explore the template gallery

As you saw previously, when you first create a new web experience, you are prompted to choose a template. The default templates are based on the type of layout with which you want to start.

But what if you need an even more tailored template to work from? The templates created by the ArcGIS Experience Builder team and shared to ArcGIS Online not only offer a ready-to-use layout but also are configured for specific categories.

In this step, you will examine the templates and choose one based on your project theme, which is focused on community events.

- a Sign in to ArcGIS Online, if necessary, using your course ArcGIS account (username ending in _geoapps).
- b Go to the ArcGIS Experience Builder home page (<https://links.esri.com/XBHome>).
- c At the top right of the page, click Create New.
- d Under Select A Template To Start, click the ArcGIS Online tab.

*Step 1d***: Explore the template gallery.*

At the top of the page are tabs labeled with categories such as Environment, Tourism, and Data. You are currently viewing all of the categories. The templates created by the ArcGIS Experience Builder team are at the top and display a Created By Esri icon at the top left of the card. If you scroll down, you will see templates shared to ArcGIS Online by other users.

- e Point to one of the template cards.

*Step 1e***: Explore the template gallery.*

? What information is displayed on the card?

- Answer

The card will tell you whether the template is multi-page or full-screen, how the template supports the content, and some widgets that are included.

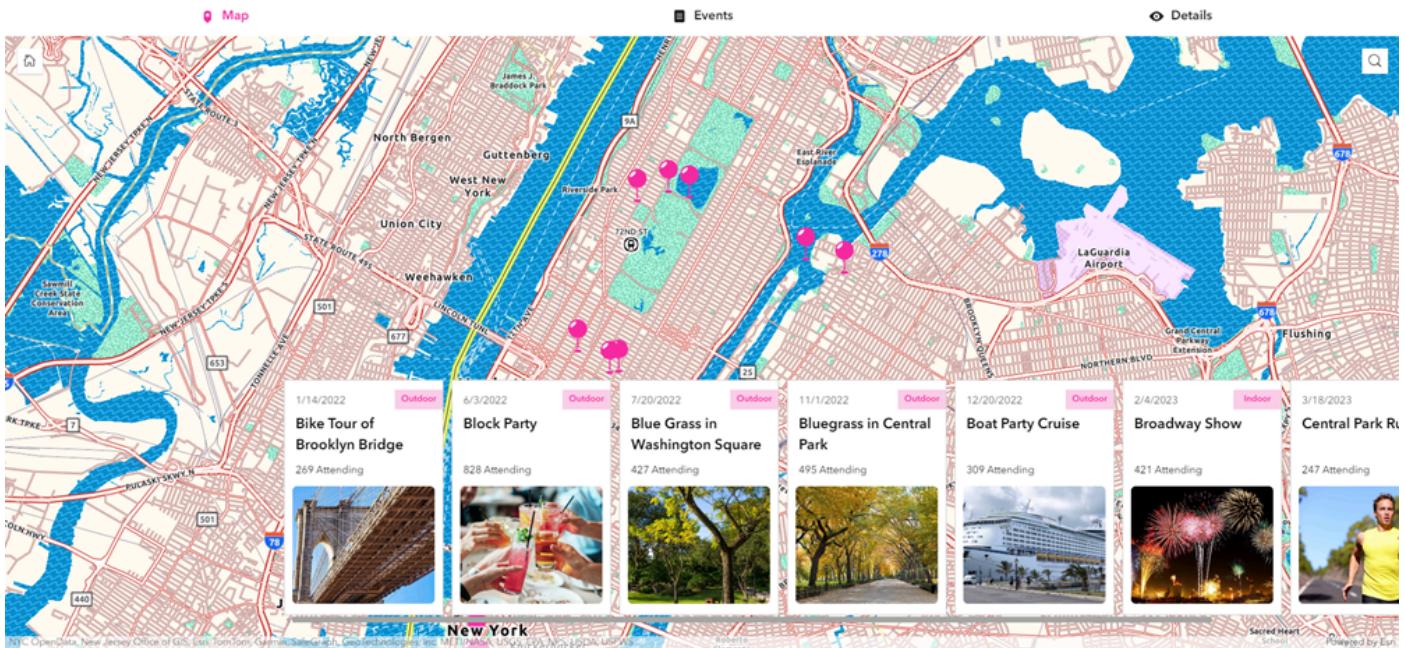
- f Point to the Community Events template card.

? What options does the Community Events template offer?

- Answer

The Community Events template is a three-page template that provides information about community events using an interactive map corresponding to a list of events.

- g In the bottom-right corner of the Community Events template card, click the Preview button.



Step 1g***: Explore the template gallery.

A preview of the template opens in a new browser tab.

? How do you access each page in this template?

- Answer

At the top of the page, there are buttons with links to the Map, Events, and Details pages. As you navigate between pages, the button text of the active page changes to a pink color.

h Click the Events button.

i Click the arrow > next to one of the events.



Step 1i***: Explore the template gallery.

? Where does the link take you?

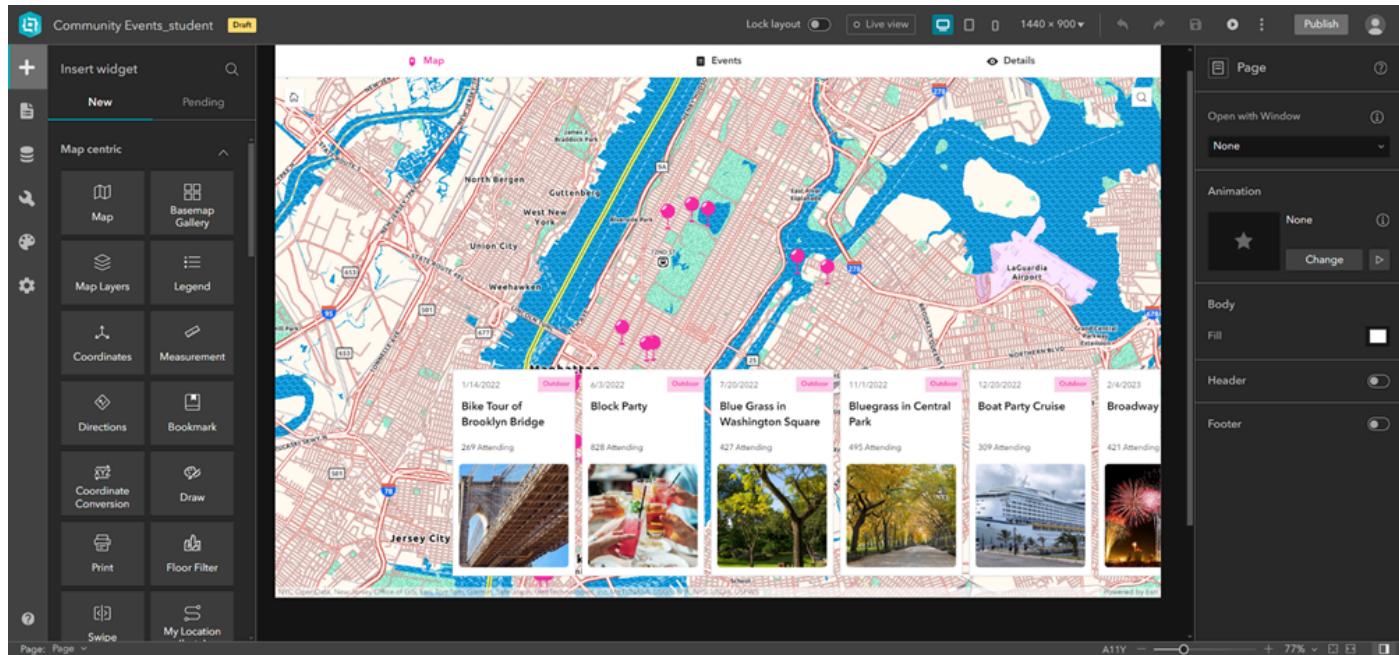
- Answer

When you click an event, you are taken to the Details page, which includes more information about the event.

