

EXERCISE 1

Crosswalk to ArcGIS Pro



Introduction

The goal of this lesson is to cover basic operations, such as adding data and navigating, as well as workflows, such as making map layouts, exploring tables, analysis and importing data.

Objectives

- Introduce ArcGIS Pro user interface
- Learn to navigate maps and scenes
- Import data from multiple resources
- Create a project template

Required Data

- Course data downloaded and unzipped.



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Part 1: Introduction to ArcGIS Pro User Interface

ArcGIS Pro is a ribbon-based application. Many commands are available from the ribbon at the top of the ArcGIS Pro window; more advanced or specialized functionality is found in panes (dockable windows) that can be opened as needed.

ArcGIS Pro allows you to store multiple data views—maps, layouts, tables, and charts—in a single project and keep them open at the same time. As you work, tabs on the ribbon change depending on the view and data you are working with.

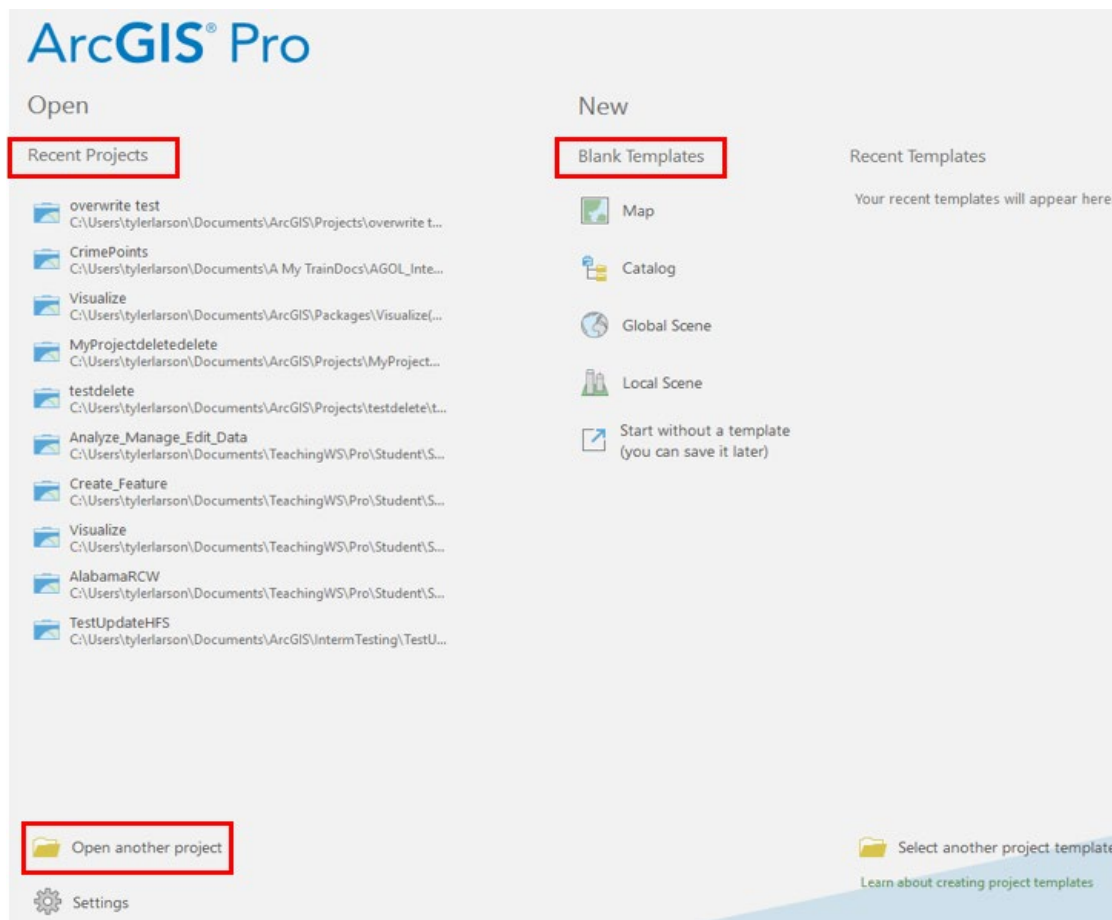
In Part1, you'll explore the main components of the ArcGIS Pro user interface—the ribbon, views, and panes—and their interactions.

A. ArcGIS Terminology

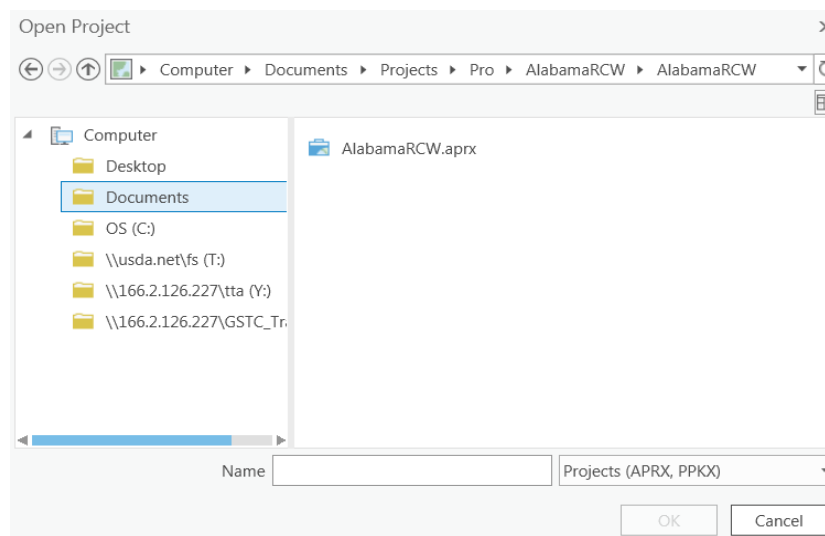
1. [Project](#)  : A collection of related geographic datasets, maps, layouts, tools, settings, and resources saved in an .aprx file. Projects can reference and include items from your organization's portal or your saved network files.
2. [Portal](#)  : A connection to ArcGIS Online or Portal for ArcGIS. You can connect your project to a portal to access content from your organization, ArcGIS Online, or the Living Atlas.
3. [Map](#)  : A project item used to display and work with geographic data in two dimensions.
4. [Scene](#)  : A project item used to display and work with geographic data in 3D. Scenes can be viewed in global view (suitable for maps with large geographic areas) or local view (suitable for maps with small geographic areas).
5. [Basemap](#)  : The project item that is often displayed under other content to provide a geographic context to the map's operational layers.
6. [View](#)  : The window representing the primary work area of the application. You can have multiple views open at the same time and display them side by side.
7. [Layer](#)  : A representation of spatial data in a map or scene.
8. [Preset layers](#)  : A prebuilt layer embedded in ArcGIS Pro that only requires a data source.
9. [Task](#)  : A set of preconfigured steps that guide you through a workflow. Task items are also project items.
10. [Layout](#)  : An arrangement of one or more maps and supporting elements such as a title, legend, and text. A layout is typically shared as a printed map, poster, or PDF.
11. [Geoprocessing](#)  : A framework and set of tools for processing geographic and related data. Geoprocessing tools can be used to perform spatial analysis and manage GIS data efficiently.

B. Open the project

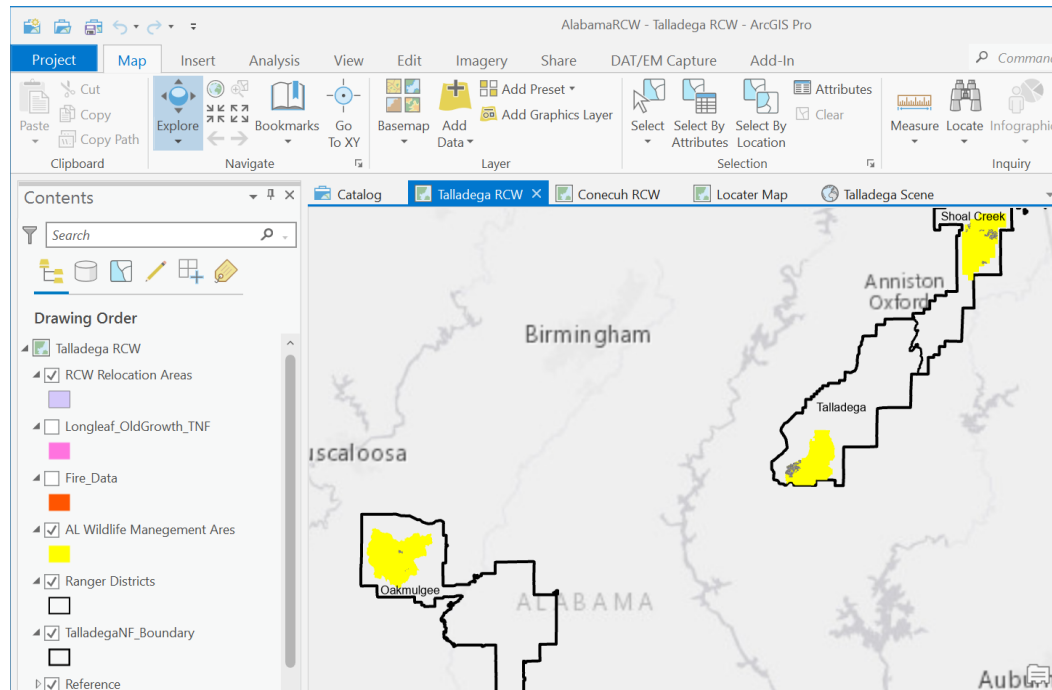
1. Start ArcGIS Pro. A list of recent projects and templates for creating new projects is displayed.




2. Click **Open another project** to launch the Open Project window.
3. In the **Open Project** window, browse to where you stored your data
...ArcGISProforArcMapUsers_Student\Exercise1\AlabamaRCW then select
AlabamaRCW.aprx and click **OK**.

