

# ArcGIS Pro: What's New and The Road Ahead

Kory Kramer | ArcGIS Pro Product Manager

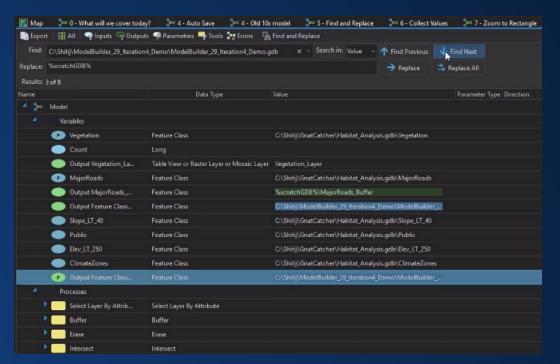


**ENERGY RESOURCES GIS CONFERENCE 2022** 



# Performance and Productivity Enhancements

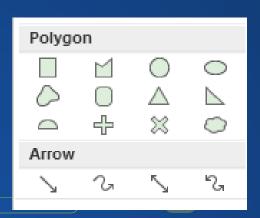
- Application
- CAD/BIM
- Geodatabase
- Sharing
- Geoprocessing
- Annotation/Labeling
- Content Management



Model Builder Find & Replace



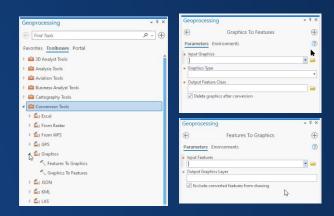
**Dynamic Feature Clustering** 



Insert Graphic Shapes



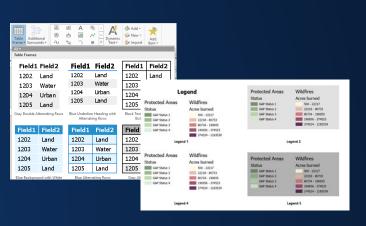
**Animated Symbology** 



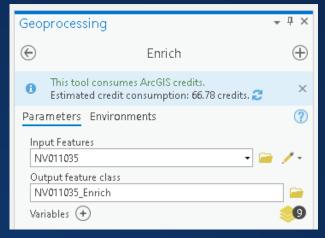
Graphics to Features / Features to Graphics



**Auto Text Tool** 



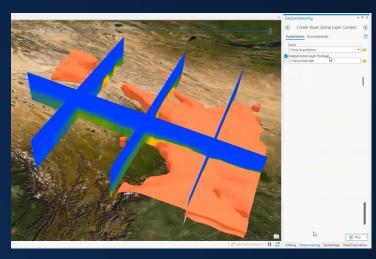
Legend & Table Styles



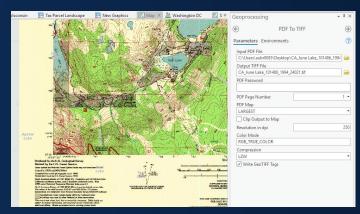
Credit Estimation
Enrich Layer, Summary Reports,
Drive Times



Linear Referencing UI



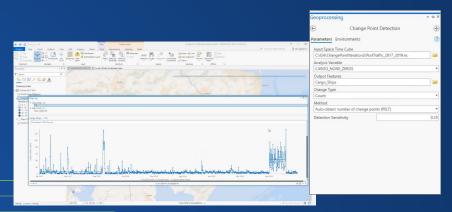
Share Voxel Scene Layers Online 2.9 | Enterprise 3.0



PDF to TIFF Tool



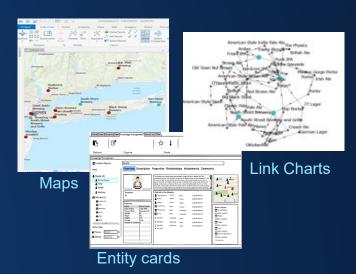
**Presence-only Prediction** 



Change Point Detection Mean shift, Std Dev, Count 2.9 | Slope 3.0



# **Cloud Data Warehouses**



Knowledge Graphs



What's New in ArcGIS Pro 2.9 Demo



# Semantic Versioning

- ArcGIS Pro version numbers use the semantic versioning specification
- Given a version number MAJOR.MINOR.PATCH, increment the:
  - MAJOR version when you make incompatible API changes,
  - MINOR version when you add functionality in a backwards compatible manner, and
  - PATCH version when you make backwards compatible bug fixes.

