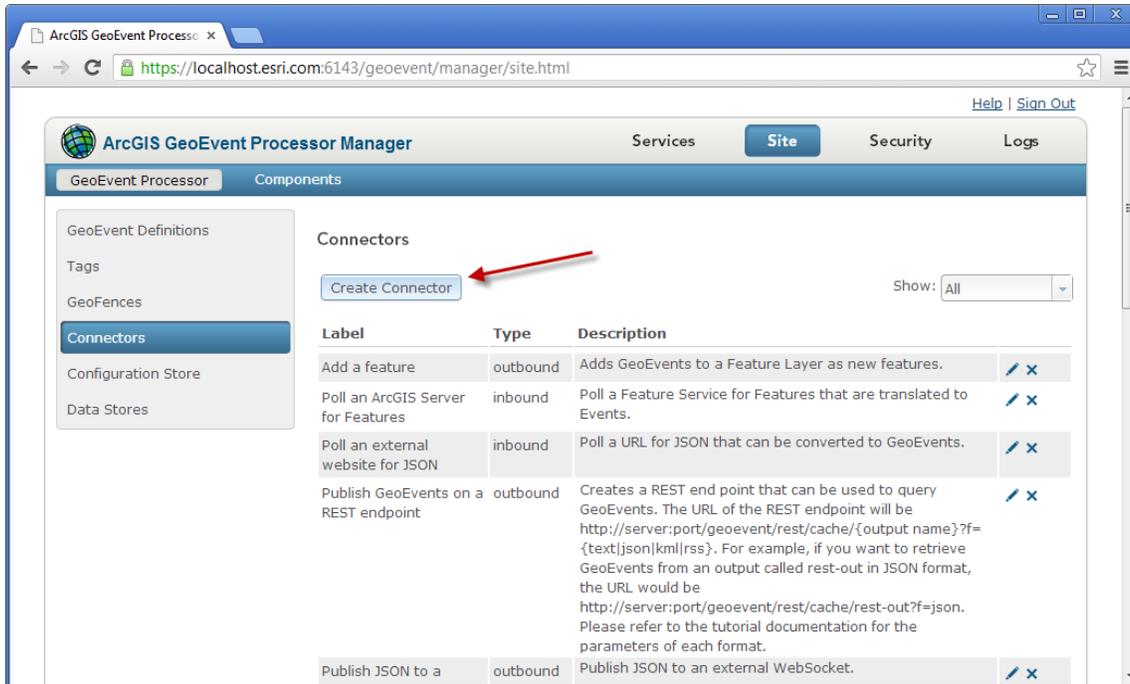


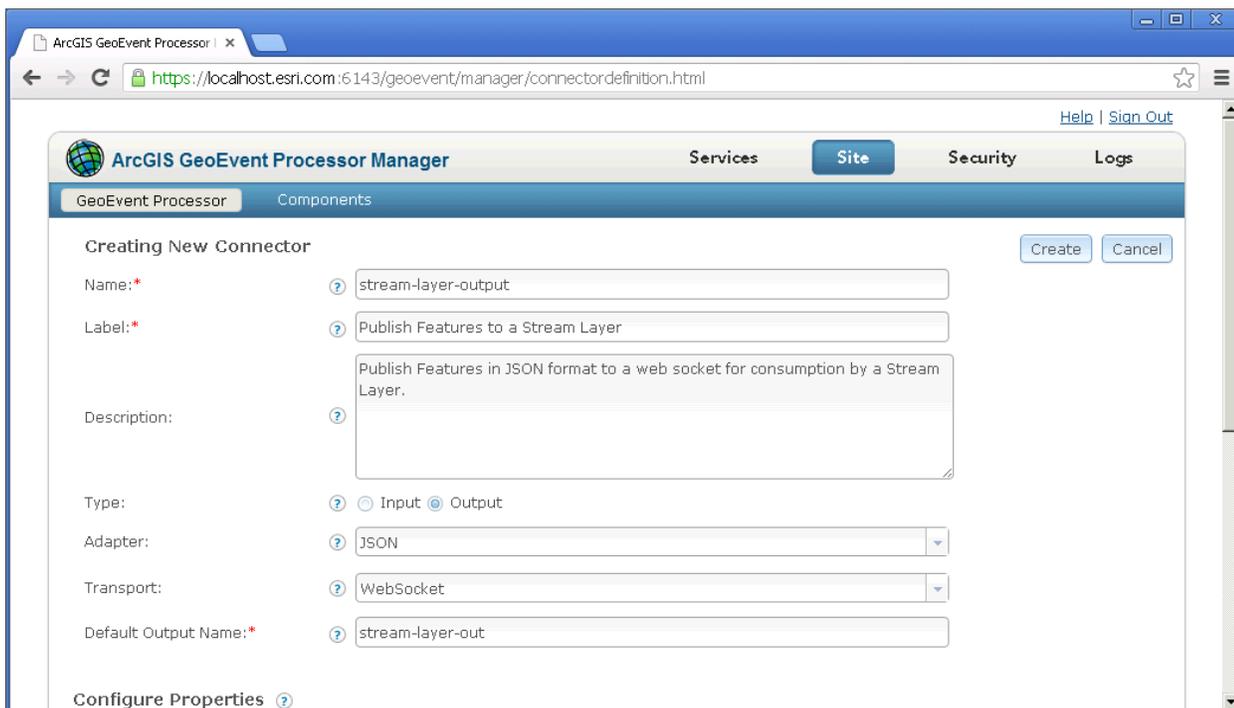
Publishing JSON Features to JavaScript Stream Layer

