AGOL WebApp Builder

5 Basic Steps to Building an App

What you select will depend greatly on what you want the application to do. These are the basic steps to creating an application.

On the My Content tab of the content page, click Create, choose Web AppBuilder, and select 2D or 3D.

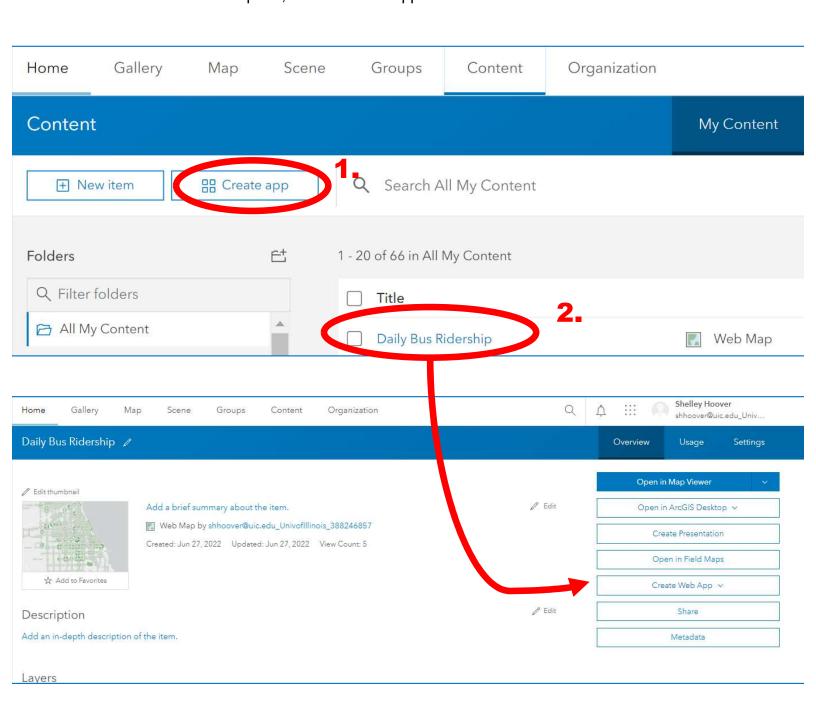
Open the item page for a map or scene, click Create Web App and choose Web AppBuilder.

Open a map in Map Viewer Classic, click the Share button, and click Create a Web App. In the window that opens, click the Web AppBuilder tab.

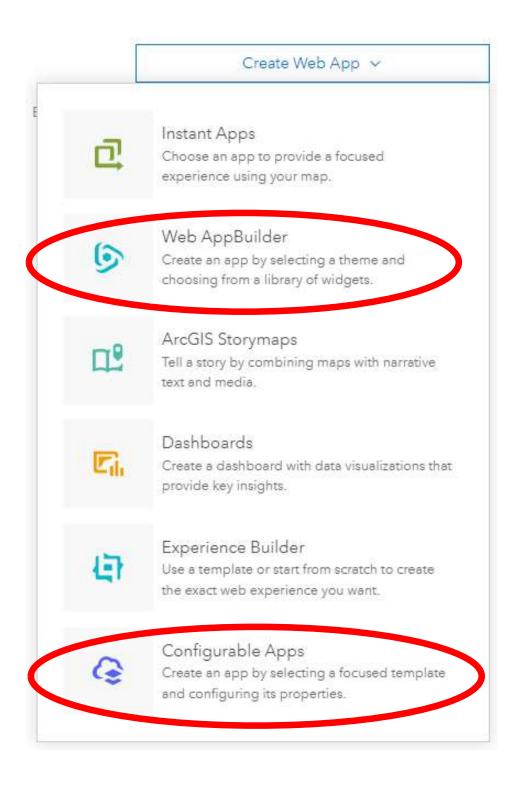
1. Create the App

Three options to initiate a web app:

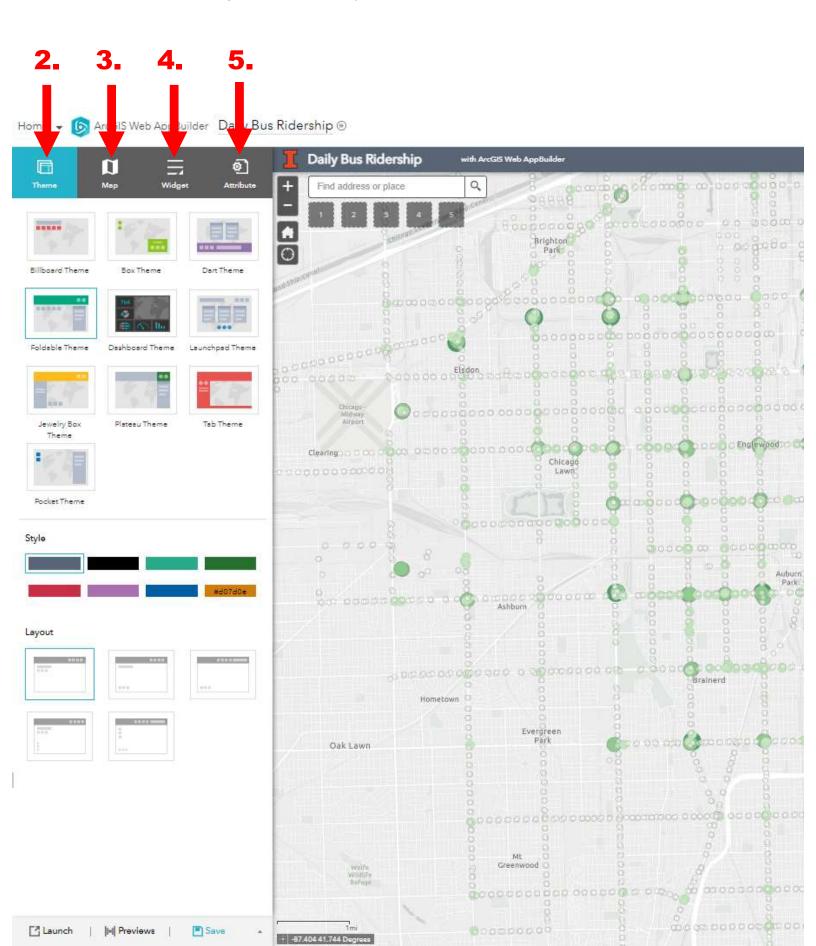
- 1. Under your Content Page, click Create app, & Choose Web AppBuilder,
- 2. Open the item page for a map, click Create Web App and choose Web AppBuilder.
- 3. Open a map in Map Viewer Classic, click the Share button, and click Create a Web App. In the window that opens, click the Web AppBuilder tab.



There are a lot of options, for the assignment use either Web App Builder or Configurable Apps. If you feel very motivated to do another version, let me know. The next set of instructions are for Web AppBuilder.



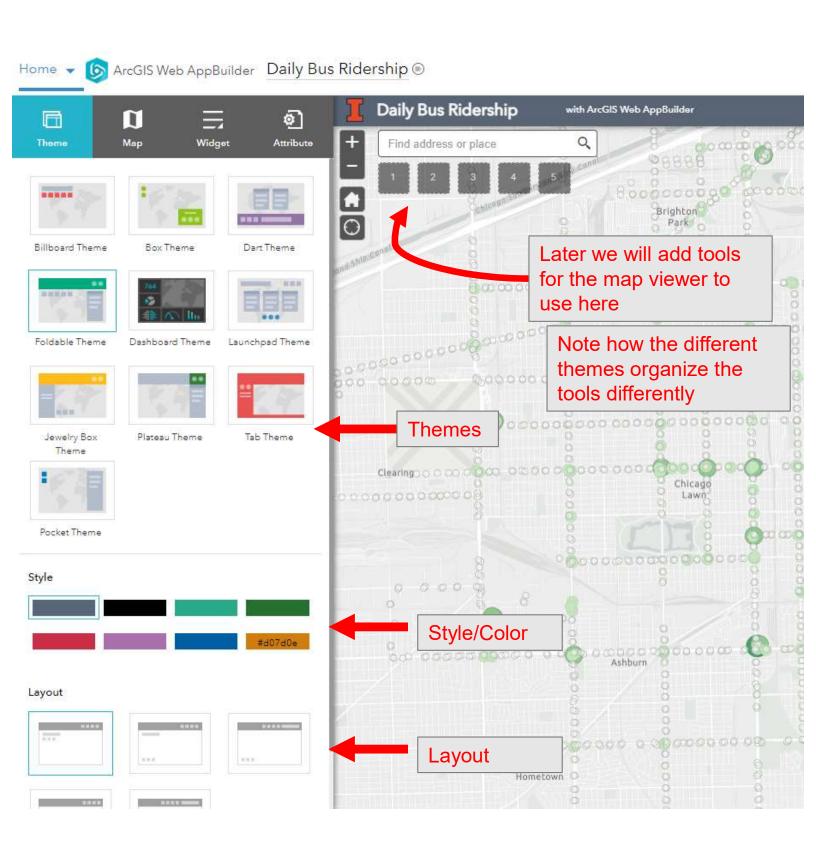
This is what your app looks like on load. To the left you have editing options for Theme, Map, Widget and Attributes. We will go over these one by one.