j Close the tab showing the template preview (Page 3 | Community Events).

The web experience that you plan to create is also based on sharing information about community events, although at a much smaller scale. Because this template is set up to emulate a working web experience, it is connected to data and configured for use. All you need to do is connect to your own data and configure the settings to suit your project.

- k Point to the Community Events template card and click Create.
- l At the top left of the builder, change the name to **Community Events_<Your Student Name>**.
- m At the bottom right of the page, click the Fit Width To Current Window button.



*Step 1m***: Explore the template gallery.*

The template is applied to your experience. You can now explore and adjust the settings as needed.

In this step, you examined ArcGIS Experience Builder templates shared to ArcGIS Online and created a web experience from the Community Events template.

- Step 2: Add a new page

You can add pages to a web experience with the click of a button. When adding a new page, you must also choose to apply a full-screen or scrolling template in the default Template Gallery.

This experience already has three pages, but you want to add one to function as an introductory page. In this step, you will add a new page to the web experience.

- a On the Sidebar, click the Page button .
- b Under Page, click Page 2.

The screenshot shows the Wix website builder interface. On the left, the Page panel lists three pages: Page (selected), Page 2, and Page 3. The main workspace displays the 'Events' page, which features a header with 'Events' and 'Map' tabs, a 'Details' button, and a search bar. Below the header is a section titled 'Explore events nearby' with five cards: 'Bike Tour of Brooklyn Bridge', 'Block Party', 'Blue Grass in Washington Square', 'Boat Party Cruise', and 'Broadway Show'. Another section titled 'Top picks' shows two cards: 'Upper West Side Bluegrass in Central Park' and 'East Village Dog Run'. The right side of the interface includes various toolbars and a preview area.

*Step 2b***: Add a new page.*

There are three pages listed in the Page panel. Page 2 is the Events page, which is a scrolling page. In the outline, there are several blocks, which are layout containers used to organize widgets on a scrolling page.

The pages, layout containers, and widgets are named by their function and numbered sequentially in the order in which they were added. While you are building a web experience, it is good practice to rename each element in order to keep track of its purpose. In this exercise, you will rename a few of the elements.

- c On the Page panel, click Page.
- d Point to Page, click the More button, and choose Rename.

The screenshot shows the Page panel with three items: Page (selected), Page 2, and Page 3. A context menu is open over 'Page 2', showing options: 'Rename', 'Set icon', 'Duplicate', and 'Delete'. The 'Rename' option is highlighted.

*Step 2d***: Add a new page.*

- e Rename Page to **Map**.
- f Rename Page 2 to **Events**.
- g Rename Page 3 to **Details**.

The screenshot shows the Page panel with three items: Map (selected), Events, and Details. The names have been changed from their original values to 'Map', 'Events', and 'Details' respectively.

*Step 2g***: Add a new page.*

With these changes, when viewing the Page panel, you can understand at a glance that the first page displays the map, the second lists the events, and so on.

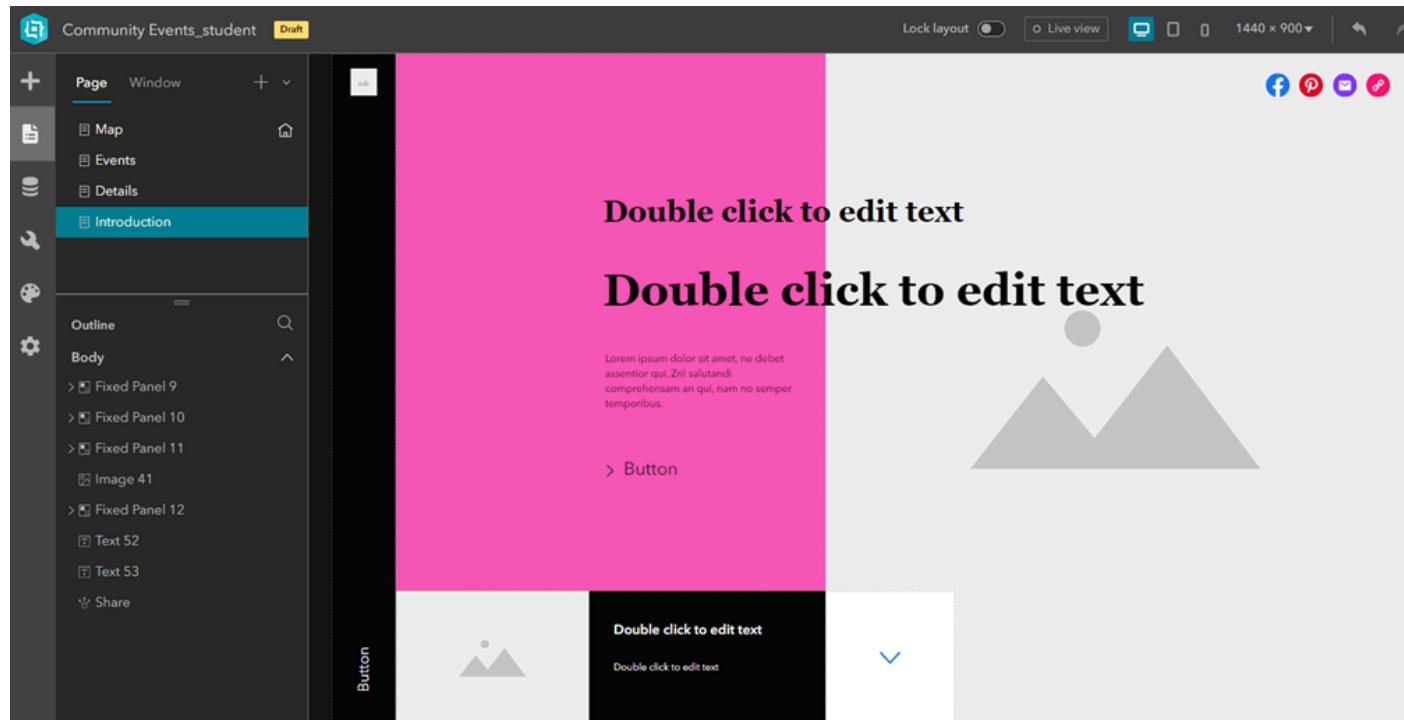
You will now add a fourth page to the web experience. This page will serve as the home page, where you will introduce the Community Events initiative and provide contact information for people who want to advertise events.