In this exercise, we will create an output that formats the GeoEvents as JSON Features instead of generic JSON objects. We will then create a website that consumes these features using an early version of the Stream Layer that will be part of the next version of the ArcGIS JavaScript API.

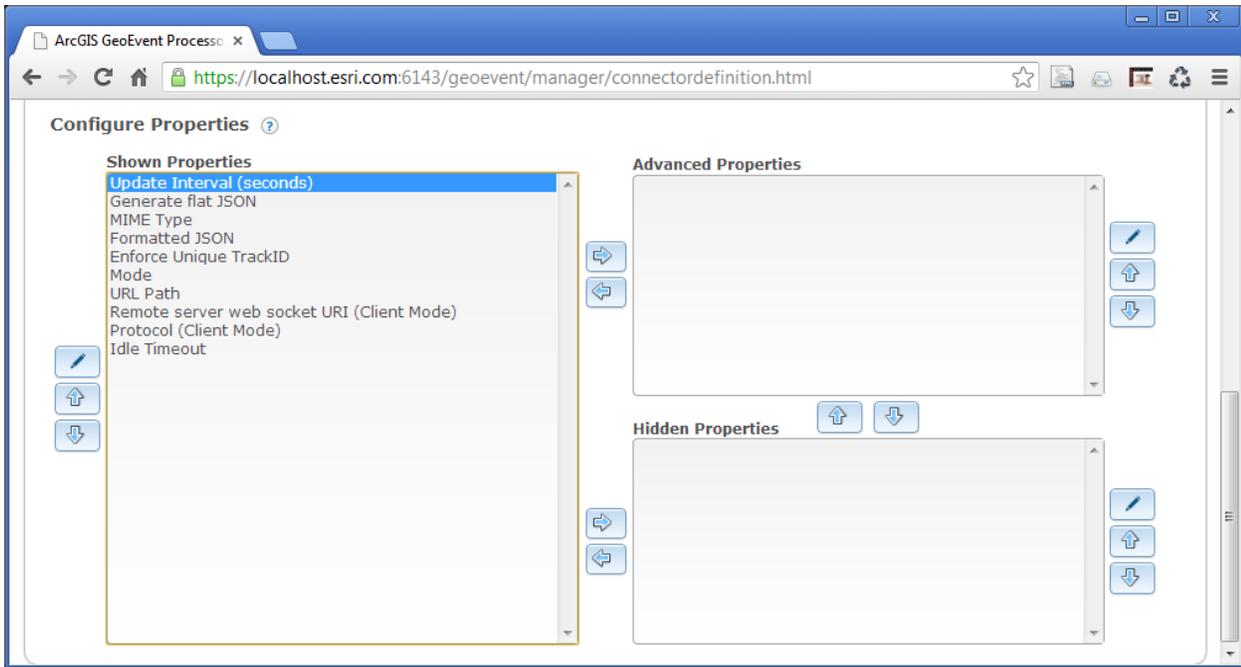
1. In the Manager, click on the “Site” tab. Select the “Connectors” section, and click on the “Create Connector” button.