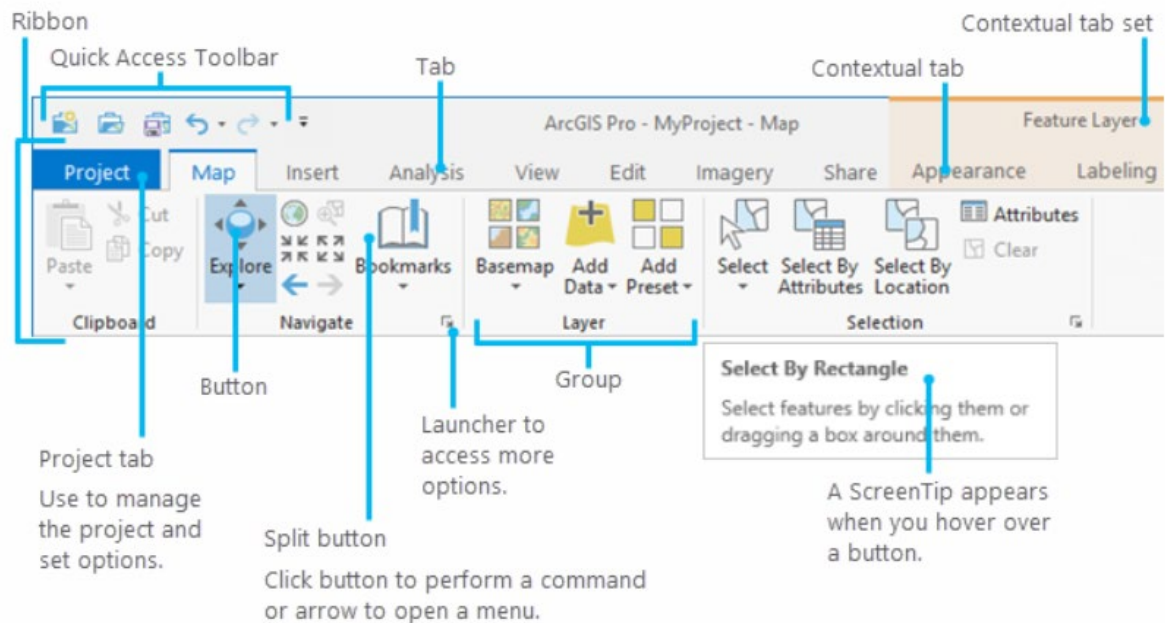


*When the project opens, you see a map of Talladega National Forest. The window containing the map is called a map view. The highlighted tab at the top of the map view tells you which map view is active. The name of the view is **Talladega RCW**.*



C. The ribbon and tools

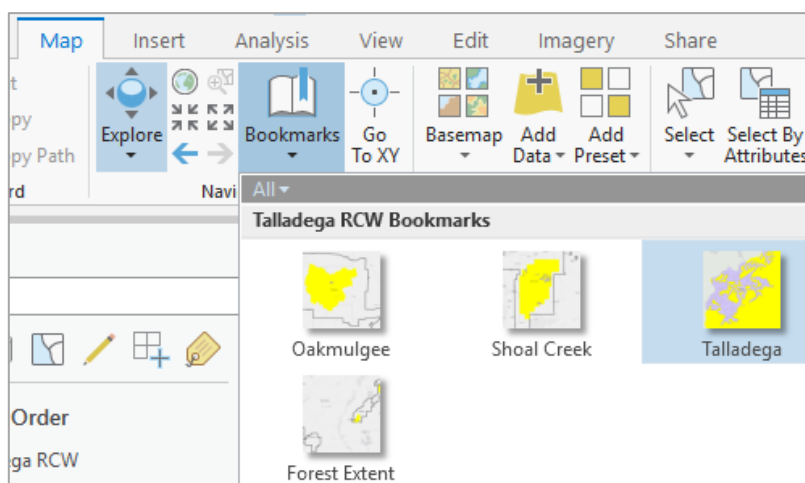
Above the map view is the ribbon. The ribbon has a set of core tabs—Map, Insert, Analysis, View, Edit, Imagery, and Share—that are always present when a map view is active. Each tab has its own set of tools, organized in groups. The Map tab, selected by default, has tools for interacting with the map. On the Map tab, the Explore tool  is selected in the Navigate group.



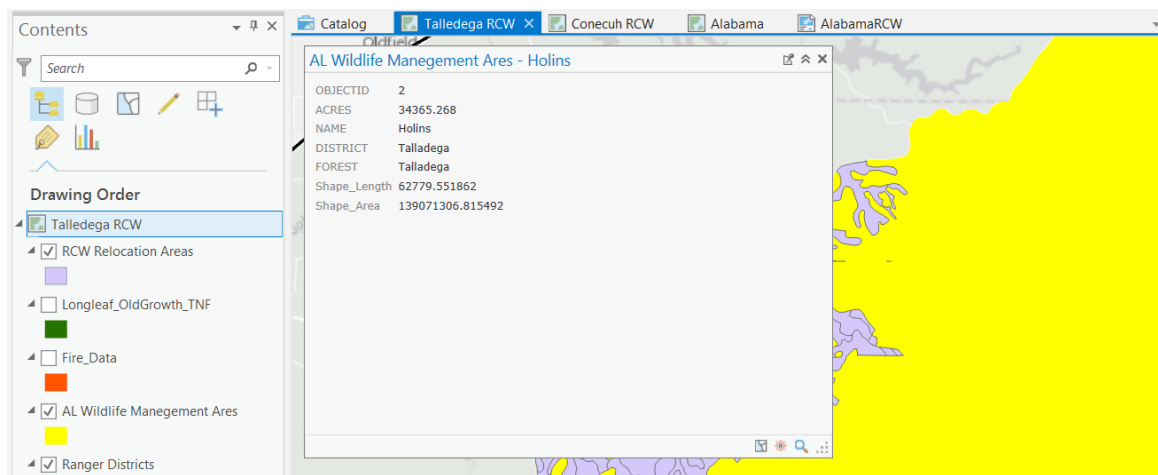
1. With the Explore tool selected on the ribbon, click and drag the map to a different location.

Tip: you can roam around the map by holding the Q key on the keyboard and moving the mouse pointer in the direction you want to go.

2. On the ribbon, from the **Map** tab (Navigate group) click **Bookmarks** . Each bookmark has a thumbnail image to give you an idea of what the bookmark extent is. Explore the bookmarks you like then **click on the Talladega bookmark**.

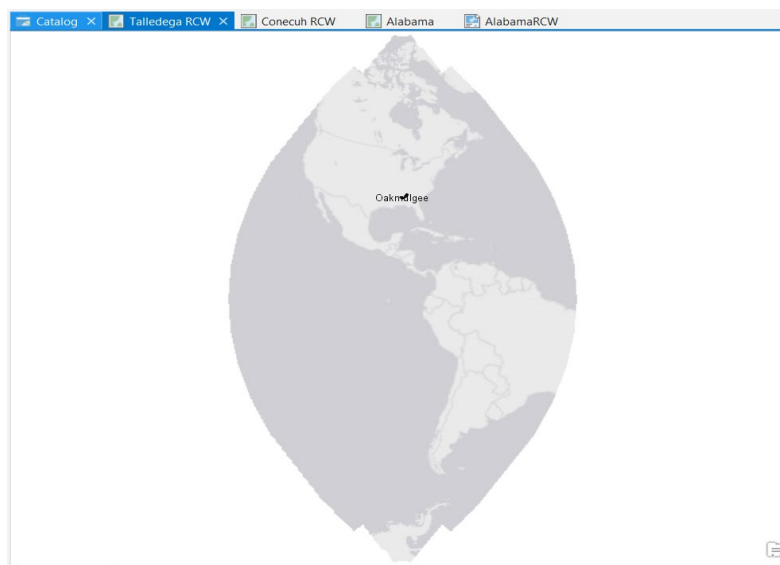
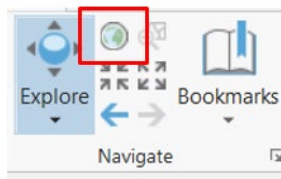


3. **Click on any of the AL Wildlife Management Areas or RCW Relocation Areas** polygons in the View. A pop-up appears displaying information about the polygon you have selected.



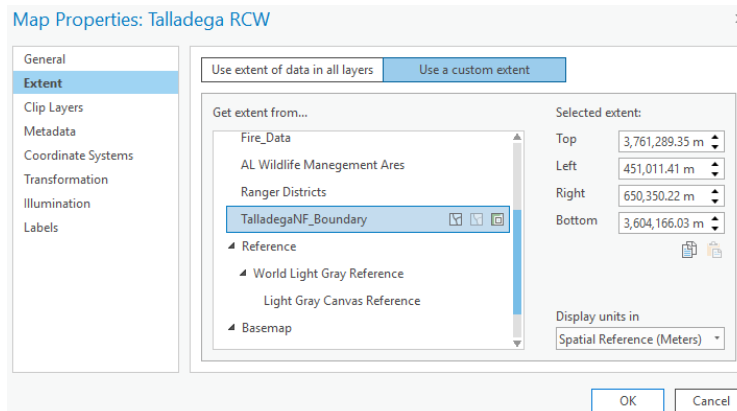
4. **Close** the pop-up.

5. **Click on the full extent button.** The map by default will go to the full extent of all layers.



6. To set the full extent button, from the contents pane, **Right click** on the map name (formerly called data frame) titled **Talladega RCW** and **select Properties**. **Click on the Extent tab**. **Click Custom extent** and select **TalladegaNF_Boundary** and click OK.

*Note: If your contents pane is not displayed click on the **View tab** and select **Contents**.*



7. Click the **Full Extent** button again and it will take you to the Talladega National Forest Boundary extent.

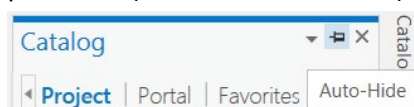
D. Explore panes

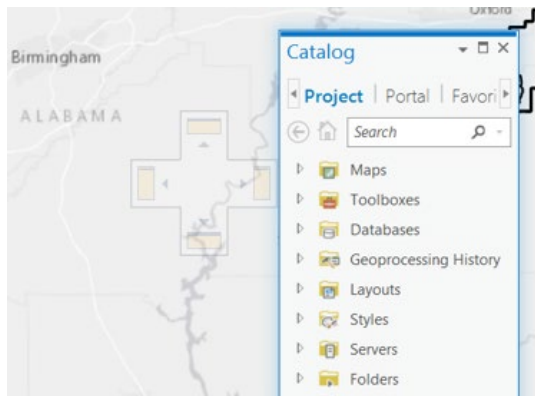
Panes are windows that help you manage views and projects, or that give you access to specific functionality. The Contents pane lists items in the active view, such as map layers. The Catalog pane lists items saved or associated with the project, such as databases, toolboxes, and folder connections. The Catalog pane also provides access to portal items, such as web layers. These can be floating, docked or pinned just like in ArcMap. Pane states are independent of the project. If you closed a pane in your last ArcGIS Pro session, it will still be closed when you start a new session, no matter which project you open. If you arranged your panes in a certain way in a previously saved session, they will still be arranged that way when you open a new session. To learn more about ribbons, views, and panes, see [About ArcGIS Pro](#).

1. **Close** any open panes (not views) i.e. Catalog, Contents, or Geoprocessing.
2. On the **View** ribbon (Windows group) click **Contents** and click the **Catalog Pane**.

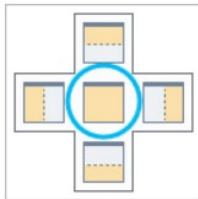
The Contents and Catalog panes open. The two panes appear in the positions they occupied before you closed them. They may be docked on opposite sides of the ArcGIS Pro window, or one may be stacked on top of the other. If the panes are stacked, they will have tabs at the bottom that allow you to switch from one to the other.

3. **Drag** a pane by its **title bar** over the map view. As you drag the pane—represented by a blue shadow—**docking targets** appear in the center of the map view and along its edges. Each target represents an area of the screen where the pane can be positioned.
4. Drop the pane on a target (if your pane is pinned, it must be unpinned (click the **Auto_Hide** pin button) to be able to move it).



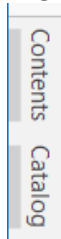


5. Arrange the two panes however you like. If you want to stack them, drag one pane over the other and drop it on the center docking target that appears.