- h In the upper right of the Page panel, click the Add Page button .

- i On the Add Page window, scroll down, and then choose Preface.

The Preface template displays basic information and is appropriate to use as an introductory page.

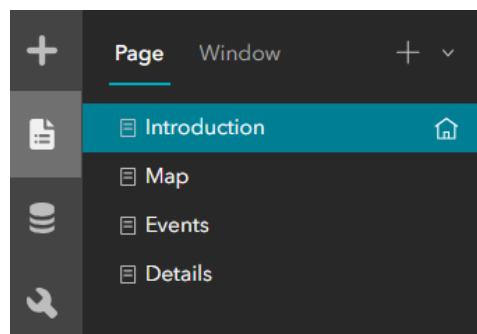
- j Rename the page **Introduction**.

*Step 2j***: Add a new page.*

The new page is added to the experience.

- k Still on the Page panel, drag the Introduction page above the Map page.

- l Point to the Introduction page, and then click the Make Homepage button .

*Step 2l***: Add a new page.*

- m Save your experience.

In this step, you added another page to the experience. You now have four pages, with the Introduction page designated as the home page.

- Step 3: Copy widgets

When you initially previewed the Community Events template, you navigated between pages by clicking a button at the top of the page. A Button widget is one way to move to different parts of the experience or to an external web address.

After adding a new page, you will need to configure navigation to and from the page. You could manually add Button widgets, but there is an easier method. In this step, you will simply copy and paste the container with the already configured Button widgets from the Map page to your Introduction page. You can use this method to copy widgets across pages.

For more information about copying widgets, see ArcGIS Experience Builder Help: Add and connect widgets (<https://links.esri.com/AddWidgets>).

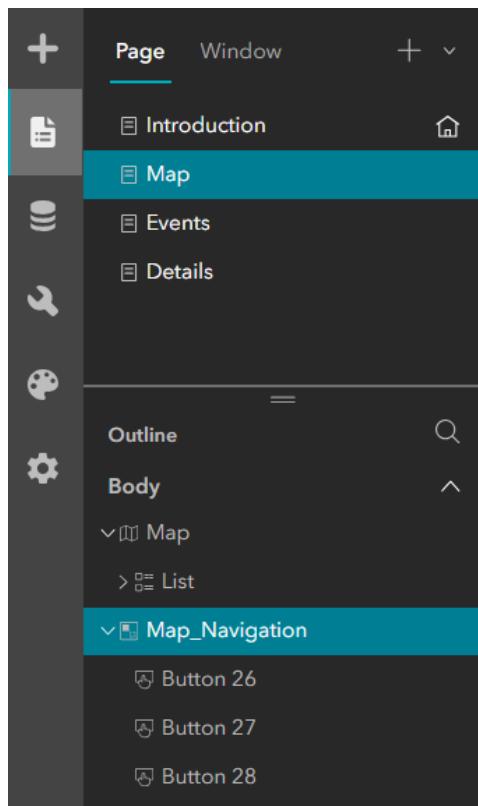
- a On the Page panel, click the Map page.

- b Under the Outline, click Fixed Panel 6.

A Fixed Panel widget is another type of layout container that allows you to group widgets together.

- c Rename Fixed Panel 6 to **Map_Navigation**.

- d Expand Map_Navigation.



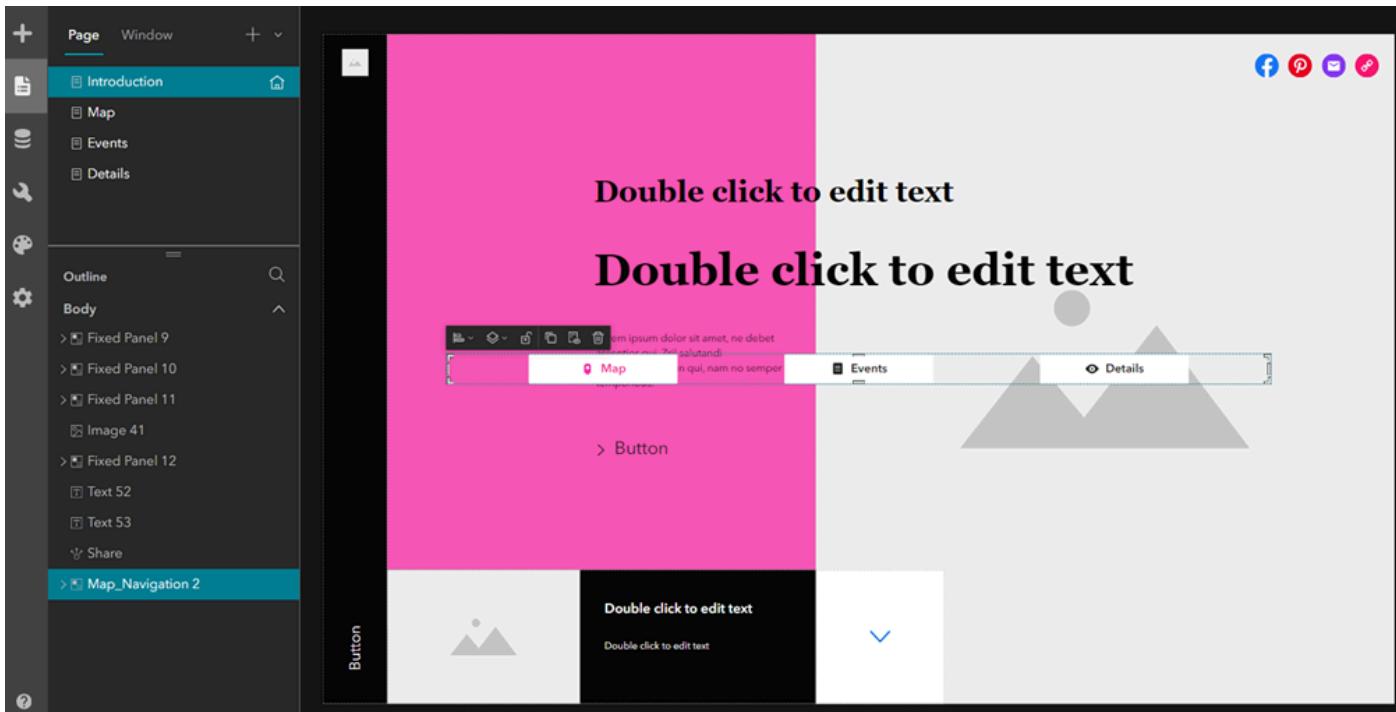
*Step 3d***: Copy widgets.*

There are three buttons contained in this widget, with each linking to a different page in the experience.

You will now copy the Fixed Panel widget and the three Button widgets contained inside.