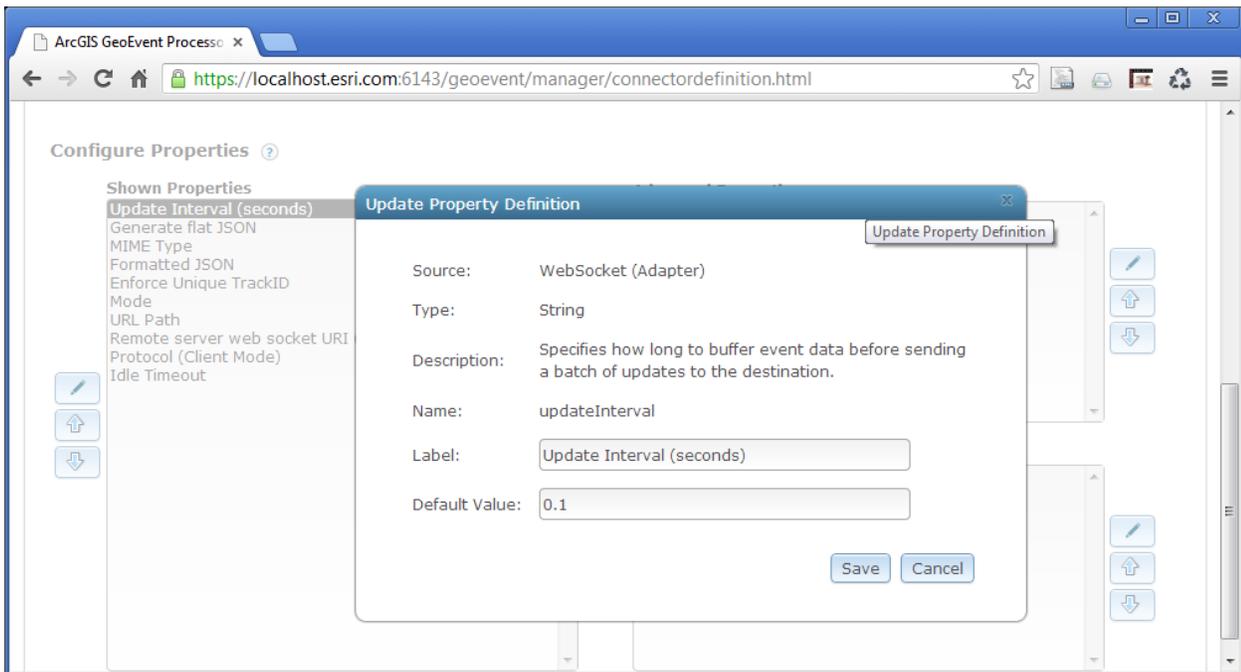
2. Fill out the Name, Label, Type, Adapter, Transport, and Default Output Name using the image below. Make sure you select the “JSON” Adapter, NOT the “Generic JSON” adapter.