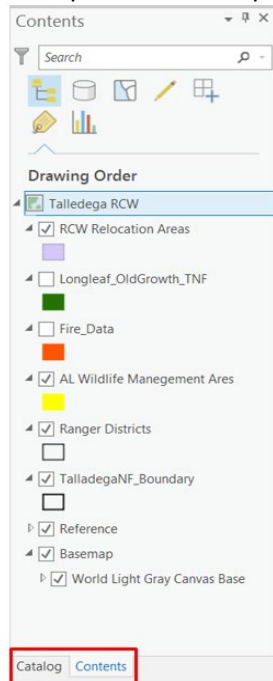


By default, panes stay open as you work. You can auto-hide a pane when you are not using it.

6. In the upper right corner of the pane, click the **Auto-Hide** button. You will see a tab on the edge of the map view.



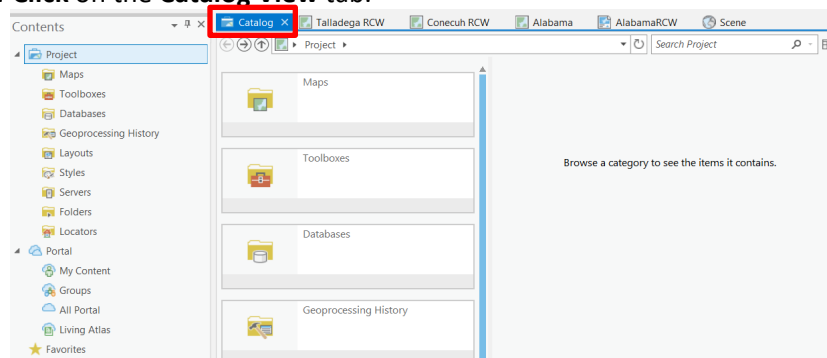
7. To separate stacked panes, grab a pane by its title tab at the bottom of the pane and drag it.



E. Explore Views

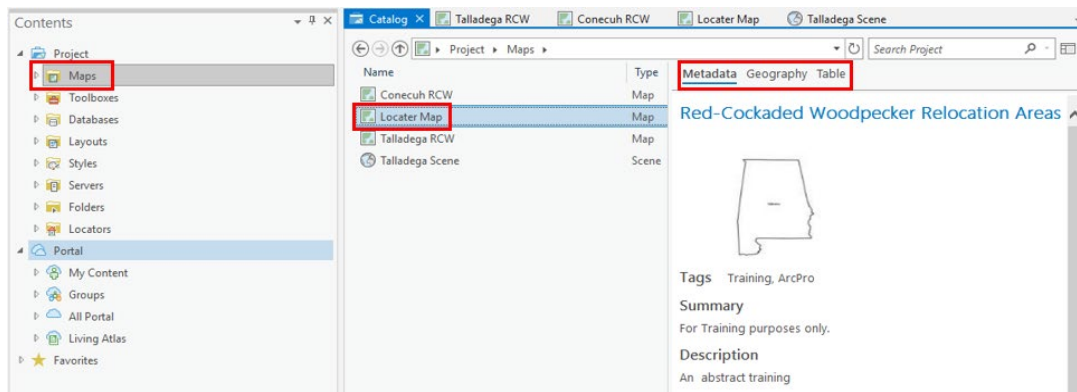
An ArcGIS Pro project can contain multiple maps, scenes (3D maps), and map layouts, as well as other views, such as tables and charts. Several maps can be open at the same time. Maps can also be linked so they pan and zoom together. Views can be opened and closed similar to panes.

1. Click on the **Catalog View** tab.



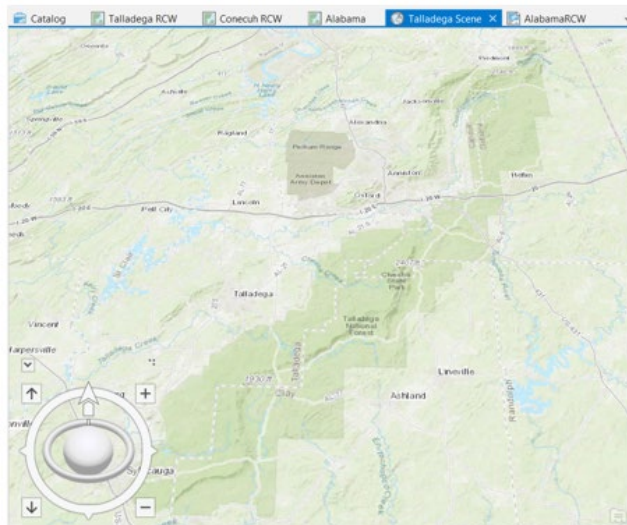
The Catalog Pane and the Catalog View are geared towards different tasks. In general, use the Catalog Pane to browse data and do some simple data management while working with a map or a scene. The Catalog View is a more robust interface for exploring and managing items without having to add them to a map or scene.

2. Click on **maps** from the **Content** pane (notice the Content pane updates depending on the view you have selected).
3. Double-click the **Maps** folder to display the 4 maps from our project.
4. Click the **Locator Map** to display its metadata, geography or table details.



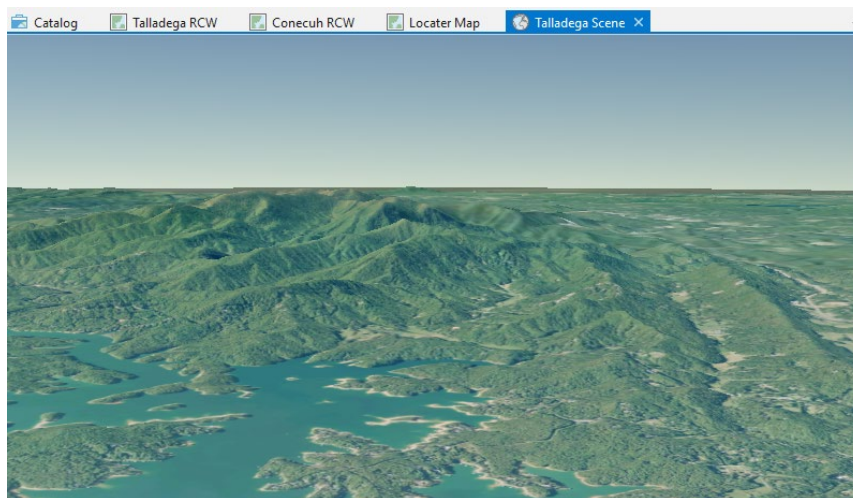
5. Click on the **Talladega Scene** map view.

Note: a scene is used to display three-dimensional data.



6. On the **Map** ribbon, open the **Bookmarks** menu drop down in the **Map Ribbon** and select **Blue Ridge Lake**. The scene navigates to a 3D view of Blue Ridge Lake.

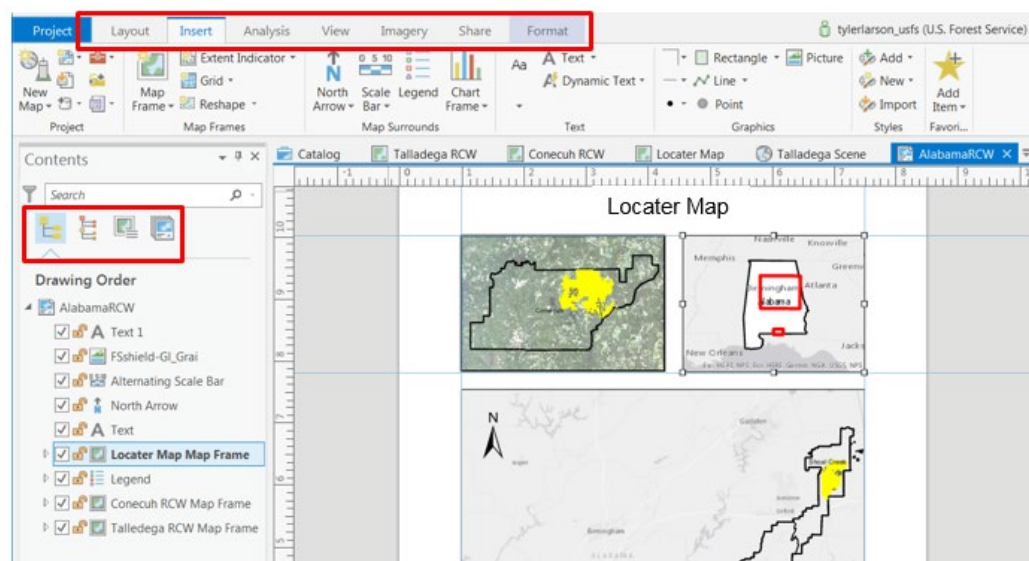
7. Turn on the **USA NAIP Imagery: Natural Color** layer.



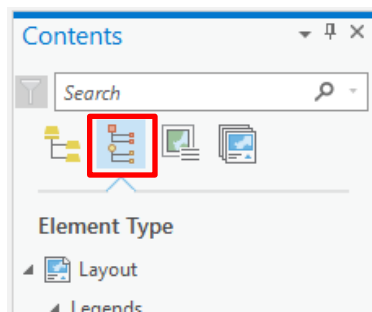
8. From the Catalog pane, click on the **arrow** next to the **Layouts** folder to expand it.
9. **Right click** the layout titled **Layout** then **select Open** in the menu.

You can open map views from the Catalog pane in the same way as layout views. Some other types of views such as charts, are managed from the Contents pane.

With the Layout view open, notice the ribbon changed to show tabs and tools for working with layouts. The Map tab has been replaced by a Layout tab. The Edit tab is gone. The Contents pane lists the elements in the layout—its legend, map frames, text, and so on. They are listed in their top-to-bottom drawing order. You can use the icons at the top of the Contents pane to organize these layout elements in different ways.



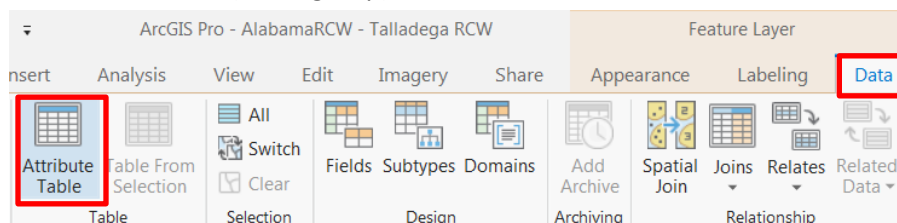
10. In the **Contents** pane, click the **List by Element Type** tab. The layout elements are now grouped by type instead of drawing order, making it easier to find the element you want to work with.



F. Contextual tabs

You likely noticed that tabs on the ribbon change depending on your active view and selected items. Within a pane or view, different contextual tabs become available depending on item are working with.

1. Click on the **Talladega RCW view** to activate it.
2. Check the box next to **Longleaf_OldGrowth_TNF** layer and highlight the layer by clicking on it.
3. On the ribbon, under the **Feature Layer Contextual Tab Set**, click the **Data** tab. The Data tab has tools for working with the attributes of the selected feature layer.
4. From the **Data** tab (Table group) click **Attribute Table**.