- e Point to Map_Navigation and press Ctrl + C to copy it.

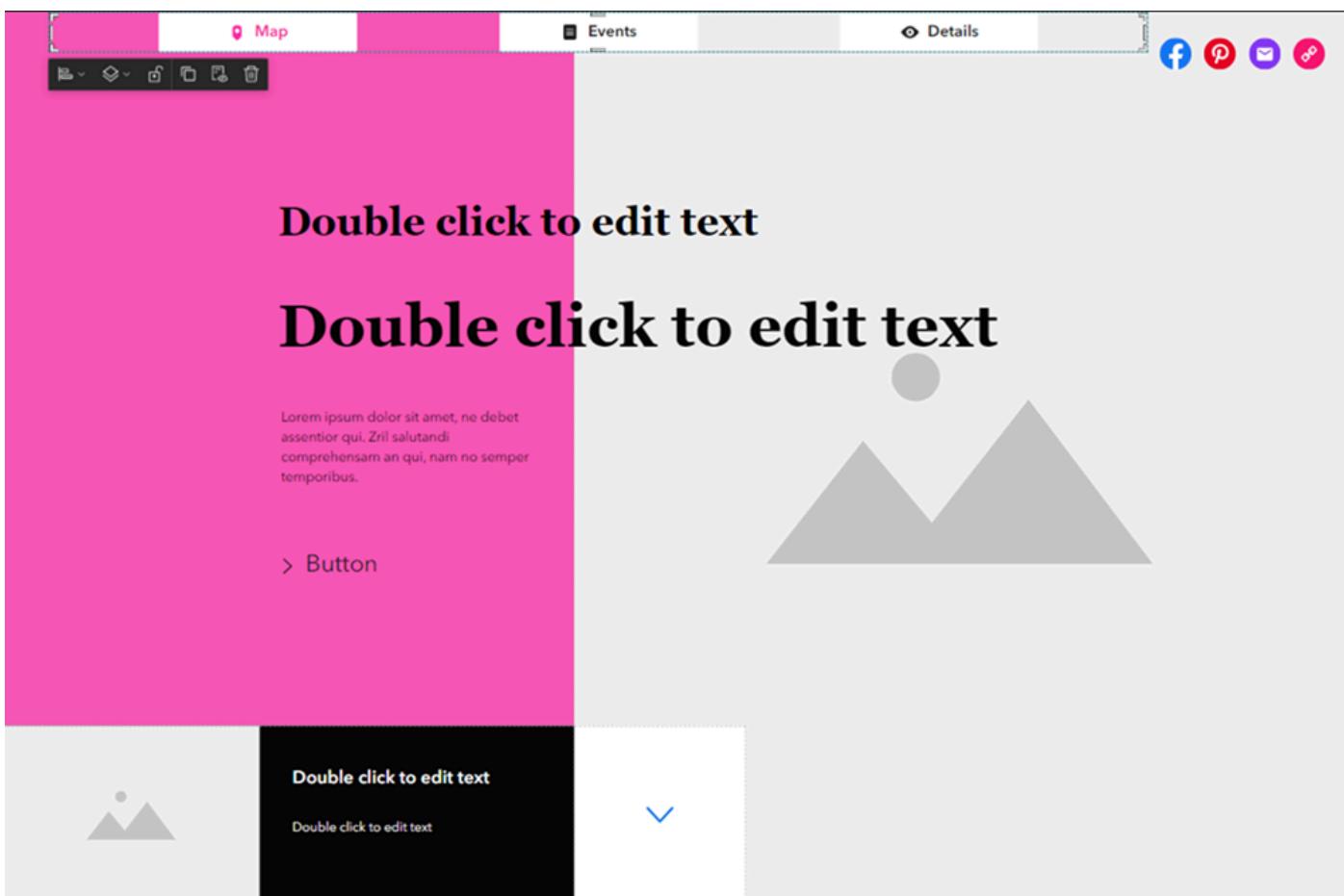
- f Still on the Page panel, click the Introduction page and press Ctrl + V to paste the Fixed Panel and Button widgets.



*Step 3f**: Copy widgets.*

The copied Fixed Panel and Button widgets appear on the Canvas and in the Page Outline.

- g On the Page panel, in the Outline, rename Map_Navigation 2 to **Intro_Navigation**.
- h On the Canvas, drag the Fixed Panel widget to the top, as shown in the following graphic.



- i Save your experience.

You have copied the Fixed Panel and Button widgets to the Introduction page. Currently, they are still configured for use on the Map page. In the next step, you will configure them for the Introduction page.

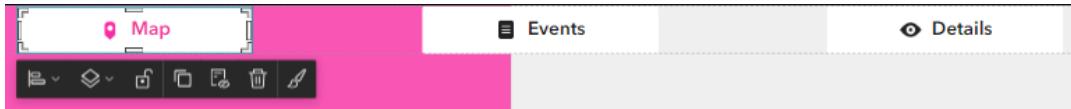
- Step 4: Duplicate a widget

As you just saw, you can copy and paste widgets from one page to another. You can copy widgets within a page using the same method. You can also copy a widget within a page by duplicating it. Whether you copy or duplicate a widget, all settings are preserved except for its position on the Canvas and the label displayed in the Outline.

In this step, you will duplicate a button and configure its settings so that it is linked to the Introduction page.

- In the Page Outline, expand Intro_Navigation.

- Click Button 39.



*Step 4b***: Duplicate a widget.*

When you click Button 39, the widget is selected on the Canvas and a toolbar appears below it.

- On the toolbar, click the Duplicate button.

- Hint

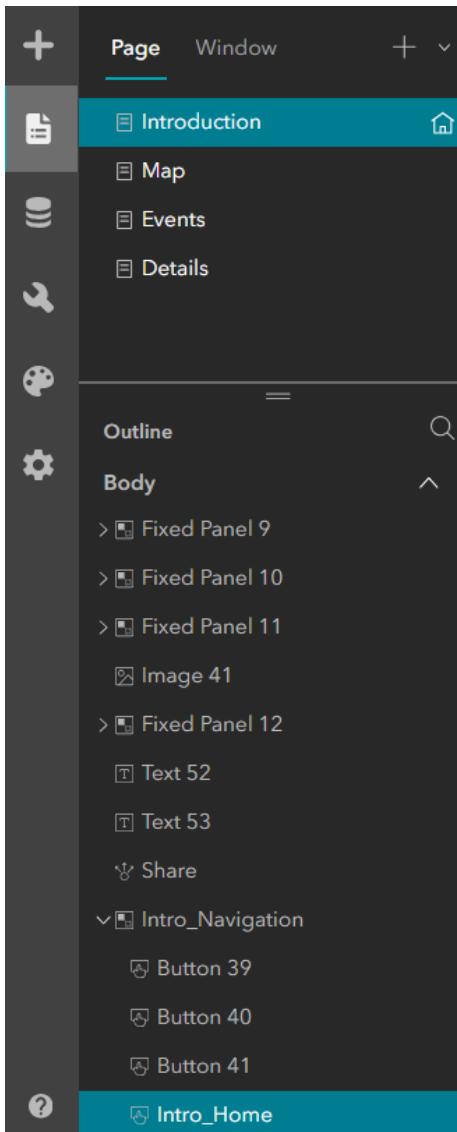
Point to a button on the toolbar to see its name. The Duplicate button is the fourth button from the right.