Example

2.9.2

# The next release of ArcGIS Pro is...

3.0.0

This is a breaking change release

# ArcGIS Pro 3.0

At 3.0 ArcGIS Pro is moving to .NET 6 (formerly known as .NET Core)

- 4.8 was the last release of the .NET Framework
- .NET 6 is the current Long Term Support release of the new .NET line

This will result in breaking changes to the Pro APIs

- Add-ins will need to be converted to .NET 6
- Recompiled to work with Pro 3.0 and breaking changes fixed



# API Breaking Changes

Breaking changes are related to:

Changes required to accommodate .NET 6 (minor)

- Classes and methods deprecated in 2.x will be deleted. Add-ins must switch to their replacements
- Object ID APIs will be 64-bit
- Changes to the APIs to improve consistency and quality

ArcGIS Pro SDK is also moving to Visual Studio 2022

- Support .NET 6
- Visual Studio 2019 and 2017 are not supported



# Projects in 3.0

ArcGIS Pro projects are a zip archive

1.x and 2.x projects contained CIM objects persisted as XML

At 3.0, the CIM objects in the zip archive move to JSON

- Smaller size
- Faster
- Matches lyrx, mapx, pagx, files and styles
- Matches the use of the CIM on web and mobile
- We document the CIM spec as JSON at <a href="https://github.com/esri/cim-spec">https://github.com/esri/cim-spec</a>
  - This will expand to include JSON Schema

# Sharing

Use packages to share 3.x content with 2.x deployments

Contain 3.x and 2.x versions of content

Service sharing will create 2.x content for older Enterprise versions

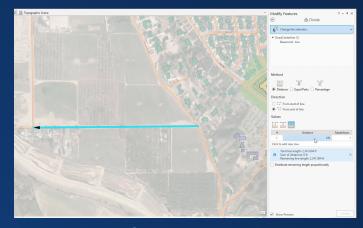
e.g. ArcGIS Pro 3.0 sharing to Enterprise 10.9.1 will write 2.9 content

ArcGIS API for JavaScript and ArcGIS Runtime are prepared to handle 3.0 CIM objects

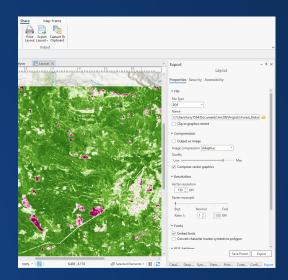
Very few changes in the CIM symbol model

# **Performance and Productivity Enhancements**

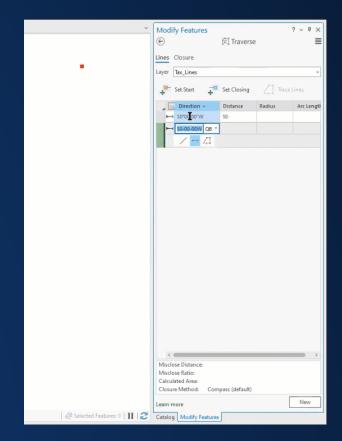
- Content Management
- Editing
- Display
- Geodatabase
- Geoprocessing
- Layout
- Map Authoring
- Parcel Fabric
- Scene Layers