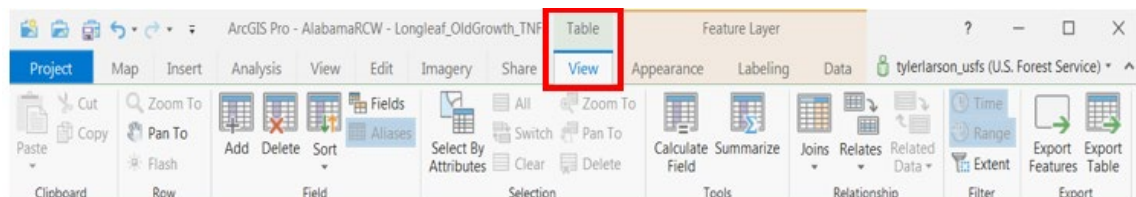


*Note: you can also open the attribute table by right clicking a layer in the Contents pane to open the context menu and selecting **Attribute Table**.*

*A table view opens with the **Longleaf_OldGrowth_TNF** attributes displayed. On the ribbon, a **Feature Layer** contextual tag is still present. Additionally, the **Table** contextual tab appears and has a **View** tab.*

5. On the ribbon under the **Table** tab click **View**.

The View tab has tools for adding and deleting fields, changing field properties, calculating table values, and more.

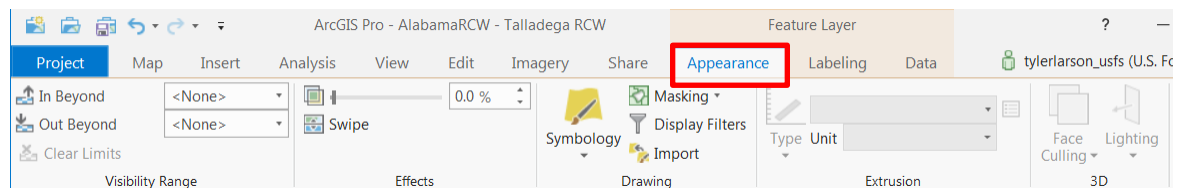


6. Close the table by clicking the **X** next to the **Longleaf_OldGrowth_TNF** tab above the table.

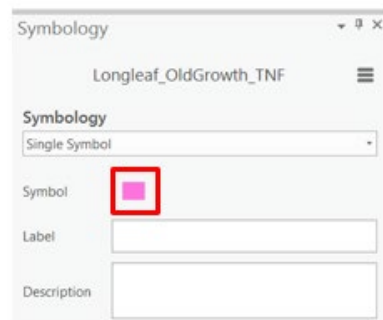
Longleaf_OldGrowth_TNF		
Field:	Add	Delete
OBJECTID	Shape	GIS_ACRES
1	Polygon	39.956108

7. On the ribbon, under **Feature Layer**, click **Appearance**.

On the Appearance tab, you can set a visibility range for a layer, adjust its transparency, and choose a symbology method. When you choose a symbology method, a new pane will open. You can also open a symbology pane by right clicking on the feature layer in the Contents pane and selecting symbology from the context menu. Additionally, you can open a symbology tab by clicking on the symbol patch below the feature layer.

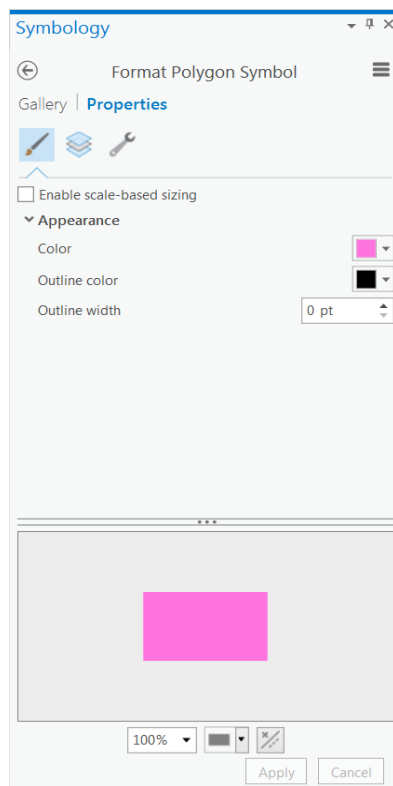


8. On the **Appearance** tab (Drawing group) click the **Symbology** menu then click **Single Symbol**.

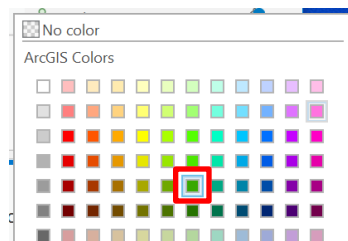


9. Click on the **symbol patch** and activate the **Properties** tab within the pane.

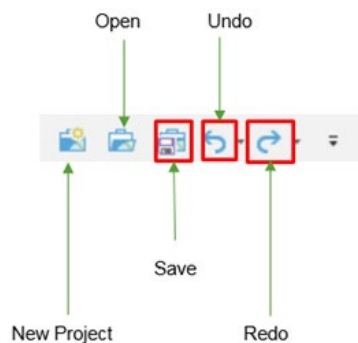
The pane now presents options for formatting polygon symbols. At the top of the pane is a Gallery tab, which is selected (blue), and a Properties tab. On the Gallery tab, you can choose a predefined symbol. On the Properties tab, you can modify symbol properties, such as color and outline width.



10. Click the Color menu then change the color to **Leaf Green** and click **Apply**.



11. Using the **Quick Access Toolbar** click the **Undo** button. The color changes back to the original color.



12. **Click the Redo** button. The color changes back to Leaf Green.

13. Using the Quick Access Toolbar **click Save**. You may also save by clicking the Project tab and selecting Save or Save As.

A prompt appears the first time you save a project if you are saving data or a project created in an older ArcGIS Pro version than the one you are using. However, the project will no longer open in the older versions of ArcGIS Pro.

Part 2: Create a Project/Project Organization

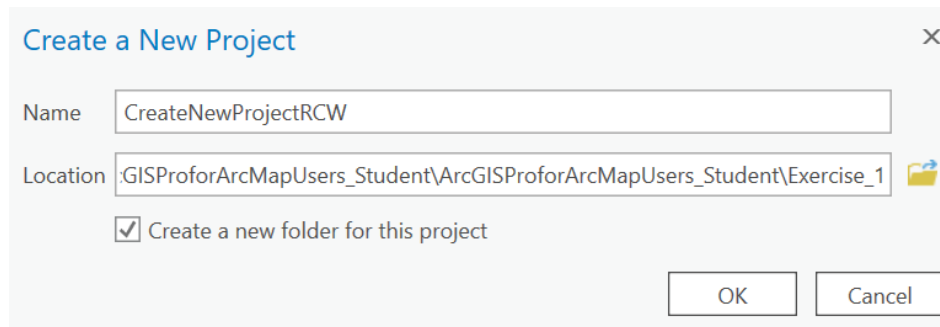
A. Create a Project

ArcGIS Pro helps you organize and manage the resources related to a work project. To do this, it uses a project file (.aprx) as its basic file type. An ArcGIS Pro project contains related maps, layouts, and connections to servers, databases, toolboxes, folders, and styles. A project can also incorporate content from your organization's portal, the Living Atlas of the World, or ArcGIS Online.

A new ArcGIS Pro project can be started from a blank project template or from a template that contains predefined content, such as a map, catalog, scene or blank. In this tutorial, you will start from a catalog template. You will insert a map into the project and convert the map to a 3D scene.

1. Click the **New Project** button on the **Quick Access Toolbar**.
2. In the Create a New Project dialog box, name the project **CreateNewProjectRCW**.
3. Set the project Location to the ...\\ArcGISProforArcMapUsers_Student\\Exercise1 folder.

The Create a new folder for this project check box is selected by default. It is usually convenient to keep your project files organized in a folder.



4. Click **OK**.

The new project is created with the Catalog view active. Like the Catalog pane, the catalog view organizes the items in your project for browsing. The catalog view can also be used to preview spatial data and to view and edit metadata. For more information, see [Catalog pane, catalog view, and browse dialog box](#). We will not use the catalog view in this section.

Note: depending on the project template you choose, a new project may open with different views.

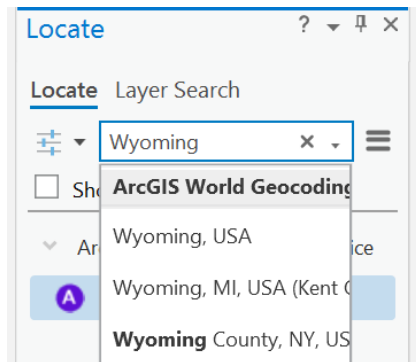
5. Close the Catalog View.

B. Insert Map

1. On the **Insert** ribbon (**Project** group) click **New Map**.

Note: ArcGIS Pro, ArcGIS Online, and Portal have a default basemap and extent set by the administrator.

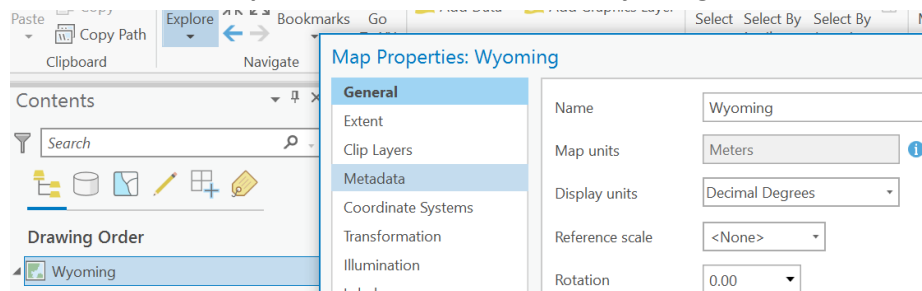
2. On the **Map** ribbon (**Inquiry** group) click **Locate** to open the Locate pane.
3. In the **Locate** pane, in the **search** box, type **Wyoming**. As you type you will see the Esri World Geocoder bring up results you can select from.



4. Hit **Enter**.

A list of options that you can choose from will be displayed. The list is also displayed on the map view with temporary markers to display the locations of your results. You may select a result in the Locate result window and the selection is displayed on the map.

5. **Close** the **Locate** pane. The temporary marker is removed from the map.
6. **Open** the **Contents** pane if it's not already open. **Right click Map** and click **Properties** in the menu.
7. In the **Name** box, **replace** the default name with **Wyoming**.



8. Click **OK**.

C. Basemaps

1. On the **Map** ribbon (**Layer** group) click **Basemap** then click **Imagery Hybrid**.

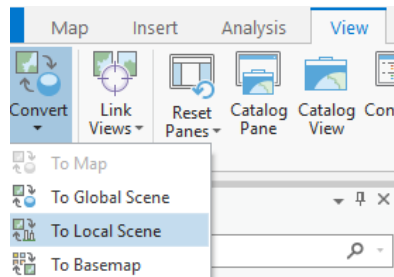
The World Topographic Map and World Hillshade basemaps are now replaced by the Hybrid Reference Layer and World Imagery basemaps. Layers can be turned on and off using the checkboxes. They may also be reordered by dragging and dropping them above and below each other.

2. **Save** the project.

D. Create a 3D Scene

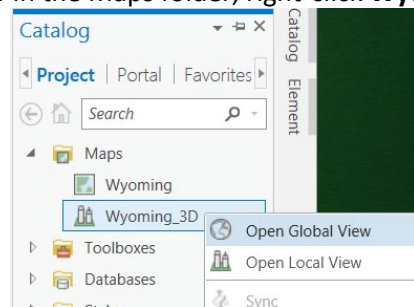
You can work with 2D and 3D views of your data in the same project. In ArcGIS Pro, a 3D view is called a scene. You'll convert your existing map of Wyoming to a scene. You can also insert a new scene from the New Map drop-down menu on the Insert tab.

