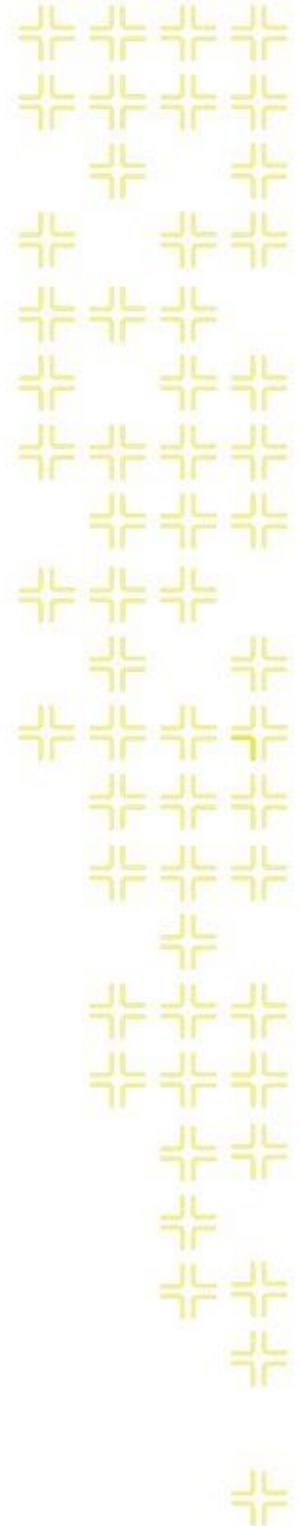




TRAINING GUIDE

Dashboard Map and Future of Lucity Web GIS



Dashboard Map and Future of Lucity Web GIS

In this session, we'll introduce you to dashboard map released with version 2016.

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Dashboard Map

With version 2016 Lucity offered a new map plug-in type for the Lucity Dashboard. Frames can be set to show in the dashboard map. When frames are toggled in this manner Data Drills, Quick Lookups, and Asset Hierarchy Trees will be displayed in the dashboard map on the same dashboard tab, instead of opening in a module view.

Requirements

- Each Lucity linked feature class must be assigned to a default map service
- Lucity linked feature classes must be one of the following geometry types:
 - Point
 - Line (including multi-line features)
 - Polygon (including multi-polygon features)
- In order to show request and work locations, you must have enabled Lucity Spatial. More information on Lucity Spatial can be found at:
<http://help.lucity.com/webhelp/latest/gis/index.htm#34146.htm>