*Step 4c***: Duplicate a widget.*

A copy of the Button widget appears on the Canvas. A Quick Style window with preset button styles appears next to it.

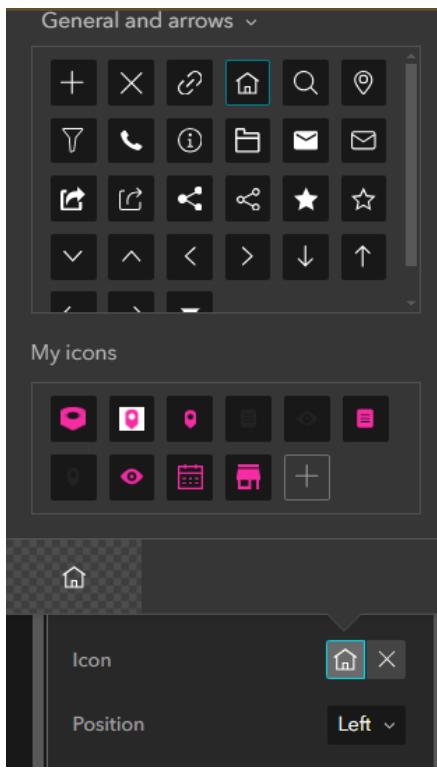
- On the Page panel, rename Button 42 to **Intro_Home**.



*Step 4d***: Duplicate a widget.*

When you duplicated the Button widget, the settings carried over to the new button. You will use this button for the Introduction page, which is also designated as the Home Page, so you will now adjust the settings to create a Home Page button.

- e On the right side of the builder, in the Intro_Home configuration panel, under Text, replace Map with **Home**.
- f Next to Icon, click the icon.
- g Under General And Arrows, in the first row and fourth column from the left, click the Home icon.

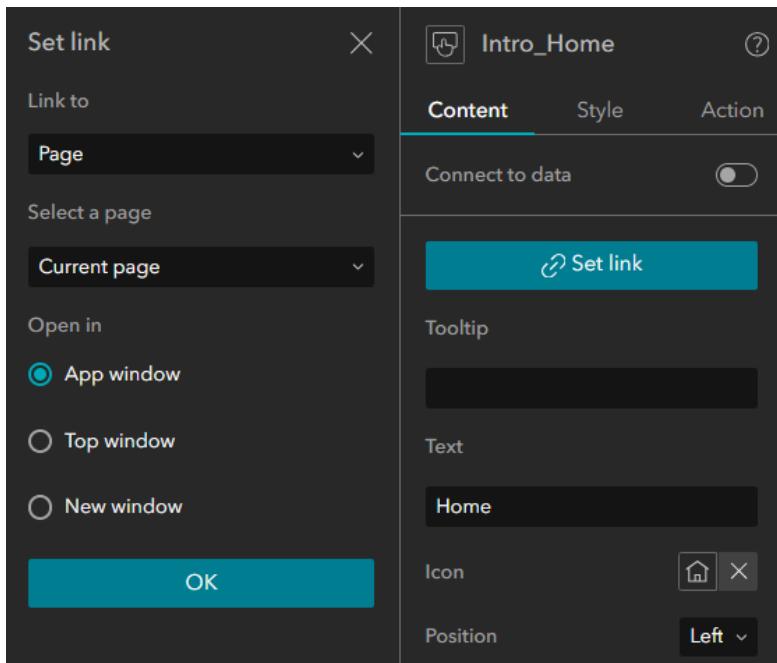


*Step 4g***: Duplicate a widget.*

- h Click anywhere in the configuration panel to close the window.

You will now review the options for linking to different locations.

- i Click Set Link.



*Step 4i***: Duplicate a widget.*

The Set Link pane opens next to the Configuration Panel. It is configured to link to a page when clicked. The particular page that it is linked to is the current page.

- j In the Set Link pane, under Link To, click Page.

What can you link to from this button?

- Answer

You can choose not to link to anything, or to link to a page, view, or window within the experience. You can also link to an external URL or to a print preview.

As you intend to link to a Page from this button, you will keep that selection.

k Click anywhere in the Set Link pane to close the Link To options.

l Under Select A Page, click Current Page.



To which pages can you link from this button?

- Answer

You can link to the current page, or to the Details, Events, Introduction, or Map page.

You will keep the Current Page selection.

m Click anywhere in the Set Link pane to close the Select A Page options.

n Click OK.

o On the Canvas, close the Quick Style window.

p On the Canvas, move the Home button widget to the left of the Map button widget.

Note: Make sure that, when you move the widget, it remains in the Fixed Panel widget. You can confirm by viewing the Outline in the Page panel. If the Intro_Home label disappears from the Intro_Navigation list, then it is probably in another container.

q Arrange the Map, Events, and Details buttons so that they are not on top of one another.



*Step 4q***: Duplicate a widget.*

Note: Do not worry about arranging the buttons perfectly. In this exercise, you are simply exploring different aspects of a web experience template.

r Save your experience.

In this step, you duplicated a widget and updated its settings so that it can function as a Button widget for the Introduction page.

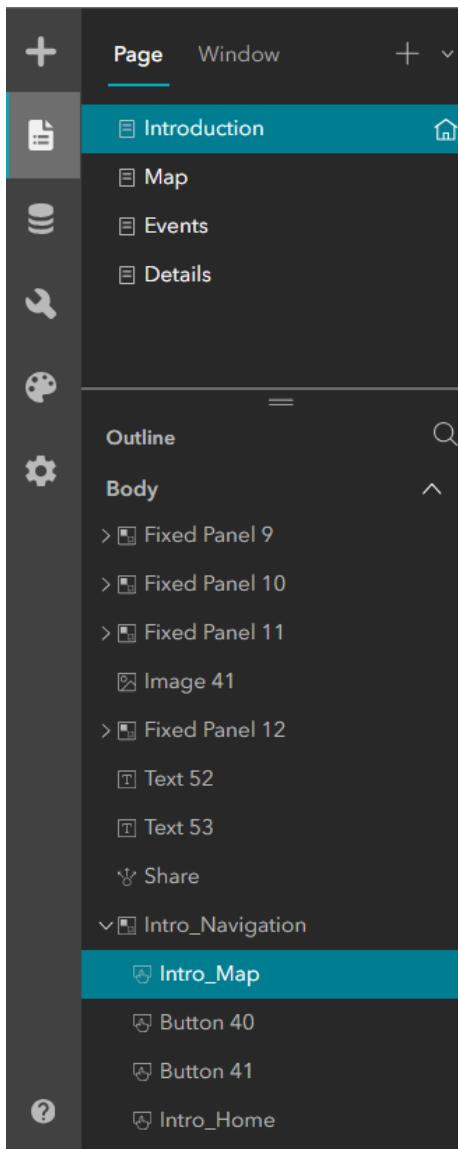
- Step 5: Update a button link

In a previous step, you copied a Fixed panel widget containing Button widgets to the Introduction page. In this step, you will update a setting for one of the widgets, so that when you click it, the Map page opens. You will then test the widget to make sure that it is linked correctly.

a From the Page panel, click Button 39.