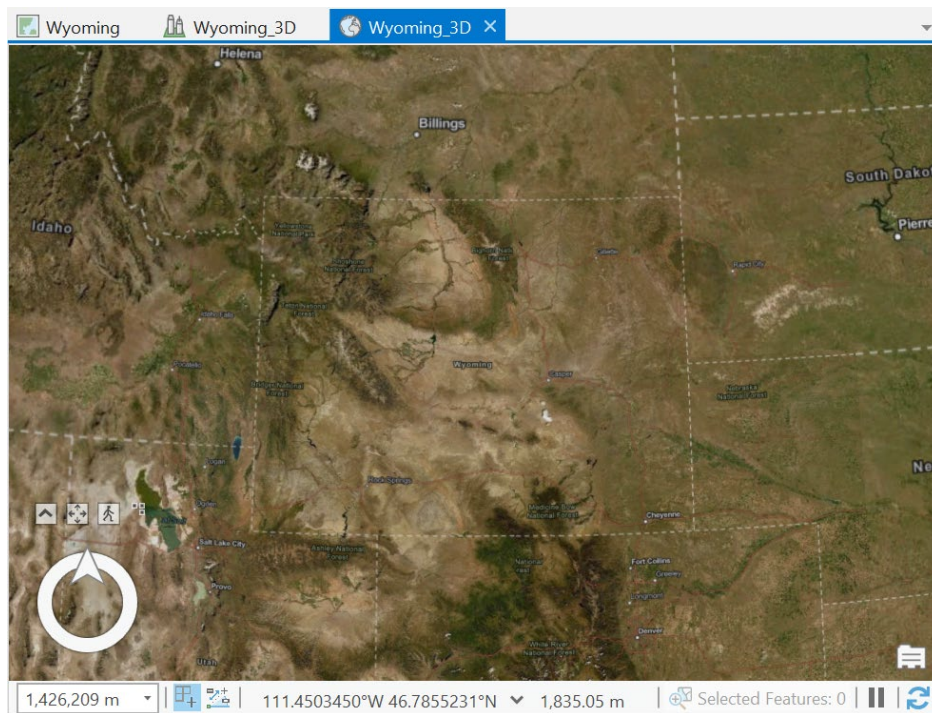
1. On the **View** ribbon (View group) click the **Convert** menu and **select To Local Scene**.



A 3D scene is created with the default name Wyoming_3D. The scene is now the active view and its contents are displayed in the Contents pane. The 2D Wyoming map view is still open in the project.

2. If needed, **navigate** to the state of **Wyoming** using the **Locate** or **Explore** tool.
3. In the **Catalog** pane (Project tab), click the small arrow next to the **Maps** folder to expand it.
4. In the Maps folder, right-click **Wyoming_3D** and click **Open Global View**.








A scene can be opened either as a global view or a local view. Generally speaking, a global view is appropriate for a large study area and a local view is appropriate for a small study area. For more information, see the help topic [Scenes](#) and the quick-start tutorial [Convert a map to a scene](#).

5. **Close** the **Global View Wyoming_3D** map by clicking X on the tab.
6. **Save** the project.

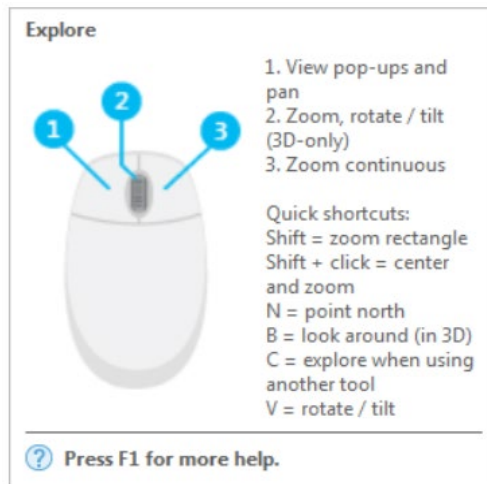
Part 3: Navigate maps and scenes

In this section you'll navigate 2D and 3D views of the Bridger-Teton national Forest. Navigation in 2D maps mainly involves panning and zooming. Navigation in 3D scenes adds rotation and tilting. The Explore tool  is the default mouse navigation and feature identification tool for both maps and scenes. It incorporates most 2D and 3D navigation functionality and can be coupled with keyboard shortcuts. In ArcGIS Pro a navigator  can also be used to provide on-screen control for navigation and visual feedback as you modify the camera by panning, zooming, rotating, or tilting the view. The navigator has two modes, Heading and Full Control, to provide the level of control you need. The navigator is present by default in 3D scenes but needs to be enabled in 2D if you want to use it.

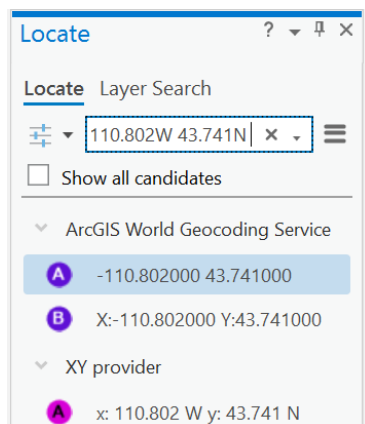
A. Navigate & Locate 2D

1. **Activate** the **Wyoming map view** (2D).
2. If necessary, center the state of Wyoming in your map view using the **Explore** tool or **Locate** tool.
3. On the ribbon, on the **Map** tab, in the **Navigate** group, hover over the **Explore tool** .

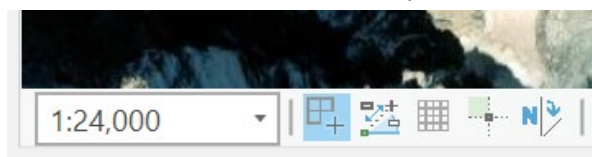
A pop-up image shows the mouse button navigation functions and a few common keyboard shortcuts.



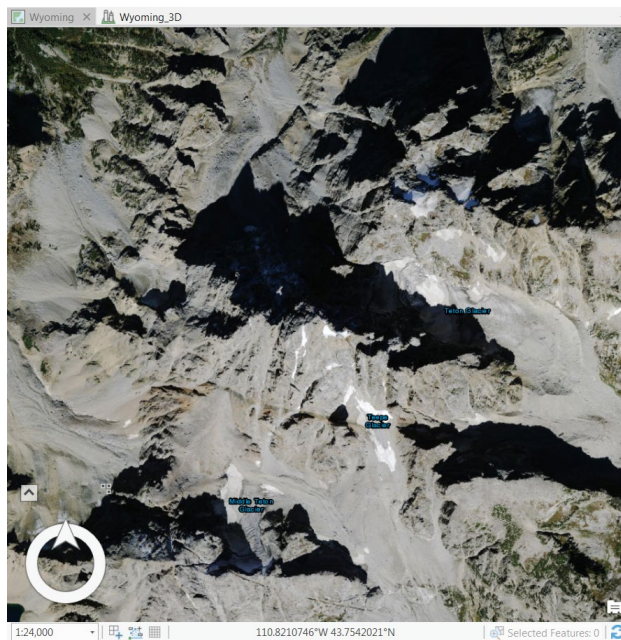
4. Move your mouse around the map and notice that the X & Y or Northing & Easting is displayed at the bottom of the window. Using the **Locate tool** navigate by **copying and pasting 110.802W 43.741N** and hit **enter**.



5. In the lower left corner of the map view, **click the scale menu** and select **1:24,000**.



You have navigated to the Grand Teton.

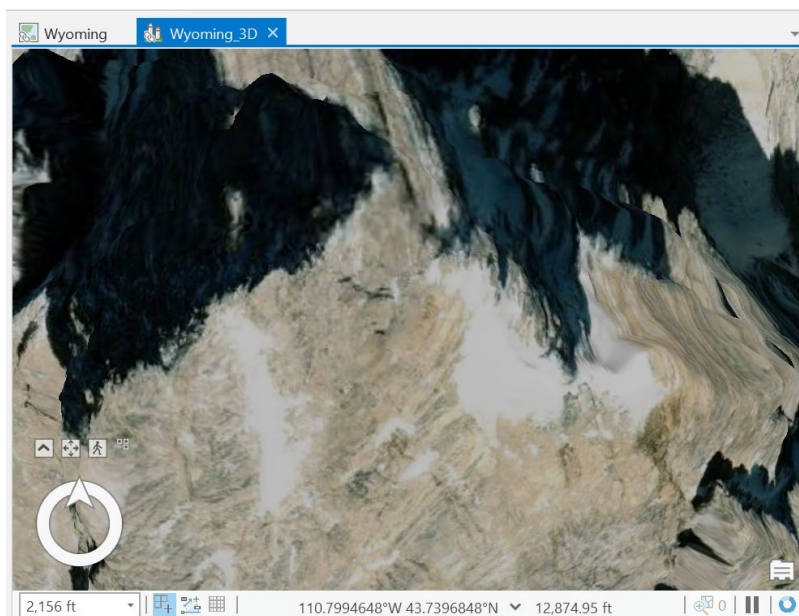


6. On the **Map** ribbon (Navigate group), click the **Bookmarks** menu then click **New Bookmark**.
7. In the Create Bookmark dialog box, type **Grand Teton** then click **OK**.

B. 3D

Now you'll look at the mountain in a 3D scene. You'll navigate with the Explore tool and the on-screen navigator.

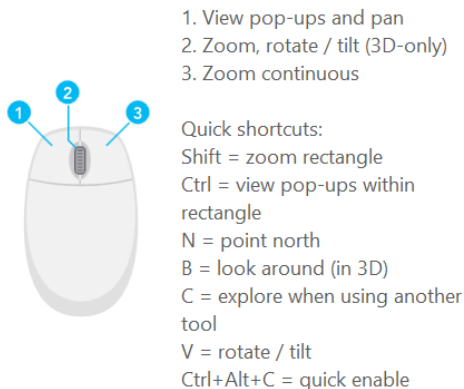
1. Open the **Wyoming_3D** map view.
2. Click the **Bookmarks** menu and select **Grand Teton**.



Your current height above ground level is displayed in the lower left corner of the view, below the on-screen navigator, in the same place as the map scale in a 2D map.

3. **Center** your **mouse** near the **peak** and use the mouse **scroll to zoom** out to about 10,000 ft. The elevation units can be changed in the General tab of the Map Properties window.
4. Create a **New Bookmark** and name it **Grand Teton 3D**.
5. On the **Map** ribbon (Navigate group), hover over the **Explore** tool. A pop-up image shows the mouse button navigation functions and a few common keyboard shortcuts.

Explore

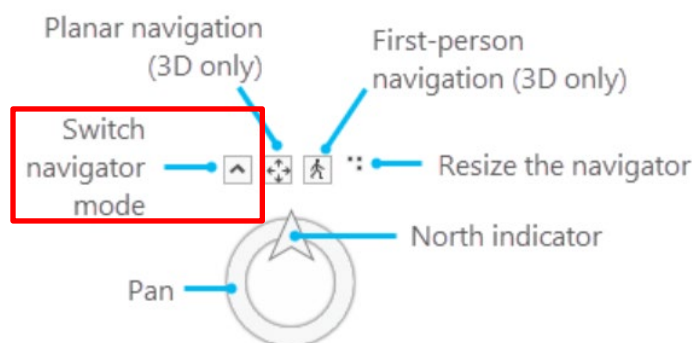


 Press F1 for more help.

