community*viz*®

Using CommunityViz
with ArcGIS 10

Scenario
360

Scenario
3D

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Document version 1.0

Introduction

CommunityViz Version 4.1 is now available in ArcGIS 10-compatible format.

"CViz for Arc 10," as it's called for short, has the same powerful, flexible capabilities as CommunityViz 4.1 for ArcGIS 9.2/9.3, but you will experience some differences when using it with ArcGIS 10.

This short guide, intended for people who are already using CommunityViz 4.1, provides a brief tour of the new features in CommunityViz for ArcGIS 10. As always, detailed, contect-sensitive help is available within the software itself to answer specific questions.

360 Content Window (360 Analysis & 360 Setup tabs)
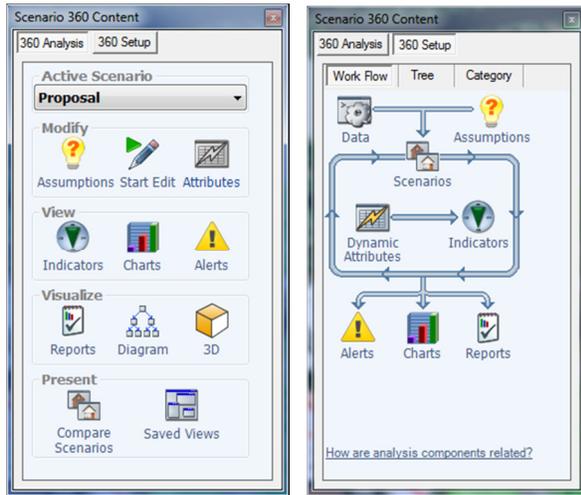
These control panels are familiar to CommunityViz users as the place to go to access common analysis and setup functions. In ArcGIS 9.x, they appeared as "tabs" at the bottom of the ArcMap Table of Contents.

In CViz for Arc10, **360 Analysis** and **360 Setup** are buttons on a new **Scenario 360 Content** dockable window. To turn the window on and off, use the new 360 Content button on the **Scenario 360 toolbar.**

To display the 360 Analysis task pane, click **360 Analysis** at the top of the 360 Content window. To display the 360 Setup controls, click **360 Setup** at the top of the 360 Content window.

Dockable Windows

CViz for Arc 10 uses dockable windows for **360 Content** and **Charts**.

The Scenario 360 **Saved Views** feature stores the location of dockable windows. If your analysis contains saved views from a 9.x analysis, you may find you need to revise the saved views to conform to ArcGIS 10 display patterns.

When a CommunityViz dockable window is open, you can control its display just as you control other dockable windows in ArcGIS 10:

- Drag the title bar to "float" the window and move it anywhere on the screen
- Drag the borders to change the size of the window

- Drag the title bar onto any of the targets   (blue arrows) to dock the window at the sides of your screen.
- Drag the window directly on top of any other dockable window to create a "stacked" window with tabs at the bottom showing the names of each window. You can move between windows by clicking the tabs. To separate the windows again, drag either tab into an empty place on the screen. For example, you can partly recreate the 9.x look by dragging the 360 Content window on top of the ArcMap Table of Contents.
- Pin or unpin docked windows. When a window is docked, you will see a "pin" icon [pin icon] in the upper right. Unpinned windows have the pin facing to the side, and they automatically "hide" as tabs on the edges of the screen until you move your cursor over the tab or click it, which causes the docked window to expand to full size. When you move your mouse away, the docked window will autohide again. To stop autohiding, "pin" the window open by clicking the icon to change it to its downward-facing position, indicating it is locked in place. Note that a window must be pinned before you can drag it to a new position on the screen.
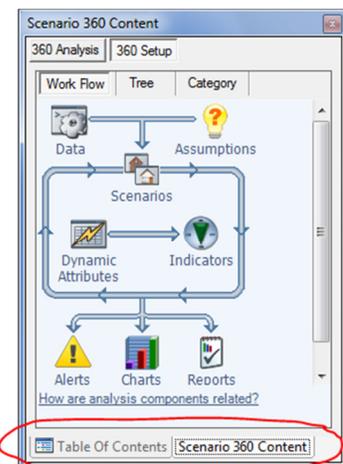
Basemap Layers

Arc10 introduces the concept of "Basemap" layers, which are meant to provide context and background for your map. Many basemaps are available online from ESRI, and you can also create your own. Basemap layers are a great way to improve your map display, but they cannot be used for Scenario 360 analysis functions. They cannot be made dynamic, and Scenario 360 formulas cannot reference them. That makes them different from either dynamic or reference layers, as illustrated in the following table:

Layer type	Can contain formulas	Can be referenced by formulas
Dynamic	Yes	Yes
Reference	No	Yes
Basemap	No	No

Scenario Editing

ArcMap 10's new approach to feature editing may cause a little confusion at first regarding Scenario 360 scenario editing and sketch tools. However, Scenario 360 features still work "normally" within the context of ArcMap 10.

- To start editing a dynamic layer:

    - Click the Scenario 360 **Start Editing** button on the Scenario 360 toolbar or 360 analysis pane. This will start an edit session on the workspace containing your dynamic layers.
    - When ArcMap's **Create Features** window appears, click on the name of the layer you want to edit.
    - Use ArcMap editing tools available from the ArcMap Editor toolbar, and/or Scenario 360 Sketch tools such as the **Painter Tool** (see below).

- Alternative methods for editing a dynamic layer:
    - Start editing using the **Start Edit** command from the ArcMap Editor toolbar, then choose the dynamic layer you want to work with or the entire workspace containing your dynamic layers (usually named cvanalysis.gdb). Edit normally.
    - Or, right-click the layer you want to edit in the ArcMap Table of Contents and choose **Edit Features…**
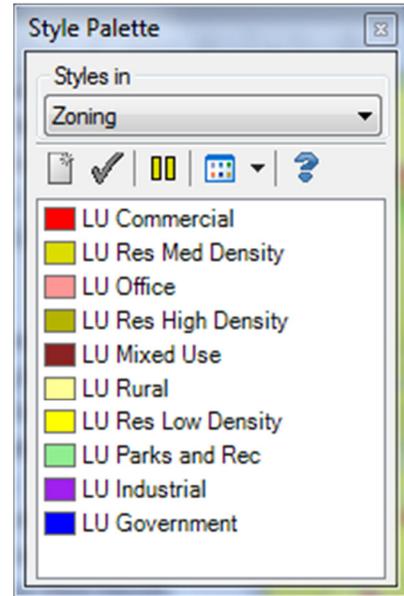
ArcMap Feature Templates & Scenario 360 Sketch Styles

ArcMap 10 introduces the concept of **feature templates** for creating new features. Feature templates (left) are handy because they make it easy to create new features that have particular attributes—you just choose the type of feature you want and sketch on the map. Templates are created automatically based on existing features, or you can make your own templates.

Scenario 360 **sketch styles** (right) are not the same feature templates, even though they both use a palette. You create sketch styles using Scenario 360's **Land Use Designer** or the **Sketch Style Manager,** and you apply them using the Painter Tool or Clone tool. The following table suggests the most appropriate tool for various tasks.

Task	Tool
Create new feature with particular attributes	Feature template (ArcMap)
Create new feature with particular attributes and shape	Clone tool (Scenario 360)
Change attributes of existing feature to match particular style, by sketching on map	Painter tool (Scenario 360)
Create or edit feature template	Template properties (ArcMap)
Create or edit sketch style	Style Manager (Scenario 360)