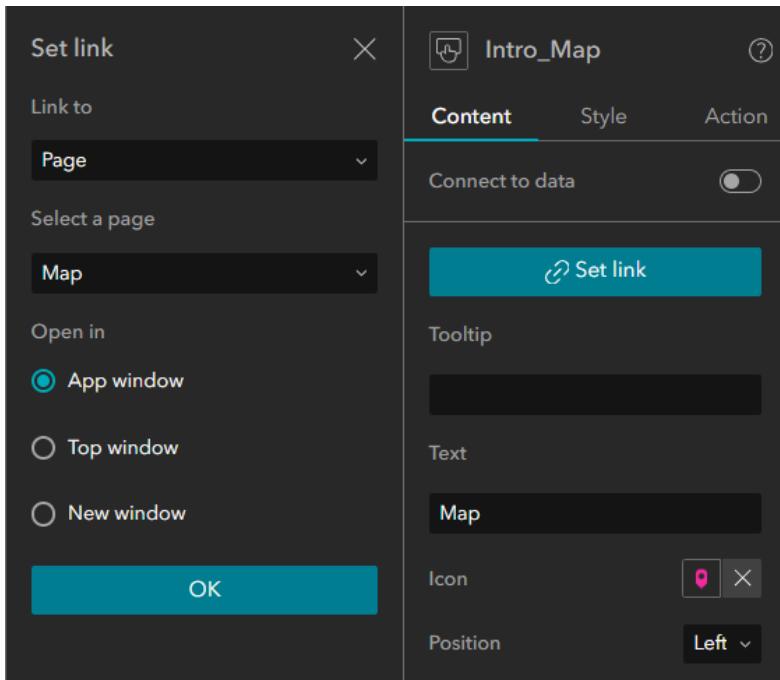
On the Canvas, the Map Button widget is selected. You will rename the label in the outline.

b In the Page panel, rename Button 39 to **Intro_Map**.



*Step 5b***: Update a button link.*

- c On the right side of the page, on the Intro_Map (button) configuration panel, click Set Link.
- d In the Set Link pane, under Select A Page, click Current Page and choose Map.

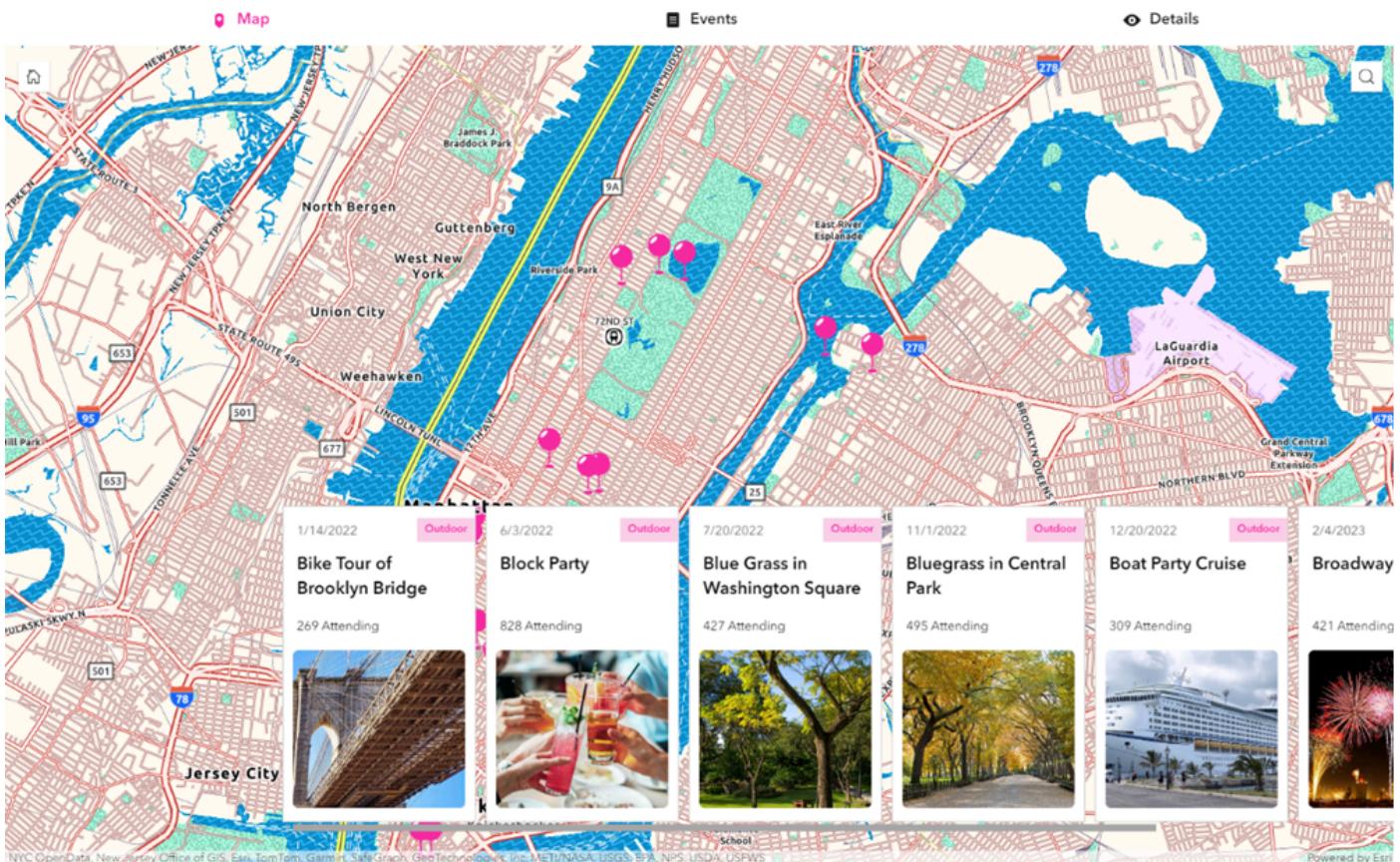


*Step 5d***: Update a button link.*

- e Click OK.

You will now test the button.

- f On the Builder toolbar, click Live View.
- g On the Canvas, click the Map button.



*Step 5g***: Update a button link.*

The Map page opens in the builder. If you were to continue configuring the web experience, you would add and configure a Button widget on the Map page so that you could easily return to the home page.

h Turn off Live View.

i Save your experience.

In this step, you updated a setting for a button that now links from the home page to the Map page. You then tested it to make sure that it linked correctly.