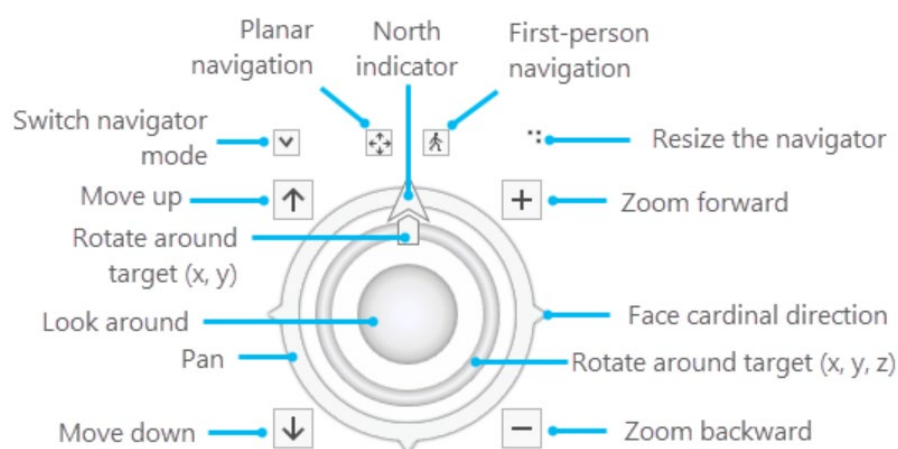
6. Practice using the following navigation functions:
 - i. **Tilt** the scene by **clicking** the **scroll wheel** on the mouse while **moving** the mouse **forward** and **backward**. Don't turn the scroll wheel or you will zoom instead of tilting.
 - ii. **Rotate** the scene by **clicking** the **scroll wheel** on the mouse then **moving** the mouse. As you rotate, the north indicator on the navigator shows you which direction you are facing.
 - iii. **Press N** on the keyboard to **rotate** the view to face **north**.
 - iv. **Press P** on the keyboard to tilt the view to **perpendicular**.

See [Keyboard shortcuts for navigation](#) for more shortcuts.

7. **Return** to the **Grand Teton bookmark**.
8. The same navigation movements (and more) that you make with the Explore tool can be made with the Navigator tool. On the **Navigator**, click the **Switch navigator mode button**.



The navigator expands to show its full functionality.



The full-control navigator capabilities in 3D are shown.

If the Navigator tool is not present in the lower left corner of your map view, **right-click in the map or scene view and click *Navigator*.**

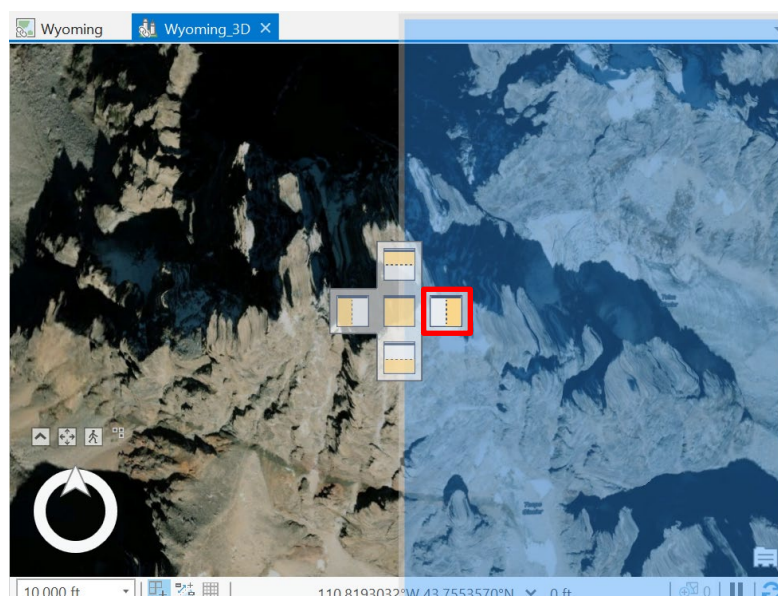
9. Pan the scene by **clicking the outer ring** of the navigator and dragging in any direction. As you drag, a faint arrow indicates the direction.
10. **Tilt** the view by **clicking the inner ring of the navigator** and **dragging forward and backward**.
11. Try using some of the other controls on the Navigator.

To access the Navigator settings, go to the Project tab, click **Options**, then click **Navigator**.

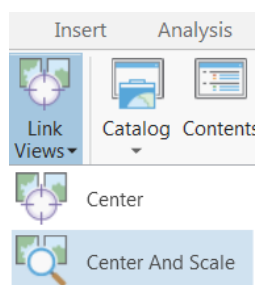
C. Link Views

You can display your map and scene side by side. You can also link them to synchronize navigation.

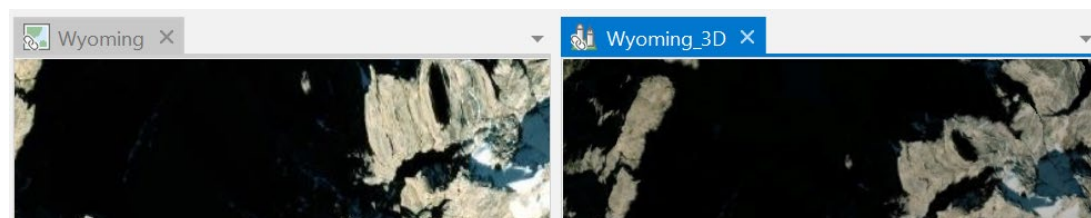
1. Click the **Wyoming_3D** view tab and drag it to the right side of the docking cross that appears.



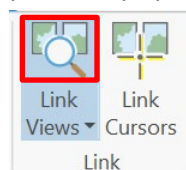
2. On the **View ribbon** (Link group), click the **Link Views** menu then click **Center and Scale**.



The map view zooms to an extent and a scale that match the active scene view. The view tabs for the map and scene are marked with icons to show that they are linked.



3. **Navigate** the scene using the **Explore tool** and the **Navigator**. You can also navigate the map view. The map and scene will navigate together.
4. To **unlink** the views, click the **Link Views** button (right above the Link Views menu which you previously opened).



5. **Navigate** the maps and notice how the maps move **independently** again.
6. **Save** the project.

Part 4: Add Data to a project

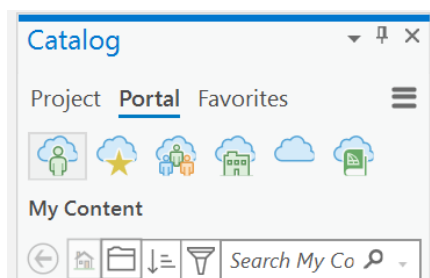
With ArcGIS Pro, you can create maps and scenes by adding data that is stored on your own computer, a local network, or an online repository such as [ArcGIS Online](#) or the [Living Atlas of the World](#). Your GIS projects may need different types of data from different sources, and it's important to know how to access them.

In this tutorial, you will add data from Living Atlas, from your project geodatabase, from a folder connection that you add to your project and from a GIS service.








A. Add data from living atlas

You can often find map layers to meet your base map needs in the Living Atlas of the World, a curated collection of global geographic information. Maps and layers from the Living Atlas can be added directly to ArcGIS Pro.

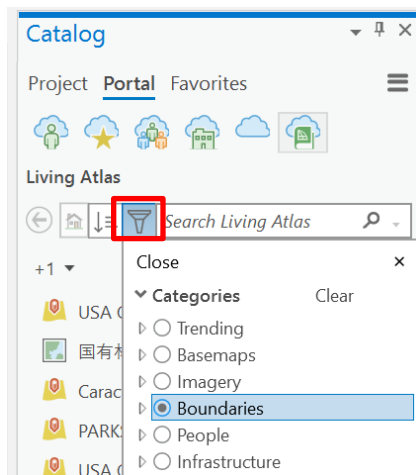
1. **Insert a New Map** to the project and name it **Add Data**.
2. At the top of the **Catalog pane**, click the **Portal** tab.



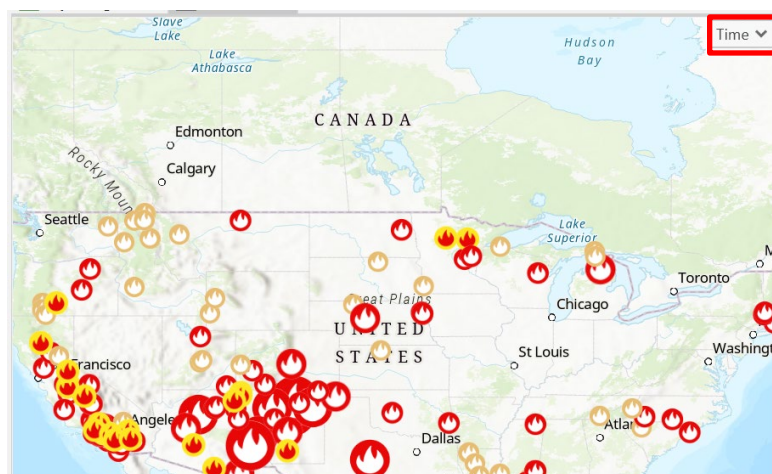
The following content collections are available through your active [portal connection](#) in ArcGIS Pro:

- My Content 
- My Favorites 
- My Groups 
- My Organization 
- ArcGIS Online  or ArcGIS Enterprise 
- ArcGIS Living Atlas 

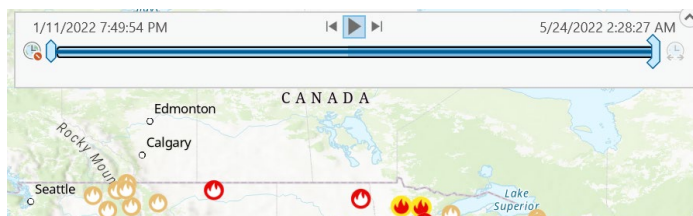
3. Under the **Portal** tab, click the **Living Atlas** tab.
4. Click the Filter button next to the search bar then select the Boundaries category.



5. Right-click the **USA Current Wildfires** layer then click **Add to Current Map** (if you don't see that layer in the list, type it in the search bar).
6. Click one of the fire symbols in the map view to open a pop-up window with information about the fire.
7. Click the **Time** menu in the upper right corner of the map view.



8. Press the play button on the timeline that opens. Fire incidents since the beginning of the year will appear in the map view as the timeline plays.

