

ArcGIS Explorer Online Tips

Getting Started

The first thing you must do is create an Esri Global Account. Do that by following [this link](#). After you have created your account, return to that link and click on the 'Register your Esri Global Account' button and follow the instructions.

You can now proceed to <http://www.arcgis.com/explorer/> and begin to create your own maps.

Menu Bar

When you are viewing a map, there will be a menu bar visible across the top of the screen. Here, from left to right, you'll find:

- A link back to your home area which contains links to your own maps or maps shared with you by others.
- A button that shows details about the current map.
- A button that lets you share the map with others, either by allowing specific users access to your map, or by sharing with the general public via a link.
- Buttons for saving and printing the map.
- A button allowing you to change the base layer of the map. Several options are available including topography, terrain and various street maps.
- A button for adding content to the current map.

Adding Layers

Adding a shape file to an existing map is simple. The easiest way to do this is to use the menu bar across the top of the map window. Clicking on the button in the menu bar bring up a window; click on 'Import' and then 'Shapefile'. When uploading a shapefile, remember that all of the files need to be zipped together for the information to be added to your map.

Altering Layer Symbology

You may want to change the symbol for a layer, or create a theme based on information in a layer. To do this, go to the vertical bar in the top left of the map window and click on the 'Layers' button. This will open a window that shows all of the layers in the map and which of them are currently visible (denoted by a checked box next to the layer name). To the right of the layer name is a small arrow, that when clicked opens up the Layer Details window.

There are some other preferences to tweak here, but let's look at 'Display' first. Clicking on 'Configure' will reveal a drop-menu with the option to choose Single Symbol, Unique Values, Classify Using Color and No Renderer, as well as a button showing the current symbol.

For many layers we want to look at, the best option is Classify Using Color. Once chosen, you can decide what attribute to use for classifying, how to group records (Natural Breaks, Equal Interval, Standard Deviation or Quantile), the number of classes and what colors to use. When done, click on 'Done' in the top left of the window.