2. Select the Theme

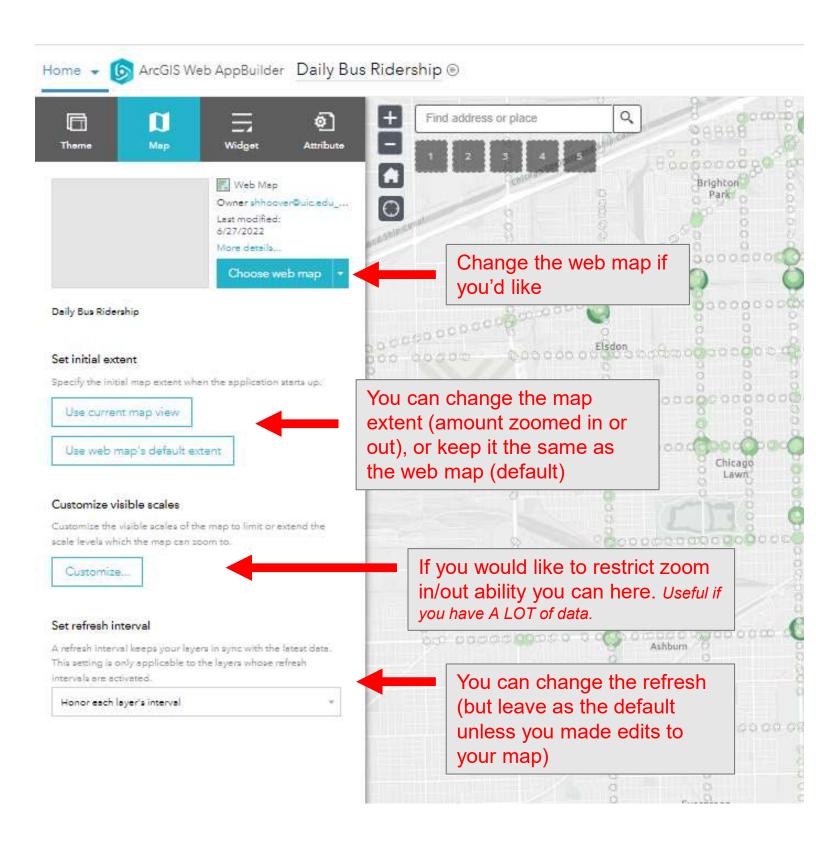
Theme affects the look, layout, and basic functionality of your app. On this tab you can choose the Theme, Color Style, and Layout

List of themes: https://doc.arcgis.com/en/web-appbuilder/latest/create-apps/themes-tab.htm