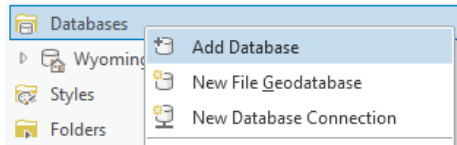


9. Remove the **USA Current Wildfires** layer from the Contents pane.

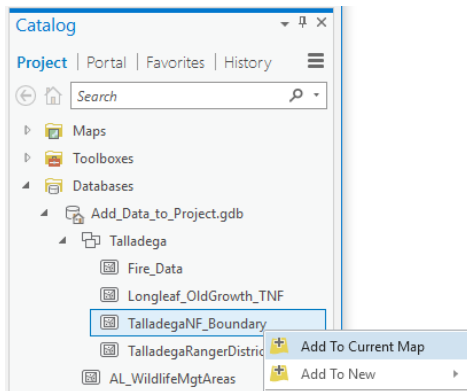
B. Add data from a geodatabase

Every ArcGIS Pro project has its own geodatabase but you can connect to other geodatabases to access their data.

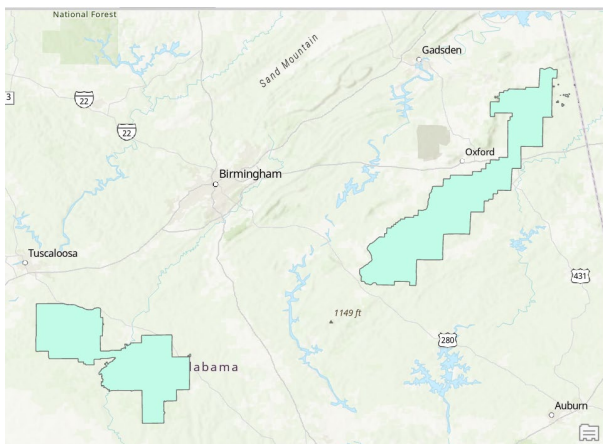
1. In the **Catalog** pane, click the **Project** tab.
2. Right click the **Databases** folder then click **Add Database**.



3. Navigate to\\ArcGISProforArcMapUsers_Student\\Exercise_1 folder then select **Add_Data_to_Project.gdb** and click **OK**.
4. Expand **Add_Data_to_Project.gdb** then expand the **Talladega Feature Dataset**.
5. Add the **TalladegaNF_Boundary** layer to the map.



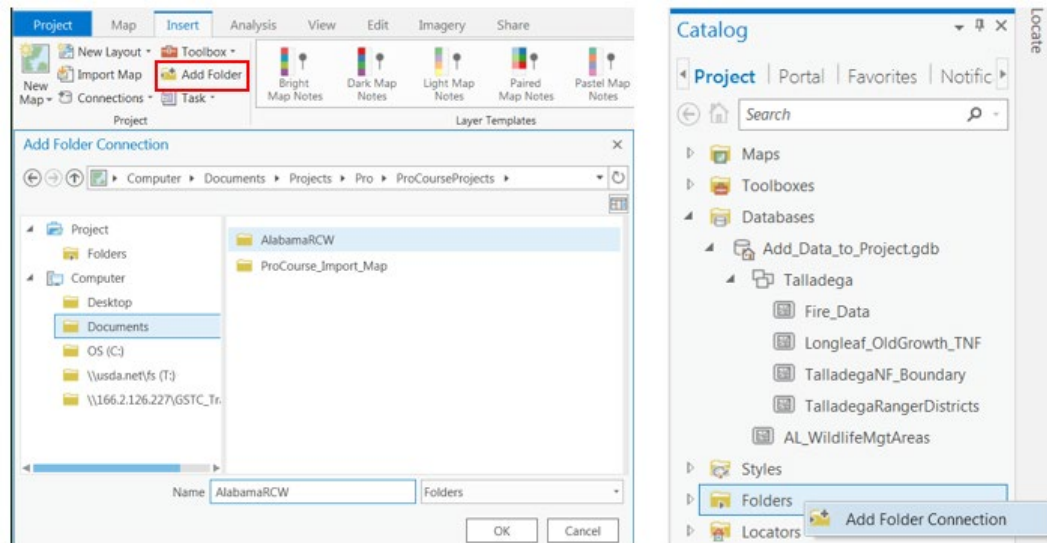
6. In the Contents pane, right-click the **TalladegaNF_Boundary** layer then click **Zoom to Layer**.



C. Add data from a folder connection

Another way to add data to your project is through a folder connection. Folder connections allow you to access spatial data stored on your computer or a network drive.

1. On the **Insert ribbon** (Project group), click **Add Folder** . You may also right click on **Folders** in the Catalog pane and select **Add Folder Connection**.



2. From the Add Folder Connection dialog box, browse to the **AlabamaRCW** folder in the **Exercise 1** folder and click OK.

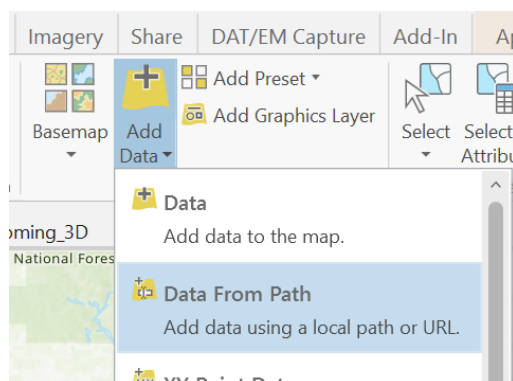
Note: folder connections do not carry over to other projects. New connections must be made for each project or use a project template that contains your desired connections.

3. In the Catalog pane, **browse** to Folders > **AlabamaRCW** and **expand** the folder to **AlabamaRCW.gdb**. Data can now be added from this folder connection.

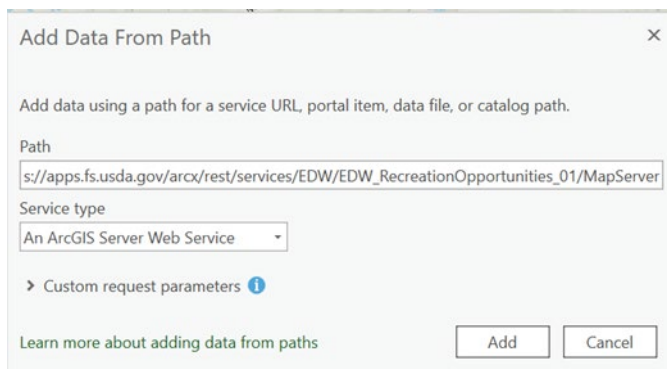
D. Add data from a service

A variety of GIS capabilities are available as web services online. Connecting ArcGIS Pro to a GIS server gives you access to maps, editable features, geoprocessing analysis, and other useful services.

1. To add a layer to a map from a service URL go to the **Layer group** select the **Add Data** drop down and then **select Data From Path**.

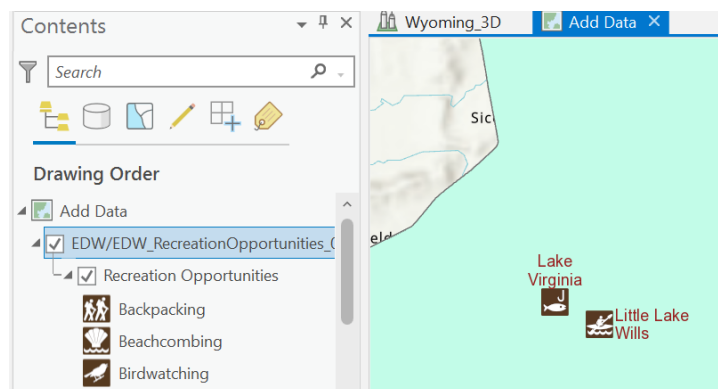


2. **Copy** and **paste** the following service URL into the Path text box.
https://apps.fs.usda.gov/arcx/rest/services/EDW/EDW_RecreationOpportunities_01/MapServer



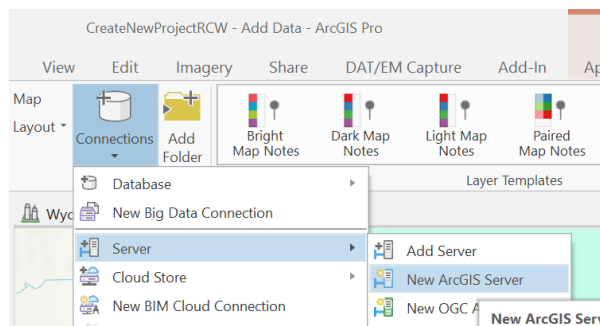
3. The Recreation Opportunities layer is added to your Contents pane. Make sure it's above the TalladegaNF_Boundary layer.
4. **Zoom** to the **TalladegaNF_Boundary** layer until the recreation opportunities layer becomes visible.

The scale at which a layer is visible can be changed from the Layer Properties window under the General tab.

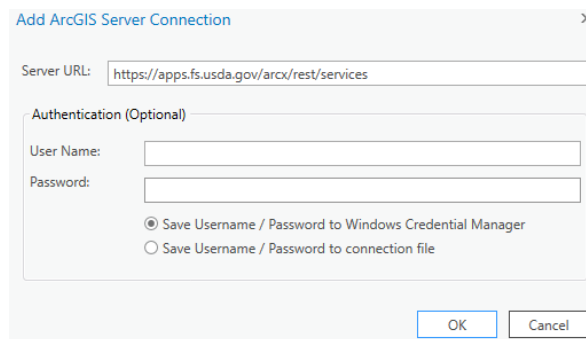


E. Connecting to ArcGIS Server

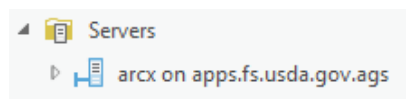
1. To connect directly to a GIS server; on the **Insert ribbon** (Project group), click the **Connections** menu then place your cursor over the **Server** menu and click **New ArcGIS Server**.



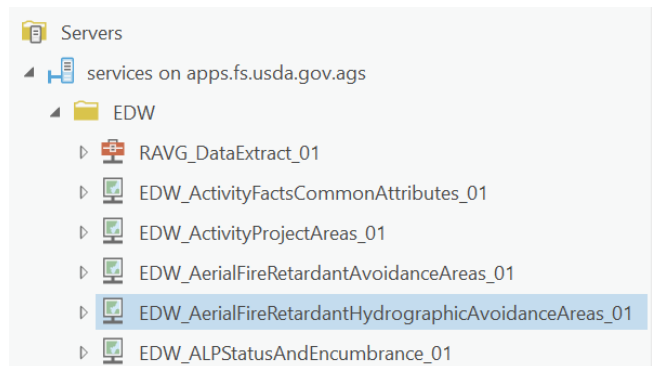
2. The Add ArcGIS Server user connection dialog box appears. **Copy** and **paste** the **ArcX** Server URL <https://apps.fs.usda.gov/arcx/rest/services>, and leave Save Username/Password radio button checked.
3. Click **OK**.