- Step 6: Examine the pending list

Each app builder offers some form of optimization for performance on all screen sizes. ArcGIS Experience Builder goes a step further, allowing you to create flexible and unique layouts for different screen sizes. For medium- or small-screen devices, you can enable a custom layout, which allows you to arrange and resize windows on the Canvas. To avoid clutter on a medium- or small-screen device, you might also choose to remove widgets while you are editing the experience. Rather than deleting a widget permanently, you can add it to the pending list. When you add a widget to the pending list, it retains its current settings and can be added back to the Canvas if needed.

In this step, you will examine the pending list for both large- and small-screen devices.

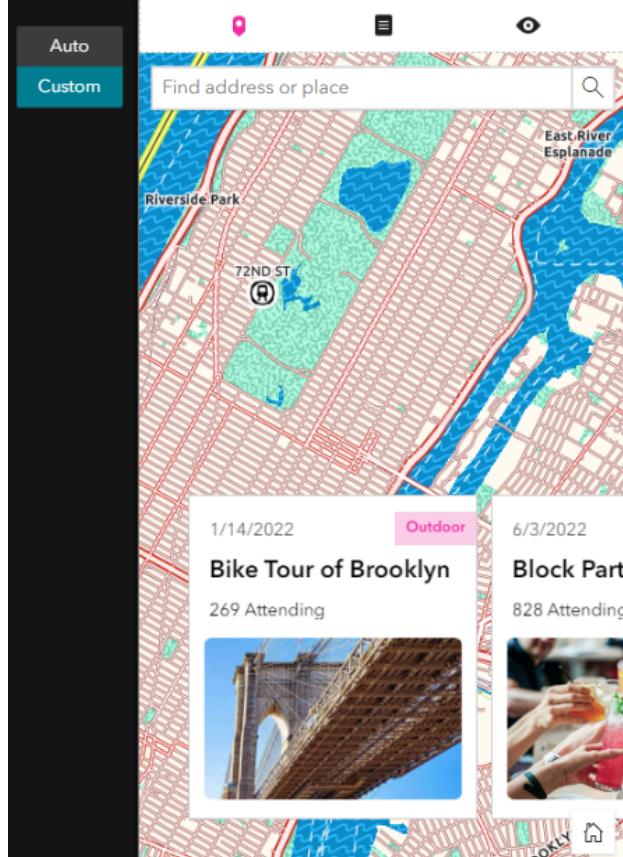
For more information about the pending list, see ArcGIS Experience Builder Help: Refine layouts for all devices (<https://links.esri.com/RefineLayout>).

a Navigate to the Map page, if necessary.

- Remind me how

On the Sidebar, click the Page button and, on the Page panel, click the Map page.

b On the Builder toolbar, click the Edit Your Page For Small Screen Devices button .



*Step 6b***: Examine the pending list.*

The Canvas changes to show how the page will look when viewed on a small-screen device. To the left of the Canvas, there is an Auto button and a Custom button. This particular template was already configured with a Custom layout, which means that a lot of the work to make the app optimized for small-screen viewing has already been done.

For example, at the top of the Canvas, you can see one of the ways that the page was customized. The navigation buttons do not display text, only the icon. This saves screen space and reduces clutter.

- c On the Page panel, expand the Fixed Panel widget and click Button 1.

The screenshot shows the Sitecore Content Editor interface. On the left, the Page panel displays a tree structure with items like 'Introduction', 'Map', 'Events', 'Details', 'Outline', 'Body', and three 'Fixed Panel' items. The 'Fixed Panel' item 'Button 1' is selected and expanded, showing its configuration in the right-hand panel. The configuration panel has tabs for 'Content', 'Style', and 'Action'. Under 'Content', there is a 'Set link' button and a tooltip field. Under 'Style', there is a 'Text' field which is empty. Under 'Action', there is an 'Icon' field containing a small pink icon. Below these are sections for 'Advanced' settings, including 'Default' and 'Hover' states, and options for 'Icon', 'Background', 'Fill', and 'Image'.

*Step 6c***: Examine the pending list.*

In the Button 1 configuration panel, you can see that the Text field is empty. These three Button widgets have been added to the small-screen layout and configured to only display the icon.

Now that you have looked at the Custom layout, you will turn on the Auto layout to see the difference between the two.

- d Next to the Canvas, click Auto.
- e When asked if you are sure that you want to enable it, click OK.

The screenshot shows the Sitecore Content Editor with the 'Auto' layout selected for the 'Fixed Panel' item 'Button 1'. The map canvas displays a grid of pink icons representing event locations. A tooltip window is open, showing details for an event: '1/14/2022 Bike Tour of Brooklyn Outdoor Bridge 269 Attending'. The background of the tooltip is pink, matching the icons on the map.

*Step 6e***: Examine the pending list.*

- f On the Page panel, expand the Map_Navigation widget to view the Button widgets.

With the Auto layout turned on, the Button widgets revert to the same ones from the large-screen view, displaying both icons and text. As you can see on the Canvas, two of the buttons are not even visible.

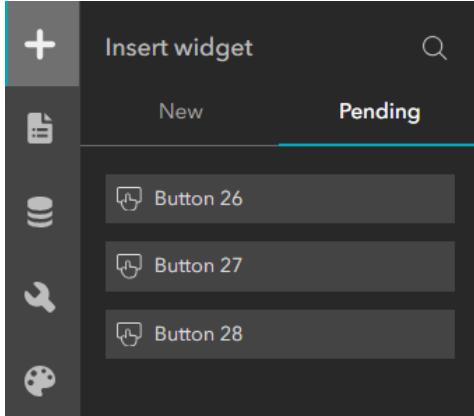
- g On the Builder toolbar, click the Undo button .

The Canvas returns to the Custom configuration, where the widgets have been arranged and resized to best suit the size of the screen.

Removing widgets from the Canvas and adding them to the pending list is another way to customize the screen view. You will now examine the pending list to see the widgets that have been removed from the small-screen view.

- h On the Sidebar, click the Insert button .

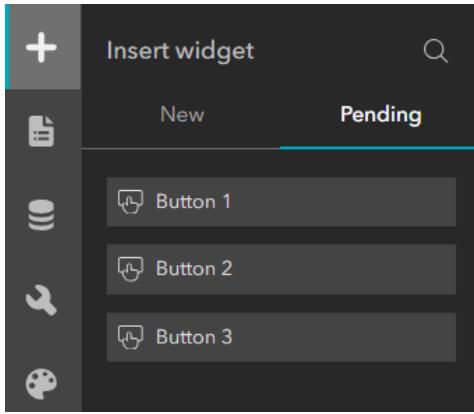
- i On the Insert Widget panel, click the Pending tab.



*Step 6i***: Examine the pending list.*

The pending list displays the three Button widgets from the large-screen view. The Button widgets are used in the large-screen view to navigate between pages. Because they are on the pending list, they are excluded from the small-screen view.

- j On the Builder toolbar, click the Edit Your Page For Large Screen Devices button .



*Step 6j***: Examine the pending list.*

Notice that Button 1, Button 2, and Button 3 are in the pending list. These are the customized Button widgets from the small-screen device and are used to navigate between pages.