3. Edit your map

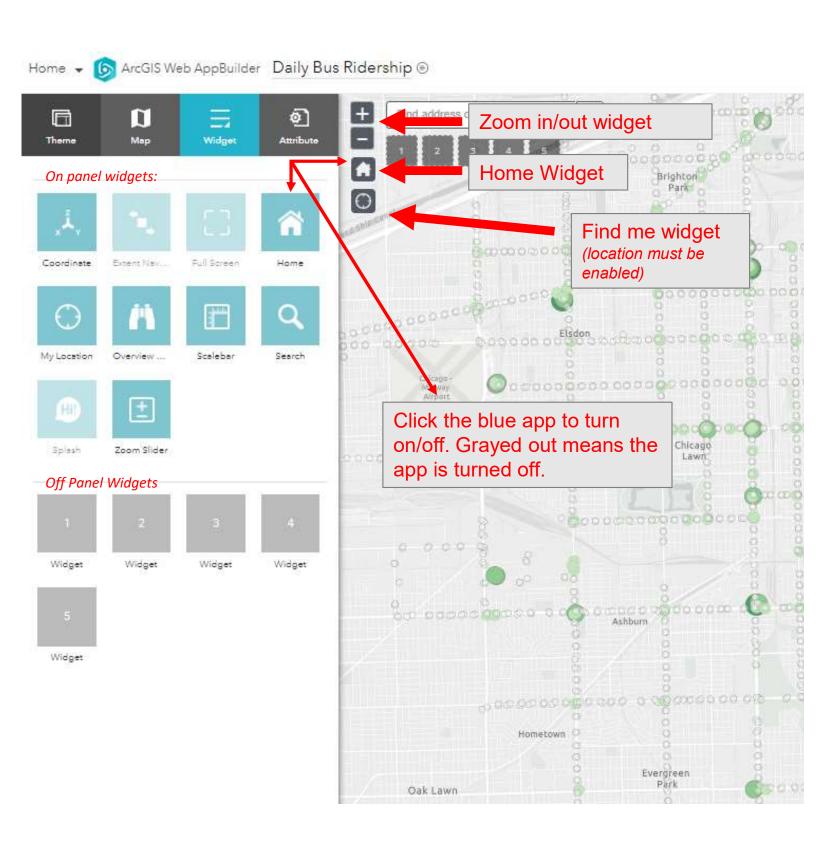
Make small edits to your map.



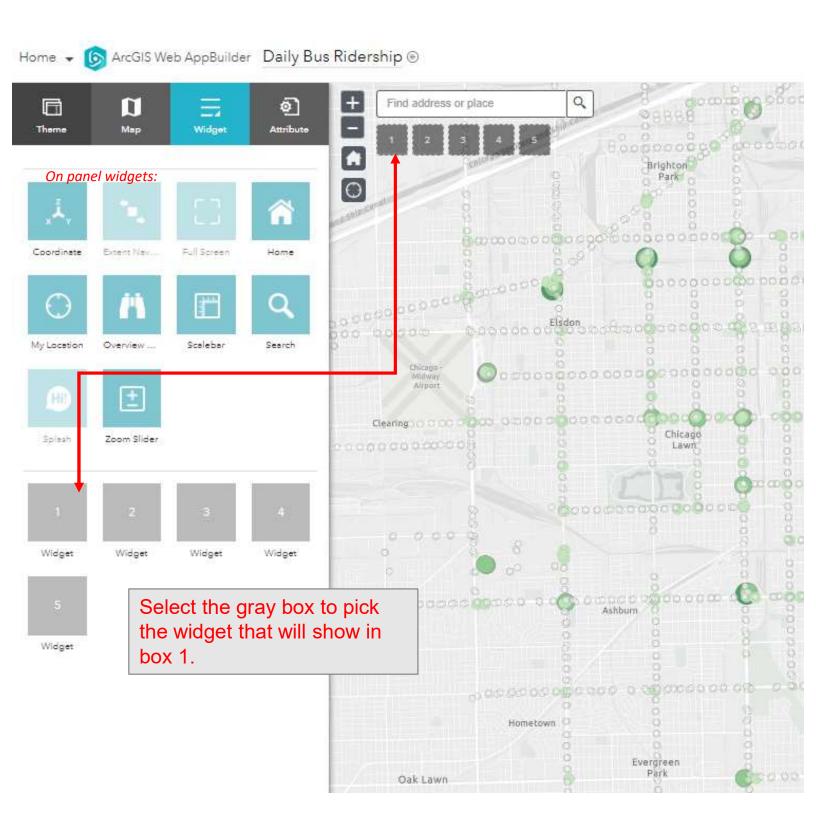
4. Select your widgets

Widgets are the backbone to WebApps. Each theme comes with certain preloaded widgets that you can turn on and off. These are called "On-panel widgets"

Note: some of the on-panel widgets are cut off in the screen shot.