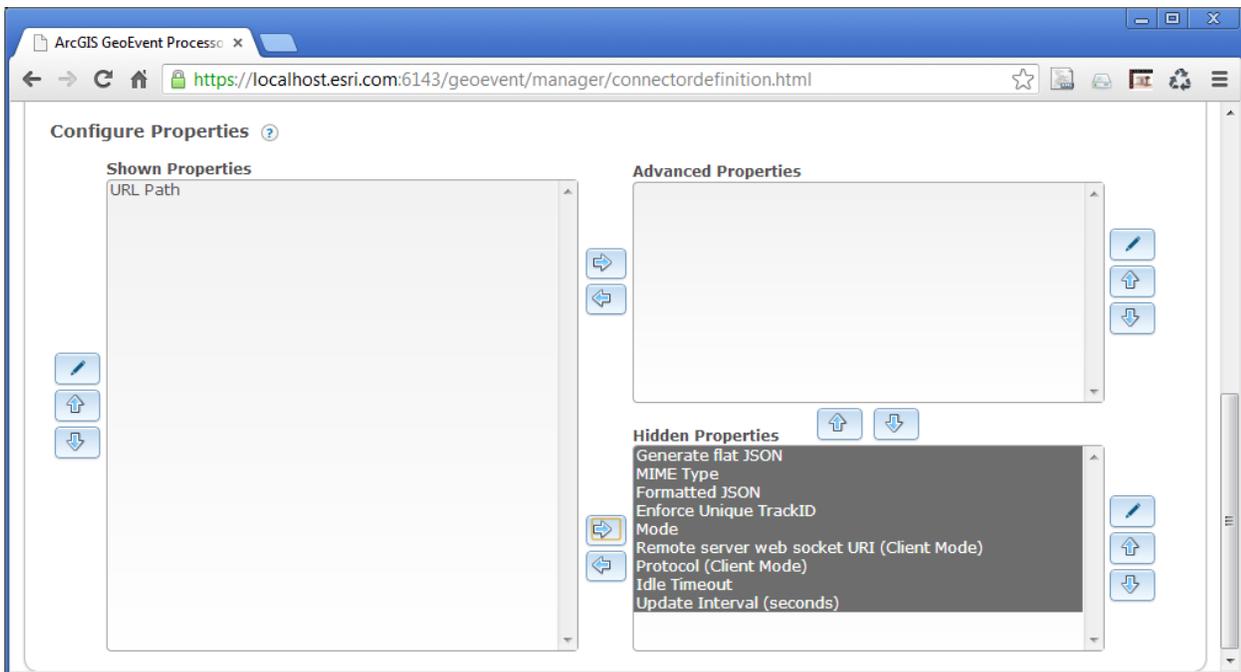
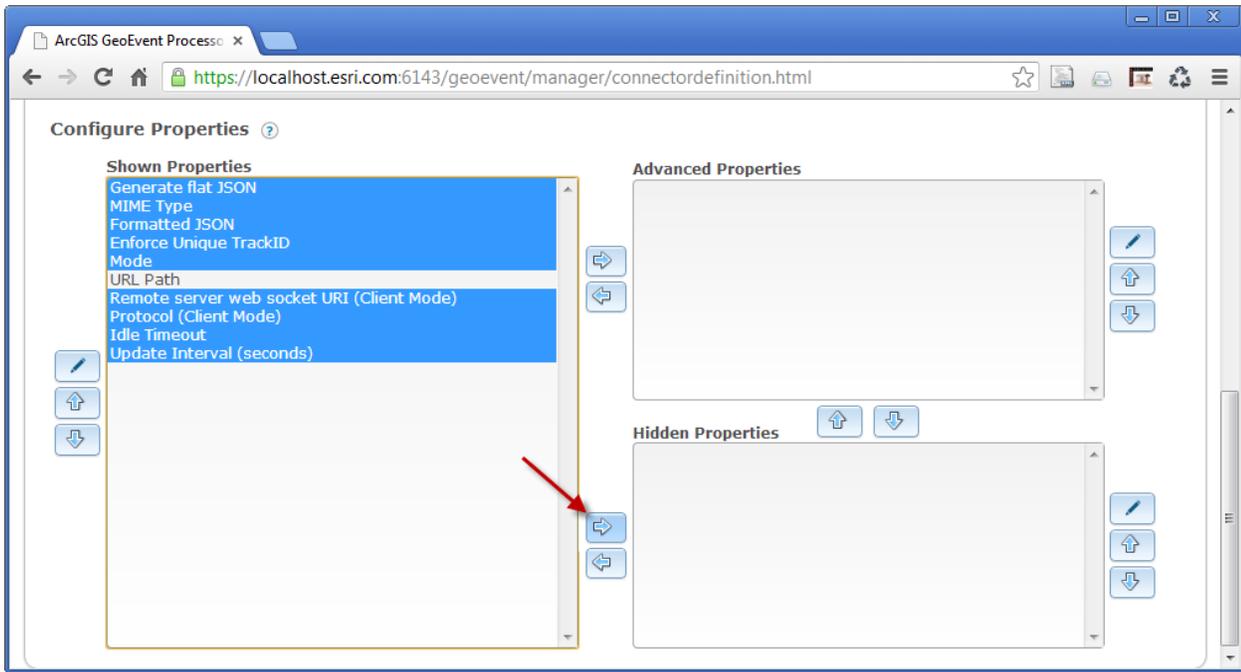
3. Scroll down, and double-click the “Update Interval (seconds)” shown property.



