**Easy SwipeMap App**

At the FFA conference this week, in the first hour of exhibiting, I decided to build an app. It took 10 minutes to build and 10 minutes to fine tune. It was a basic "swipe" app, usable in any browser, on computer, tablet, and smartphone. This activity shows how easy it is to build a simple app that can be used on multiple devices with just a few minutes of work via **ArcGIS Online**. This is a "bare bones process," to emphasize how easy it is to create. Later, you can create more elaborate maps and apps.
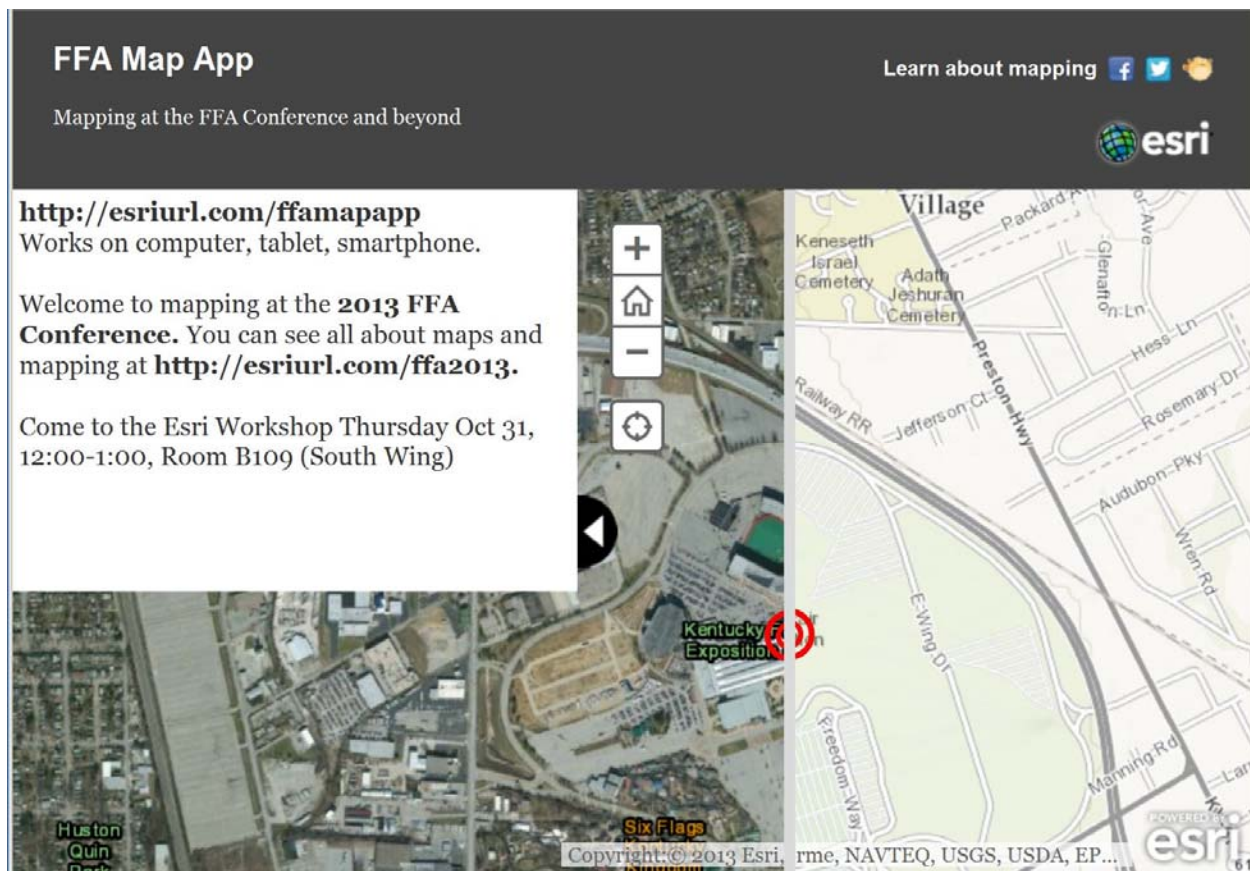


## = PART ONE: MAP DESIGN =

1. Sign into your **ArcGIS Online** account, either public or Org. (This activity can be done with either type of account.)
2. Create a new blank map, and use the default "Topo" basemap.
3. Zoom in to the desired location.
4. Create a MapNote (Add/AddMapNotes) with a single point for a significant identifiable feature, and change the symbol to the desired look.
5. Save the map as "MAPtopo", tag = "Test", summary = "Test".