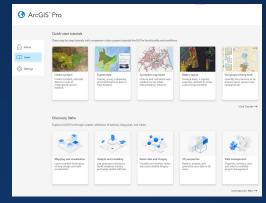
Repetitions for distances - Divide tool



Export presets



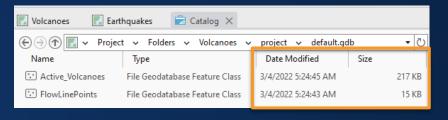
Traverse entry grid performance



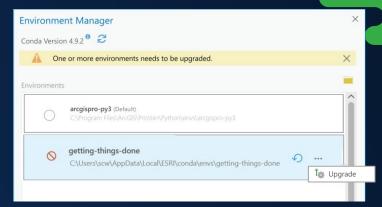
**Dedicated Learn Page** 



OpenStreetMap 3D Layers



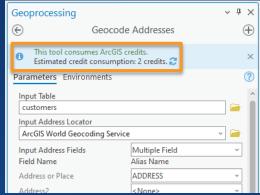
Date Modified & Size in Catalog View



Update Cloned Python Environments



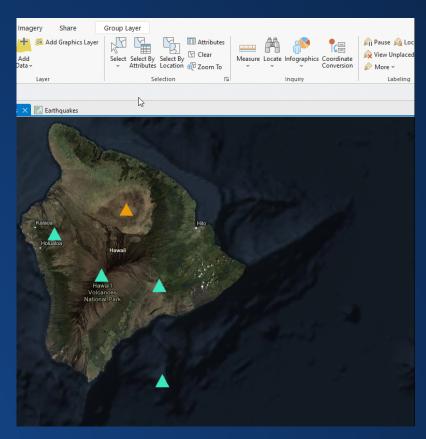
**Export Presets** 



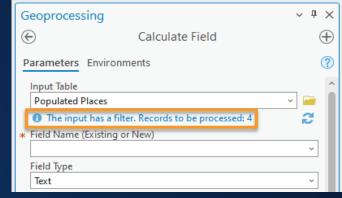
Geocoding Credit Estimation



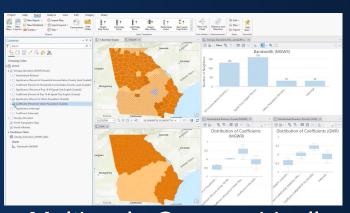
New Hydrology Analysis
Tools



Tool parameter memory/autofill



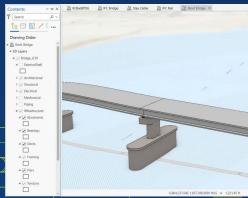
Selection and filtered input notification



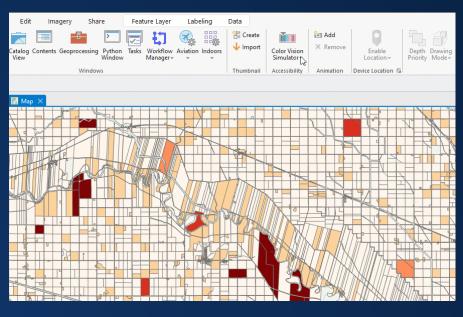
Multiscale Geographically Weighted Regression (MGWR)



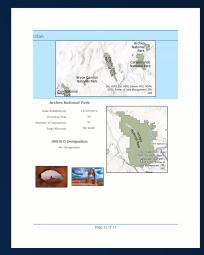
Time aware standalone tables



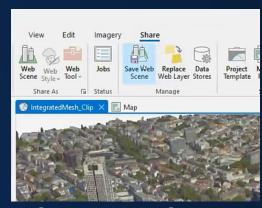
IFC Infrastructure Discipline Support



**Color Vision Deficiency Simulator** 



Maps in Reports



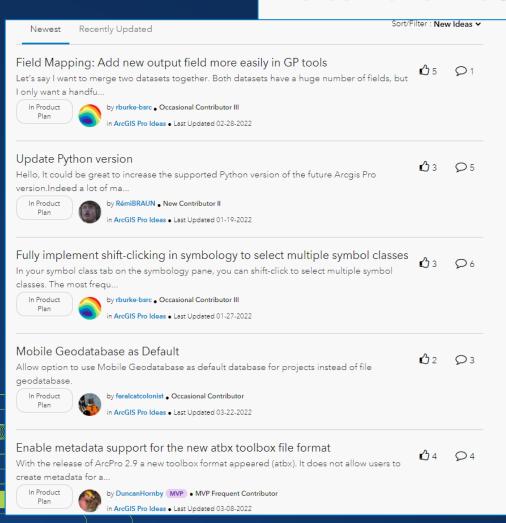
Save Web Scene



# What's Coming in ArcGIS Pro 3.0 Demo

# Ideas in ArcGIS Pro 3.0

# Welcome to ArcGIS Ideas



# Idea Submission Guidelines

We love hearing from you about how to improve our products. To learn how to submit a valid idea, please review the Submission Guidelines