4. Set the 'Default Value' to 0.1, and click Save.



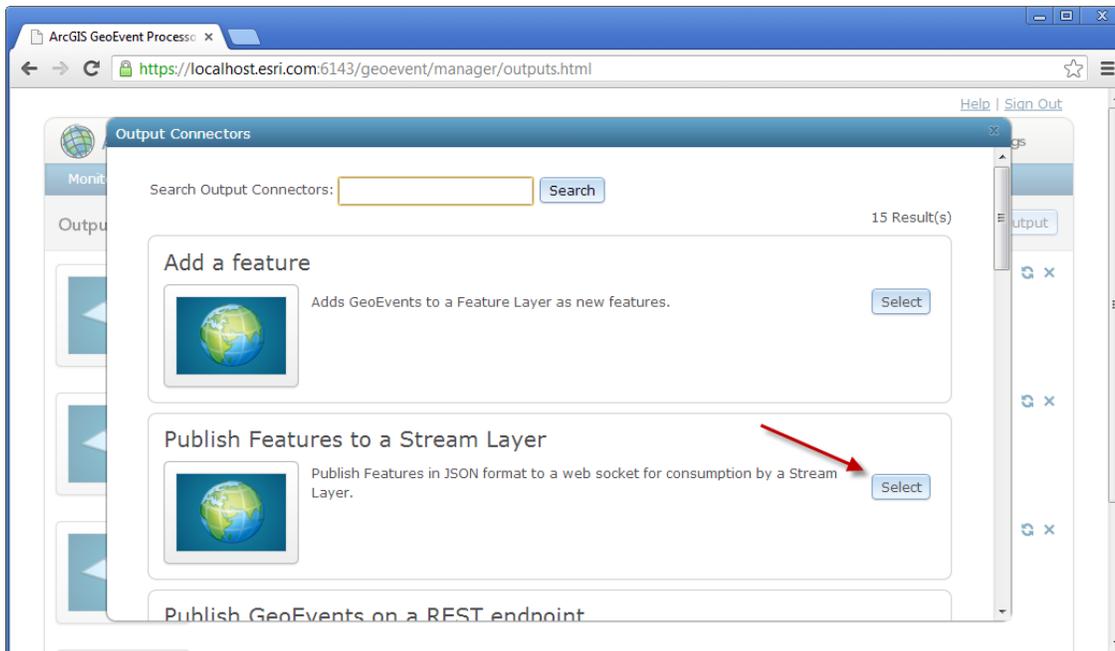
5. Select all properties except for the “URL Path”, and move them to the “Hidden Properties” section.



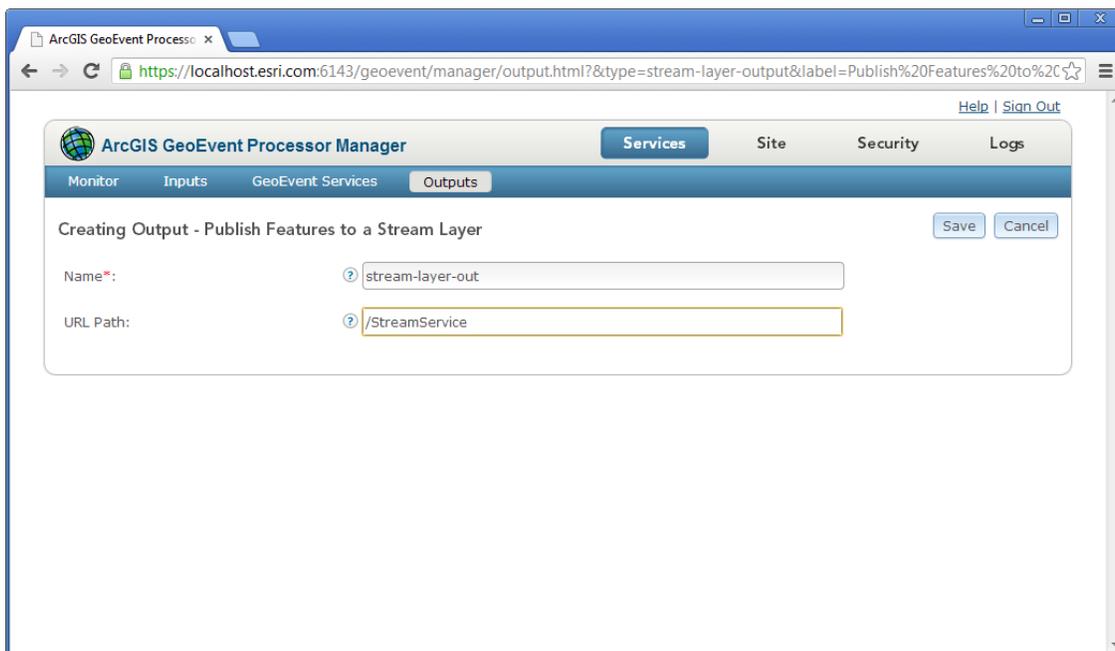
6. Scroll back up and click the “Create Button”