After you enable the Custom layout option and add new widgets to a view, they are automatically added to the pending list in the other device views.

- k On the Builder toolbar, click the Edit Your Page for Small Screen Devices button.

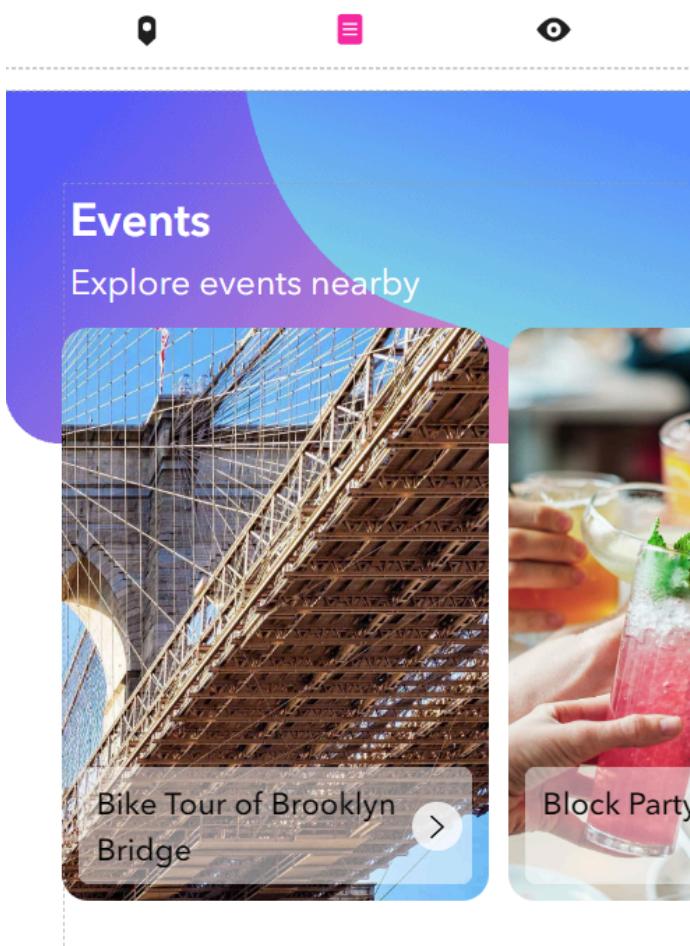
- l On the Sidebar, click the Page button.

In this step, you examined the pending list. You discovered that, with the Custom layout enabled, you can move widgets to the pending list and off your Canvas. This functionality helps you streamline the layout for whatever size device may be used to view the web experience.

- Step 7: Add widgets to the pending list

Now that you have seen how the pending list works, you will practice adding a widget to the pending list and then moving it back to the Canvas.

- a On the Page panel, click the Events page.



*Step 7a***: Add widgets to the pending list.*

- b Scroll down the page, observing the different ways that the information is presented.

This page includes several blocks of content. Each block contains content about various events but presents this content in different ways. This layout works well for a large-screen device but might be overwhelming on a small-screen device.

You will move widgets from one of the blocks to the pending list.

- c On the Page panel, in the Outline, expand Block 2.
- d Point to Fixed Panel 4, click More, and choose Move To The Pending List.



Top picks



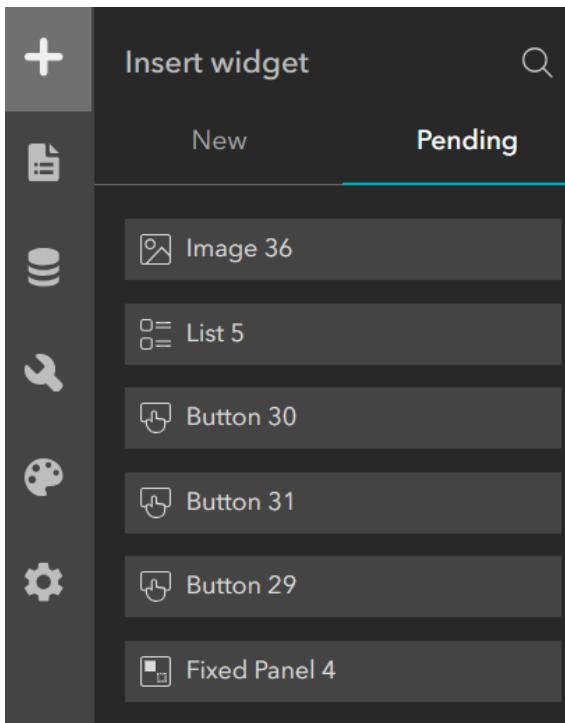
*Step 7d***: Add widgets to the pending list.*

The list of events at the top of the page is moved to the pending list, and the content below it (Top Picks) moves up.

- e Return to the pending list.

- Remind me how

On the Sidebar, click the Insert button. On the Insert Widget panel, click the Pending tab.

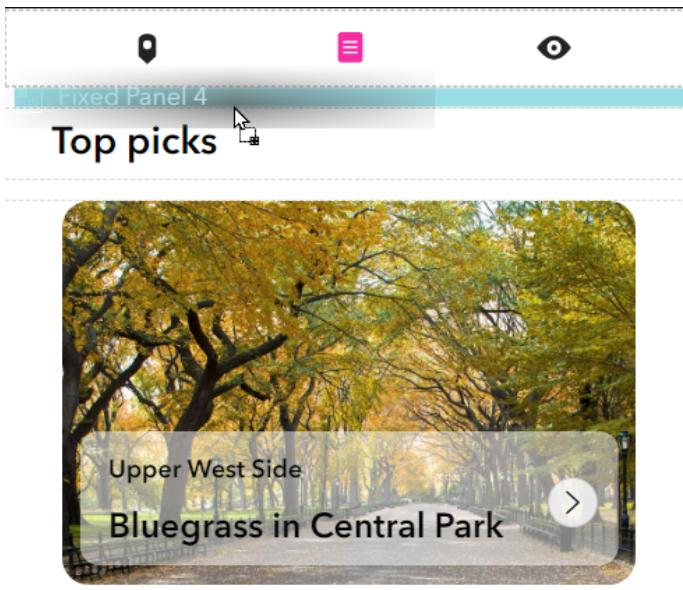


*Step 7e***: Add widgets to the pending list.*

Fixed Panel 4 and any widgets that it contained are now removed from the Events page and added to the pending list.

Now that you know how to add something to the pending list, you will move an item back to the Canvas from the pending list.

- f From the pending list, drag Fixed Panel 4 to the Canvas and drop it just above Top Picks, as shown in the following graphic.



In this step, you removed a widget from the Canvas for a small-screen device and added it to the pending list. You then added the widget back to the Canvas.

- g Close your browser.

In this exercise, you explored a template shared to ArcGIS Online that was created by the ArcGIS Experience Builder team. The template that you chose was specifically configured for sharing information about Community Events, which is also the theme of your own project. You added a page, updated navigation options, and learned how to optimize an experience for small-screen devices. You still have some work to do, but you feel confident that this template will allow you to create a polished web experience that can be used by the community.

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