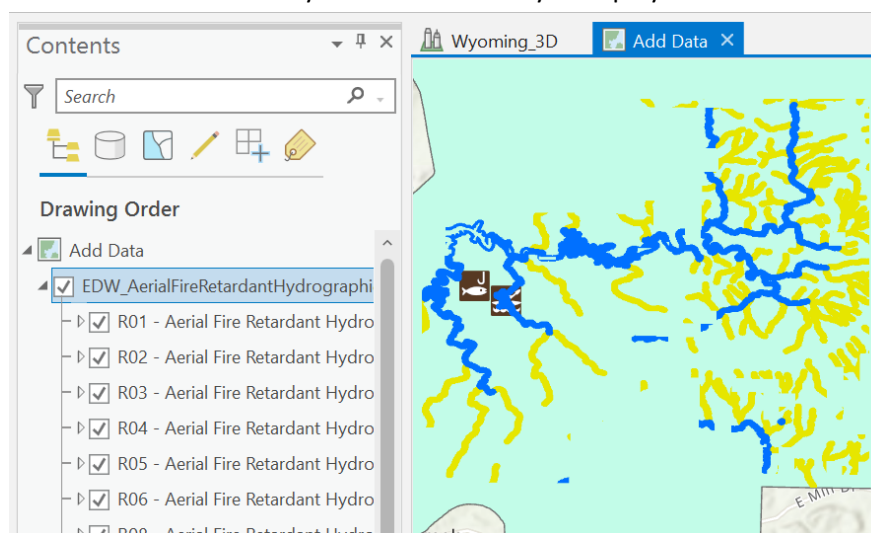
4. In the **Catalog** pane (Project tab) expand the newly created **Servers** folder. Connection to the **ArcX** server is displayed.



5. **Expand** the **ArcX** server connection then expand the **EDW** folder and add the **EDW_AerialFireRetardantHydrographicAvoidanceAreas_01** to the Contents pane by dragging and dropping (depending on your connection speed this could take some time).



6. **Zoom** to the forest until you see the EDW layer displayed.



7. Save and close your project.

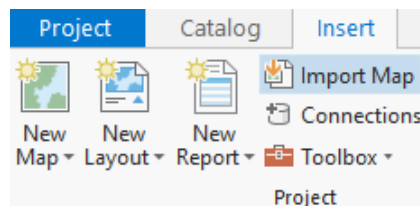
Part 5: Import ArcMap document (.mxd)

In this section you will import a map document from ArcMap and evaluate the results.

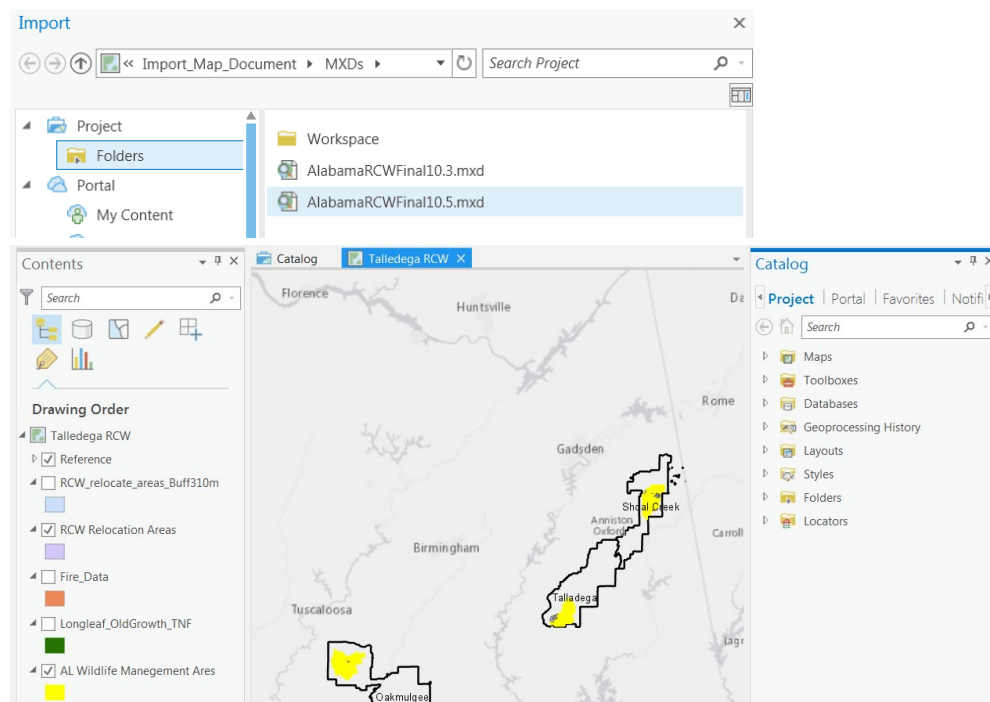
A. Import map document

The map document you will import shows wildlife management areas and relocation areas for the Red Cockaded Woodpecker in the Talladega National Forest ranger district boundaries and Conecuh National Forest. It will contain 3 data frames and one layout.

1. On the **Insert ribbon** (Project group), click **Import Map**.

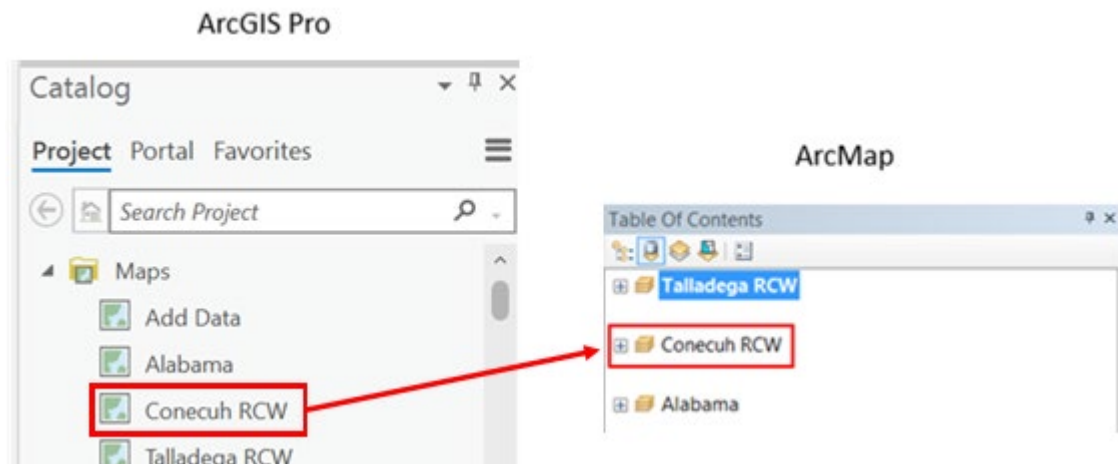


2. In the Import window, browse to\\ArcGISProforArcMapUsers_Student\\Exercise_1\\Import_Map_Document\\MXDs then click on **AlabamaRCW10.5.mxd** and click **OK**.

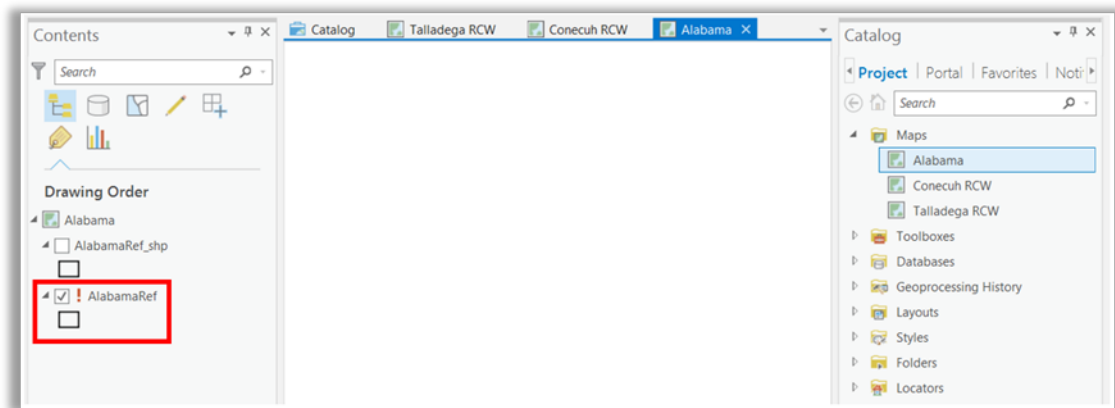


A map view named Talladega RCW opens. This map corresponds to one of the data frames in the ArcMap map document. You'll use the Catalog pane or view to see other items that were imported with the map document.

3. In the **Catalog** pane (Project tab), expand **Maps**. The project now contains 3 additional maps: Alabama, Conecuh RCW, and Talladega RCW. Each map corresponds to a data frame from the original mxd. Each data frame in an ArcMap document becomes a separate map in ArcGIS Pro.



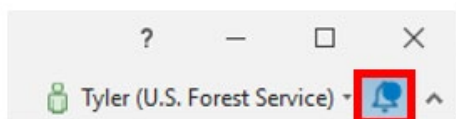
4. In the **Catalog** pane, under **Maps**, right-click **Alabama** and click **Open**.
5. To fix the broken link in the AlabamaRef layer in the Alabama map, click the red exclamation point of the **AlabamaRef** layer to open the layer **properties**.

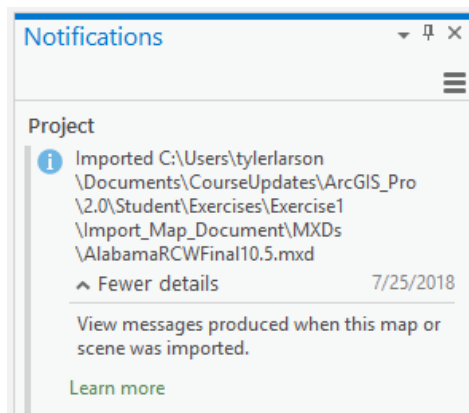


6. Navigate to the location of your data
 ...ProCourseProjects\Exercise1\Import_Map_Document\MXD\Workspace\Results.gdb and select **AlabamaRef** and click OK.
7. The red exclamation point should be removed and the state of Alabama displayed.
8. In the Catalog pane, under **Layouts**, right-click **AlabamaRCWFinal10.5** and click **Open**.
9. The name of the layout matches the name of the MXD. In the **Catalog** pane, under **Layouts**, right-click **AlabamaRCWFinal** and click **Rename** and rename it **Alabama Layout**. Hit **Enter**.

B. Notifications

1. To the top right of the application window next to username, click the **Notification** button.





2. **Hover** your mouse over the notification and the date will turn into a link that says **View Results**; click that link (you may also click Learn More for procedural details). A browser tab opens with import results for the map document. There are warnings and errors.

Import results for AlabamaRCWFinal.mxd

The following messages were produced when this map or scene was imported: C:\Users\tylerlarsen\Documents\Projects\Pro\AlabamaGeoprocessingCopy\Data\AlabamaRCWFinal.mxd

Message Name	Type	Severity	Code	Description	Component Name	Component Type
	Warning	High	00037	Basemap Layers cannot be published directly to a service	Reference	Layer
	Warning	High	00037	Basemap Layers cannot be published directly to a service	Basemap	Layer
	Warning	High	00037	Basemap Layers cannot be published directly to a service	Reference	Layer
	Warning	High	00037	Basemap Layers cannot be published directly to a service	Basemap	Layer
	Error	High	00003	Layer's data source is inaccessible	AlabamaRef	Layer
	Warning	Medium	20038	Legends imported into ArcGIS Pro may appear differently due to improvements in the fitting strategy. Modifications to the default appearance may be required.	AlabamaRCWFinal Layout	
	Warning	Medium	20044	Due to the differences between mxds and projects, some dynamic text tags may have changed during the import process.	AlabamaRCWFinal Layout	
	Warning	Medium	20037	Scales for maps on the layout may not have imported correctly.	AlabamaRCWFinal Layout	

Congratulations! You have successfully completed this exercise.