Suggest an idea

# Idea Labels

Sort By: Top Ideas 💠

Map Authoring	390
Geodatabase	354
Layout	285
Geoprocessing	224
Map Exploration	221
Content Management	180
Editing	155
Annotation & Labeling	123
Application Framework	106

# How it works

### 1 Search

There are a number of Idea Exchanges representing different products and capabilities. Save time by searching the community to see if your idea already exists.

# Participate

If you find an existing idea, vote by giving kudos and add your use case to the comments!

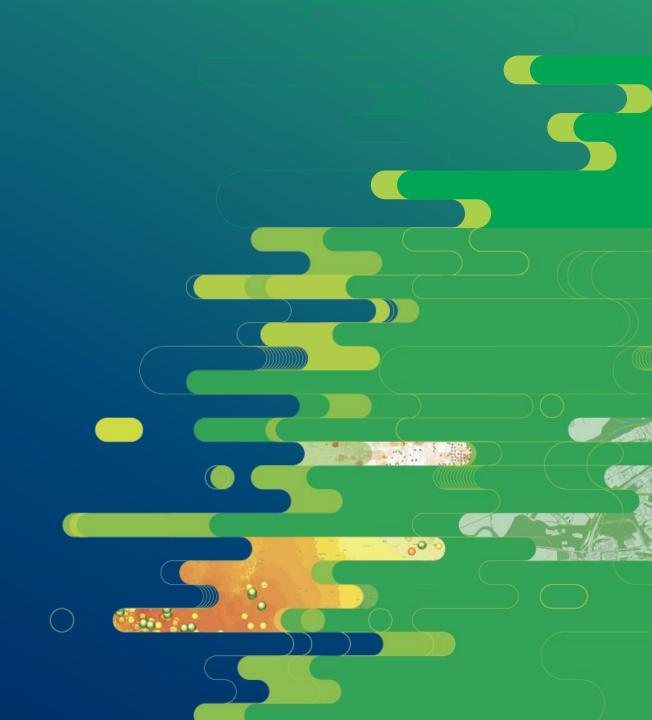
### Create

If you can't find an existing idea, create your own. Follow these Submission Guidelines to submityour idea for the community to vote on!

Get Started - Find the right Idea Exchange

**50**<sup>+</sup>

# Roadmap Go.esri.com/ProRoadmap





2021 Q4 2022 Q2

NOV JAN MAR MAY 10<sup>th</sup>\* JUN 16<sup>th</sup>\*

ArcGIS Pro 2.9 2.9.1 2.9.2

).2 2.9

2.9.3 ArcGIS Pro 3.0

# ArcGIS® Pro Roadmap

# Near-term

- Upgrade Python Environment
- Reality Mapping Extension
- Projects in the Enterprise
- Export Presets
- Provenance in Knowledge Graphs
- Indoor Positioning
- Suitability Modeler Additional Weighting
- Parcel metes and Bounds Visualization
- Roof Editing
- Enhanced Radar Data Support
- Hydrologic Analysis
- Multiscale GWR
- Scene Layer Performance
- OSM Streetmap 3D Layers
- Maps in Reports

# Mid-term

- Simulation Modeling
- Catalog Layers
- Point Cloud Scene Layer Data Management
- Non-versioned Editing
- Presentations
- Spatio-temporal Density Analysis
- Scientific Data (DSG) Ingestion
- Managed Indoor Data Pipeline
- Roof Editing in Stereo
- ENC Chart Viewing
- 64-Bit Object ID

# go.esri.com/ProRoadmap

# Long-term

- Terrain Editing
- Materials Authoring
- High Fidelity Rendering
- 3D Mesh as Ground
- Integrated Mesh Scene Layer Data Management
- New Data Types (BigInteger, Timestamp with Time zone)





