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Geog 485
Lesson 4

Creating Automated Layer Adding Tools

Summary

The purpose of this lesson was to work with previously learned material, QIs, loops, conditionals, and coding buttons, while implementing it with map data. The goal was to create two buttons that would add data based on where and if the user clicks the cursor within the map. It is important to know how map layers are obtained, opened, and used, as well as associated interfaces.

I had some difficulty with this one in terms of the buttons functioning correctly. I had at one point the cursor icons to work and now I can't seem to get them to show up after clicking on the tool. I also was unsuccessful at getting either of them to work right but I think I'm pretty close. I know for a fact where there are certain errors due to the debug feature but haven't found the right syntax for opening. Maybe I've been looking too hard. Overall I still learned a lot from this lesson and have good understanding of what needed to be coded.

I believe the extra credit code would have just been an addition conditional statement where when the user clicks outside of a box (if it's not a match to within any box using a loop) it would then (Else) display a msgbox about clicking outside the area of available data. This would have been worked on had I been more confident in the required components of code.

Screen Captures – Two buttons on far right.