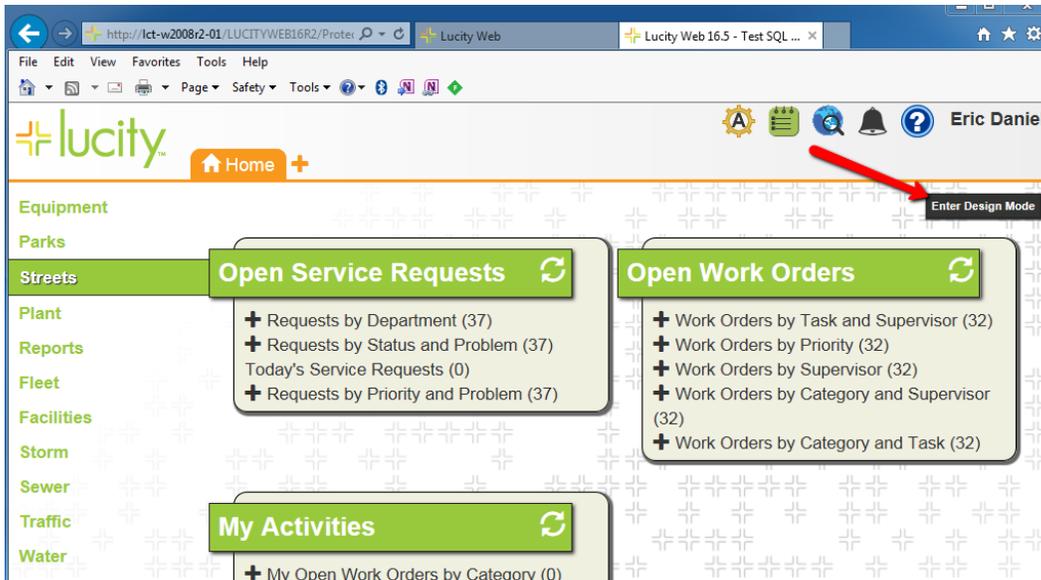


Setup

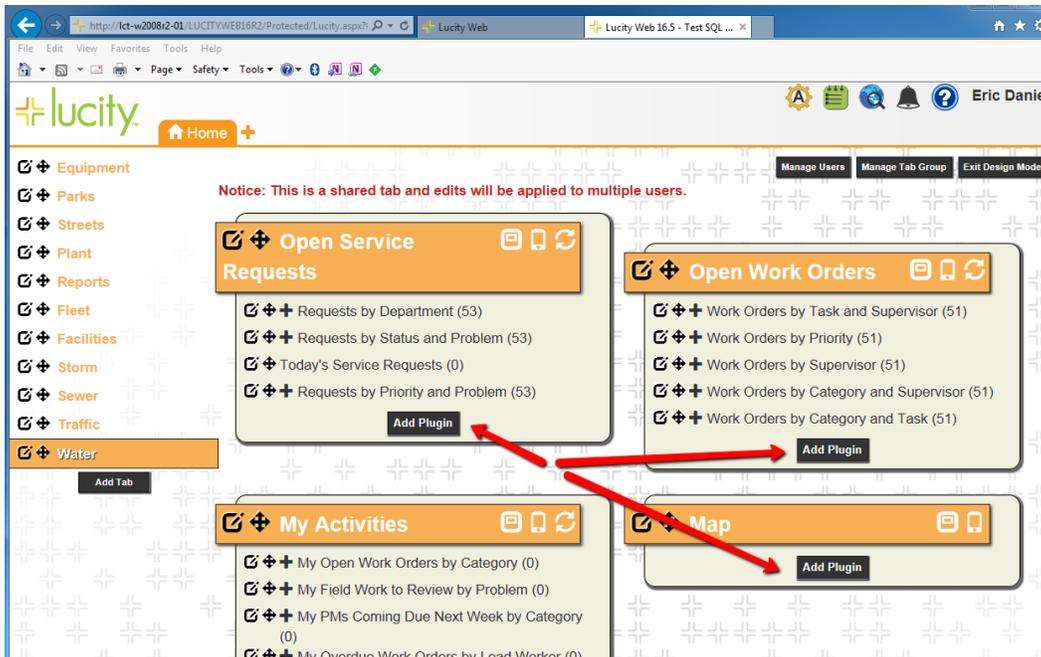
Add Map Plugin

The Lucy Dashboard Map is a new map plug-in type. The map can be included in a frame that already contains items, or you can dedicate an entire frame for just the map. The only requirement is that there can only be one map plug-in per dashboard tab.

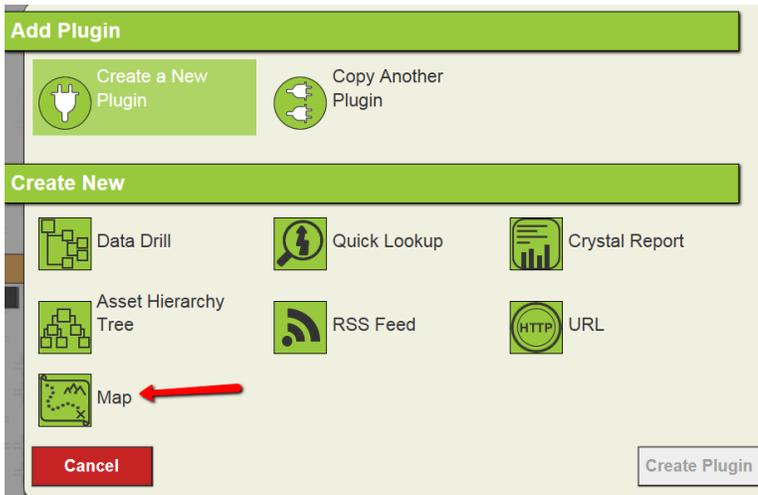
1. To add a map to a dashboard tab, click the Enter Design Mode button in the upper right-hand corner of the dashboard.



2. Once in edit mode, click the Add Plugin button on the frame in which you want to include the map.



3. On the Add Plugin form, select the Map option under Create New and click Create Plugin



4. The Add Map form will appear on the right-hand side of the screen allowing you to specify the details on the map you wish to add. The next section will go over these options in detail.

The image shows a mobile-style form titled 'Add Map'. It has a dark background with white text. At the top left is a back arrow. Below the title are four fields: 'Basemap:' with a dropdown menu showing 'streets'; 'Map Name:' with a dropdown menu showing '< Basemap Only >'; 'Height:' with an empty text input field; and 'Initial search context' with a dropdown menu showing 'None'. At the bottom are two buttons: a red 'Cancel' button and a green 'Save' button.