7. Click on the “Services” tab, select the Outputs section, and click “Add Output”

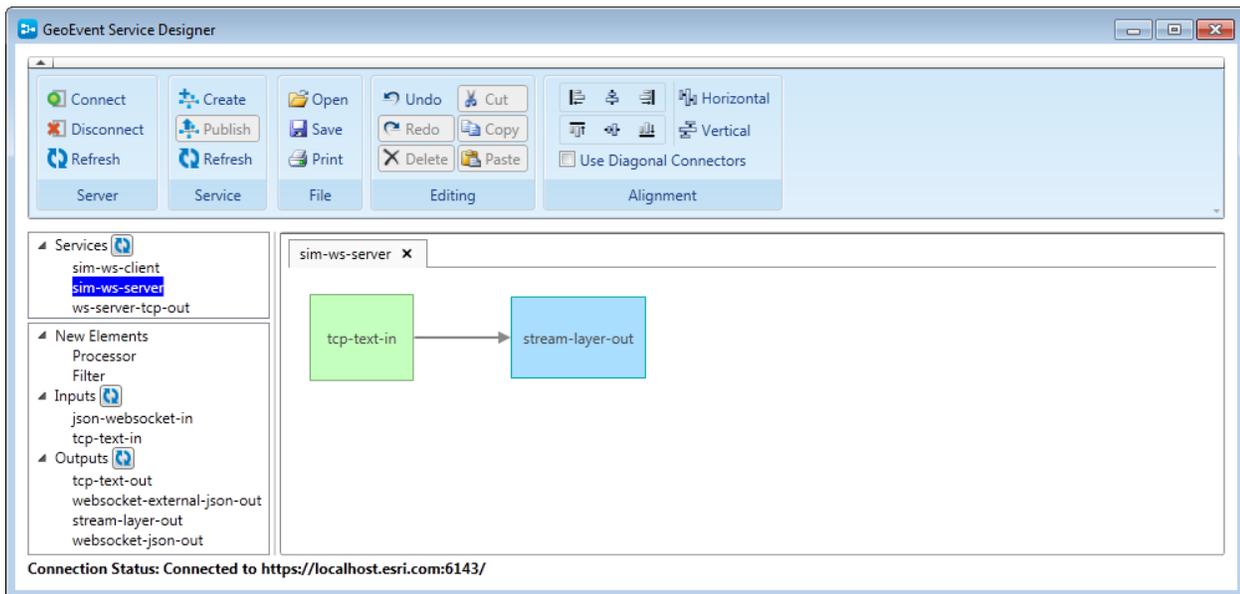
8. Select the “Publish Features to a Stream Layer”