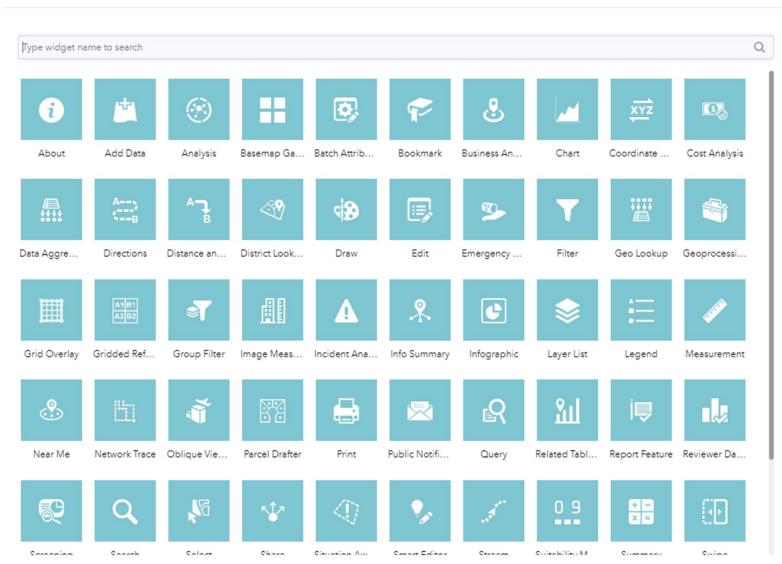
Off Panel Widgets are ones you select and will load in the gray boxes. There is a wide variety of widget functionality.



There are a lot of widgets:

Full list of widgets: https://doc.arcgis.com/en/web-appbuilder/latest/create-apps/widget-about.htm