Notes: _____

Map Plugin Options

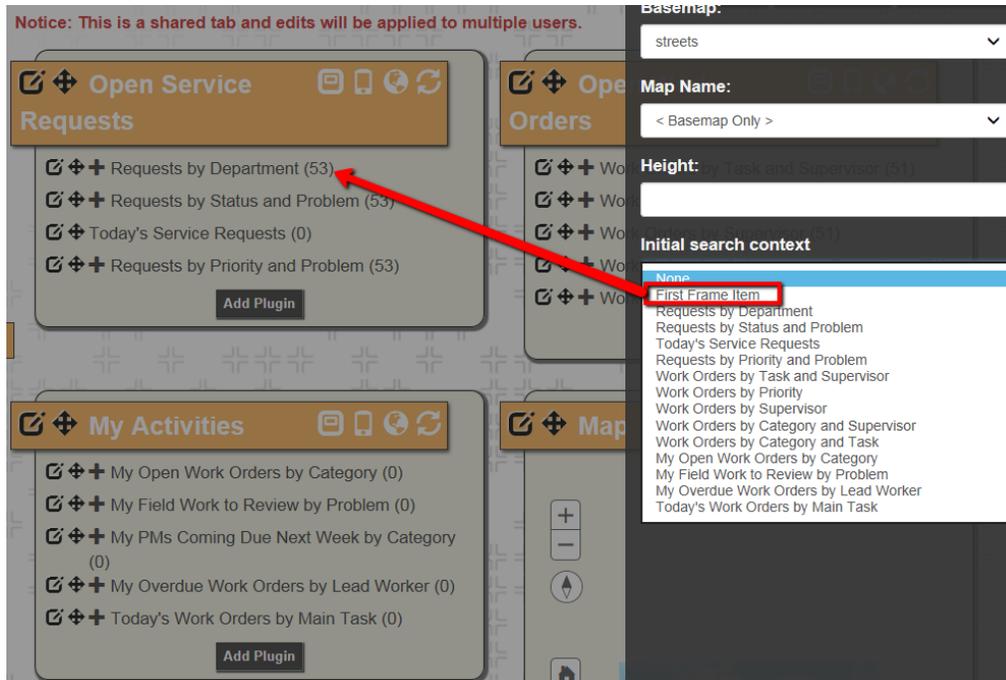
The Lucity Dashboard Map contains multiple options is a new map plug-in type. This section will go over each of these options.

- **Basemap: (Required)** Select an Esri basemap that will be used by the map. This is the only setting that is required.

- **Map Name: (Optional)** This setting allows you to select a map setup (as defined in UIAdmin>Map Setup) that can be loaded into the dashboard map. This would be beneficial if you would like users to see your operational layers in the dashboard map.

- **This is NOT required!** The show in dashboard map options (from data drills, asset heirarcy trees, lookups) will still work even if the layer is not in the dashboard map.

- **Height: (Optional)** Controls the vertical space the map takes up on the dashboard.
- **Initial search context: (Optional)** This indicates if the map should automatically display content from another plugin when the dashboard tab is initially opened. This dropdown list will contain each item from the dashboard tab that could be displayed in the map.



Notes: _____

Using the Map

After you added the map plugin to a dashboard frame, it can start interacting with the following dashboard plugins:

- Data Drills
- Quick Lookups
- Asset Hierarchy Trees

Note: Only asset inventory modules, work orders, and requests will show in the dashboard map. Other modules such as inspections are not currently supported.



Regardless of the plugin type, if you want to display the selected item in the map rather than in a view, then you must select the Map button on the frame header. When enabled it will become orange instead of white.

Examples:

Data Drills

The screenshot shows a dashboard with four widgets. The top-left widget is 'Open Service Requests' with a white globe icon. The top-right widget is 'Open Work Orders' with a white globe icon and three buttons labeled 1, 2, and 3. The bottom-left widget is 'My Activities' with a white globe icon. The bottom-right widget is 'Map' with a white globe icon and a title 'Now Showing: Work Orders by Supervisor'. The map displays several orange location markers. Red arrows point from buttons 1, 2, and 3 in the 'Open Work Orders' widget to the 'Map' widget. A small 'Enter Design Mo' label is visible in the top right corner.

Quick Lookups

The dashboard features four main widgets:

- Open Service Requests:** Lists filters such as 'Requests by Department (79)', 'Requests by Status and Problem (79)', 'Today's Service Requests (0)', and 'Requests by Priority and Problem (79)'. A refresh icon is in the top right.
- Open Work Orders:** Lists filters such as 'Work Orders by Task and Supervisor (2789)', 'Work Orders by Priority (2789)', 'Work Orders by Supervisor (2789)', 'Work Orders by Category and Supervisor (2789)', and 'Work Orders by Category and Task (2789)'. A refresh icon is in the top right.
- Asset Lookup:** Includes a 'Park Number' input field with '106' and a 'GO' button. A refresh icon is in the top right.
- Map:** Displays an aerial view of a park area with an orange overlay. The text 'Now Showing: Park Number: 106' is at the top. A refresh icon is in the top right.

Red arrows and numbers indicate a workflow: Arrow 1 points from the Asset Lookup refresh icon to the Map refresh icon; Arrow 2 points from the Asset Lookup input field to the Map; Arrow 3 points from the Asset Lookup GO button to the Map.

Asset Hierarchy Trees

The dashboard features two main widgets:

- Facilities:** Shows a tree structure with 'Facility Buildings (214)' selected. Below the tree, it says 'Now Showing: Facility Buildings (214)'. A refresh icon is in the top right.
- Map:** Displays an aerial view of a campus area with orange overlays on buildings. A refresh icon is in the top right.

Red arrows and numbers indicate a workflow: Arrow 1 points from the Facilities refresh icon to the Map refresh icon; Arrow 2 points from the Facilities tree to the Map; Arrow 3 points from the Facilities 'Now Showing' text to the Map.

*This example shows the map embedded in the same frame as the asset hierarchy tree