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6. Without panning or zooming, immediately change the basemap to "Imagery with labels".
7. Immediately SaveAs, saving this new map as "MAPimage", tag = "Test", summary = "Test".
8. In the browser's address bar, copy the 32-character "serial number" at the end of the address, and paste that into a simple textfile for temporary storage.
9. In this second map, click Share and choose Everyone (public), and click Close.
10. Return to the contents of your ArcGIS Online folder. Note the two maps, with "MAPimage" shared with everyone, and "MAPtopo" not shared. Open the "MAPtopo" map, immediately click Share and choose Everyone (public) and, in the bottom of the Share window, choose MAKE A WEB APPLICATION.
11. Find "STORYTELLING SWIPE" (currently on p.2 of the templates). Click the little pull-down menu beneath the thumbnail and choose Publish. Enter a title "SWIPE TEST app", tag = "Test", summary = "Test", and choose Save & Publish. When the app is saved, close the window, return to the contents of your account and notice that there are now two maps (shared with everyone) and one app (not shared).

## = PART TWO: APP CONFIGURATION =

12. In your Contents window, open the app and click the thumbnail to launch the app in a new tab. The app will open in Builder Mode. This is where you configure the app. You can return here again and again, if signed into the account that produced the app.
13. In Swipe Style, choose Vertical bar. Click Next.
14. In Swipe Layer, choose Two Web Maps. The first map (topo) is already entered (since you created the app while sharing the topo map); this map will display in the pane to the right of the slider bar. In the lower box (which will show to the left of the slider bar), paste the 32-character code of the image map saved in Step#8; scroll from right to left to check that you have the last and first characters set properly. Click Next.
15. In App Layout, enable Description and Popup; leave Legend and Swipe Series unchecked.
16. In Pop-up, type "Info" in both windows, then click Open The App.
17. In the App Configuration window, at the top left, note that you can change the Title, the Subtitle, a Text Panel (with basic formatting options). For now just use "TITLE", "Subtitle", and "Body Text goes here." Click Save to save these small changes.
18. At the top center, click Settings. You are back in the Settings window but now there are three new tabs. For now, leave Theme unchanged. The Header section shows what is in the top right; note that you can use a logo/image with link, some text with link, and choose sharing options. For now, don't make changes and just continue to the Extent tab, which can be modified, but for now leave it unchanged also. Click Apply to exit the Settings window.
19. Click Save to save all your changes.
20. At the top, click the eye symbol to view the application. A green box will allow you to switch back to Builder Mode, but that will not be visible to the user. Test the slider, zoom, and top links to see how it works.

## = PART THREE: SHARING =

21.     After completing changes to the app configuration, close the tab, returning to your app item.
22.     Edit the item to include good metadata and a good thumbnail/image (200x133 pixels).
23.     Click Share and make sure the app is shared with Everyone (public).
24.     Notice the long URL; highlight it and copy the entire thing. If you are signed in with a public account, it will show "www.arcgis.com". If you are signed in using an org account, it will show "yourorg.maps.arcgis.com". When publishing, you will want just "www" before the ".arcgis" and, since the app and the maps are shared, this will work. Use a URL shortener (like BIT.LY) to create a short URL.
25.     When finished, log out of your account and open your app. Try it in several browsers on computer, tablet, and smartphone to see how it looks.
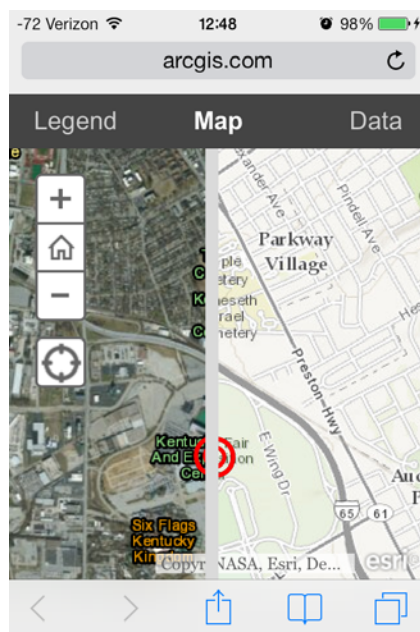


Since this was so doable, think about how to change your left and right panel maps, text, and links to show more important content. Or consider other web app templates. This one template works very well across devices; some do not work as well in the small form of smartphones. Experiment! It's easy!

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