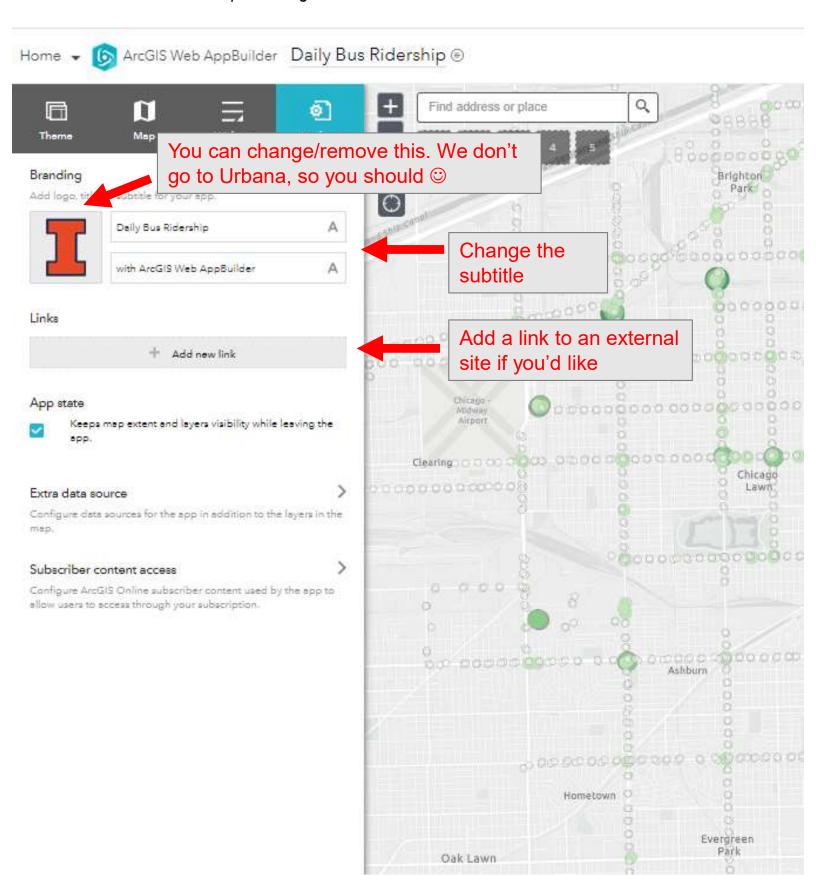
Choose Widget



5. Add your credits/attributes

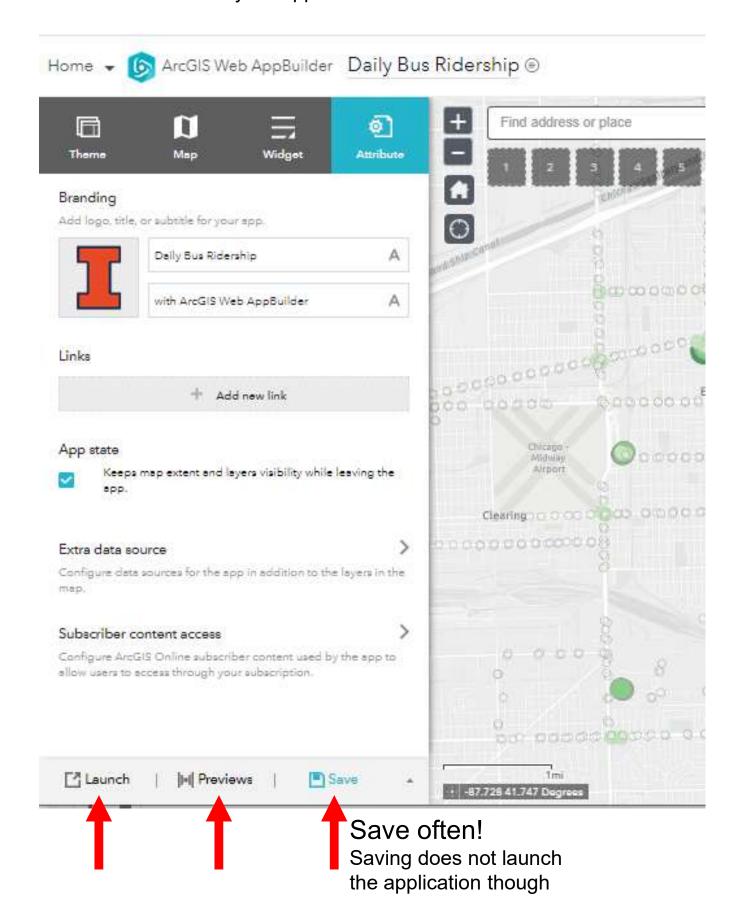
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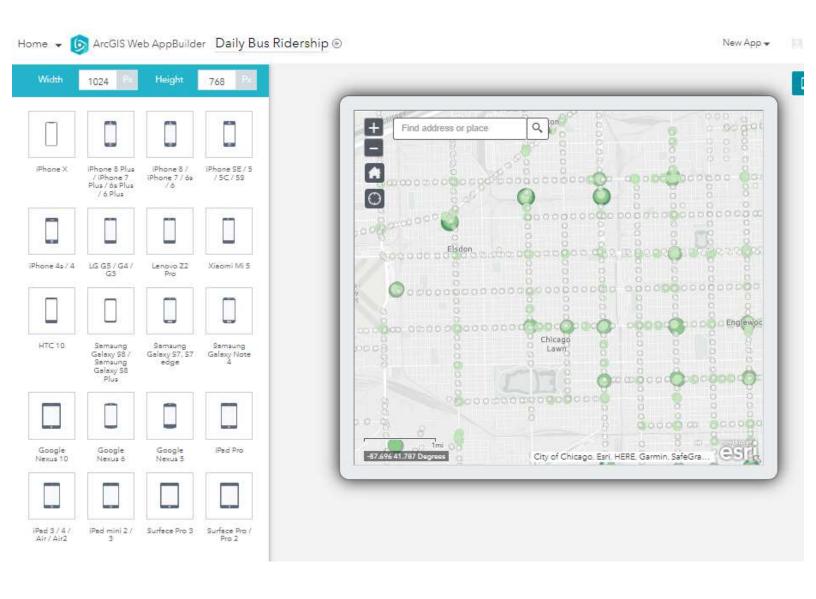


6. Finalize

Preview/Save/Launch your App.



Preview allows you to view the application on a variety of devices:



Finally, after you have previewed, launch the application and you're finished!