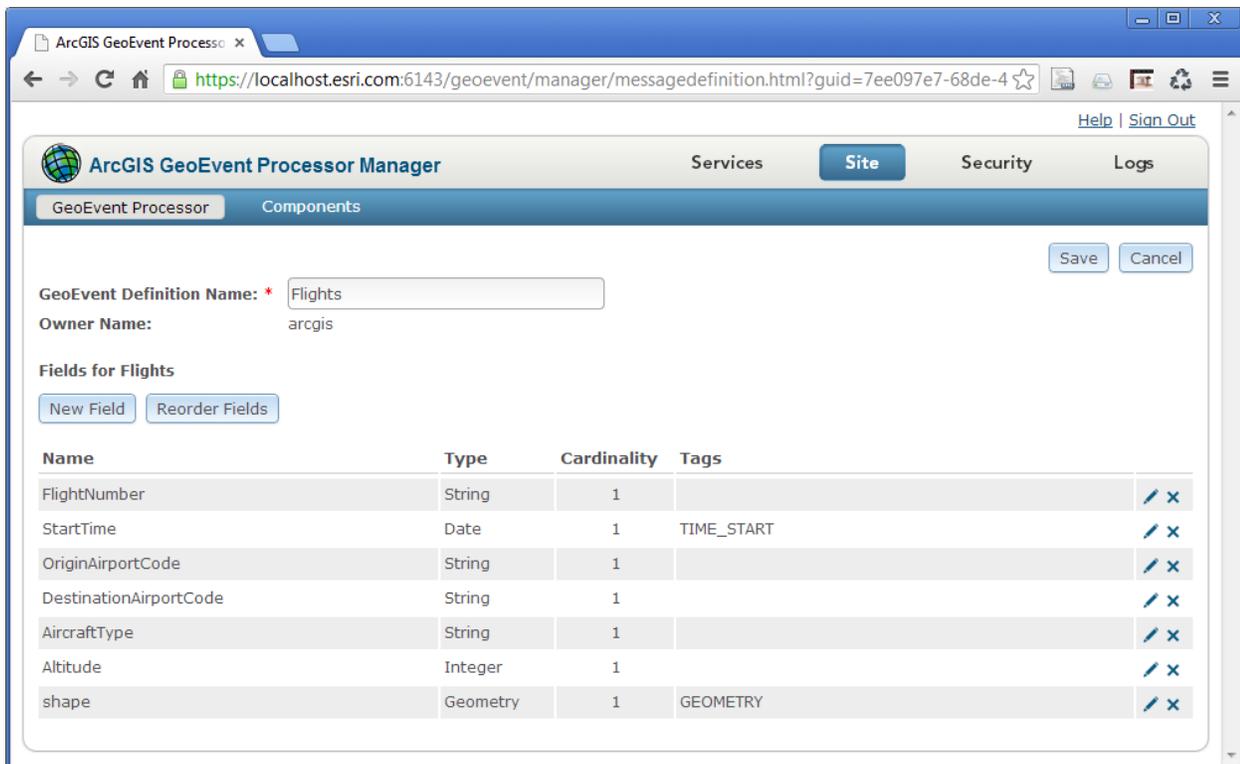
9. For the URL Path, enter “/StreamService” and click Save. Don’t forget the slash “/” at the beginning of the URL Path property.



10. Open the GeoEvent Service Designer. On the Service Designer, edit the existing service called “sim-ws-server”. Remove all existing outputs, and drag the new output “stream-layer-out” onto the service. Connect the Input to the Output. Publish the service. Go to the Manager and verify that the service is successfully published.



This exercise is using the Flights GeoEvent Definition schema, but you can modify it to use your own schema. Make sure you have a “Flights” GeoEvent Definition, defined as follows:

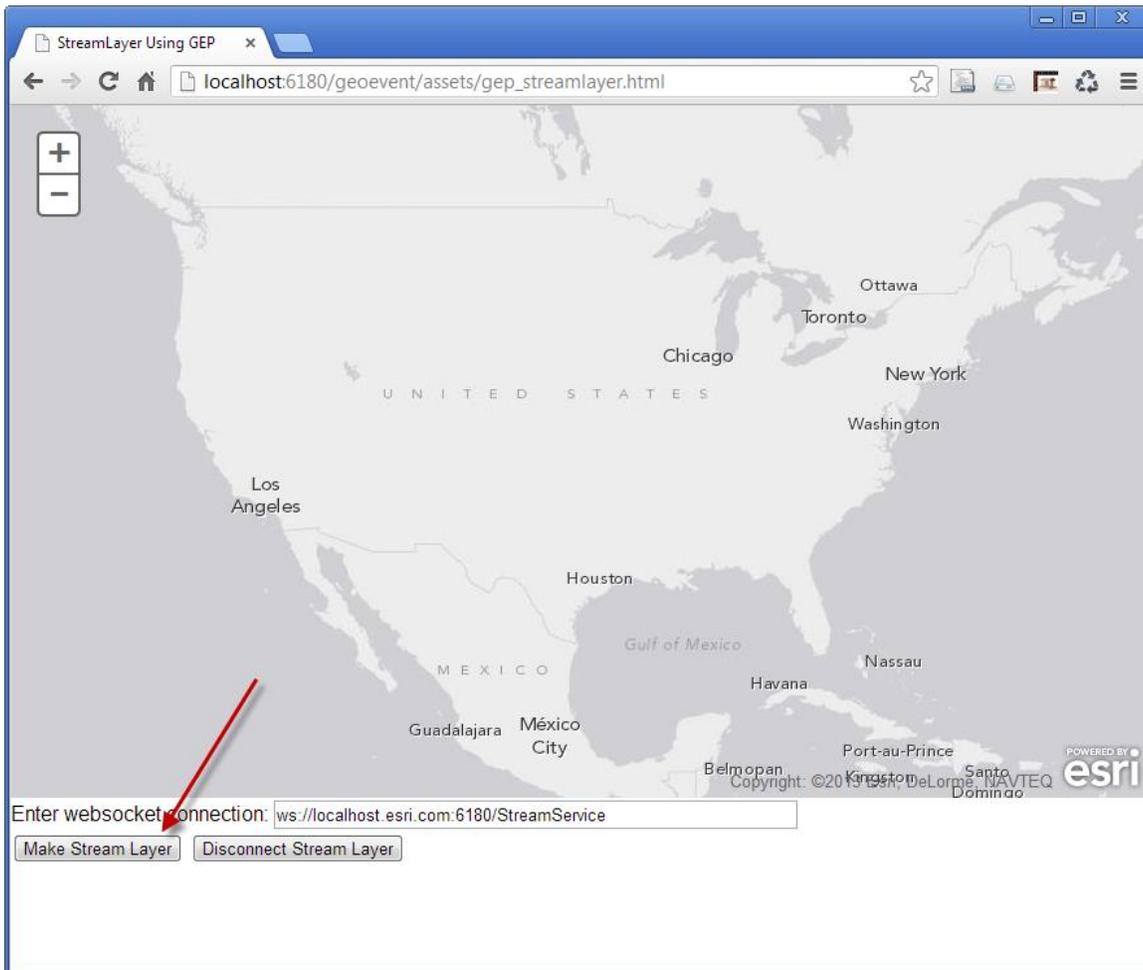


- Copy all files from the exercise “data” folder to your ‘<GEP install folder>/assets’ directory.
- If you would like to use your own schema, open the ‘<GEP install folder>/assets gep_streamlayer.html’ file in a text editor or an IDE, find the comment containing the text “CHANGES NEEDED FOR EXERCISE”, and follow the instructions in the comment to update the field names in the layerDefinition object to match the field definitions of your GeoEvent Definition schema. Minimal changes should be required here.

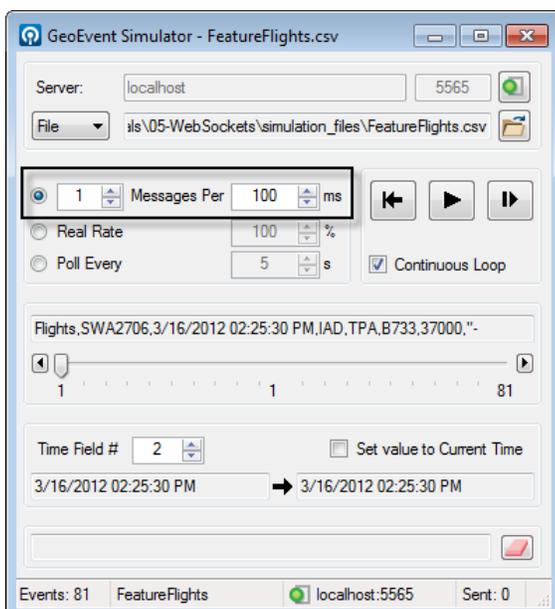
13. Open a new tab in Chrome or Firefox (this web page uses websockets, which are not supported yet in Internet Explorer). Enter the following url (note: this uses port 6180)

http://localhost.esri.com:6180/geoevent/assets/gep_streamlayer.html

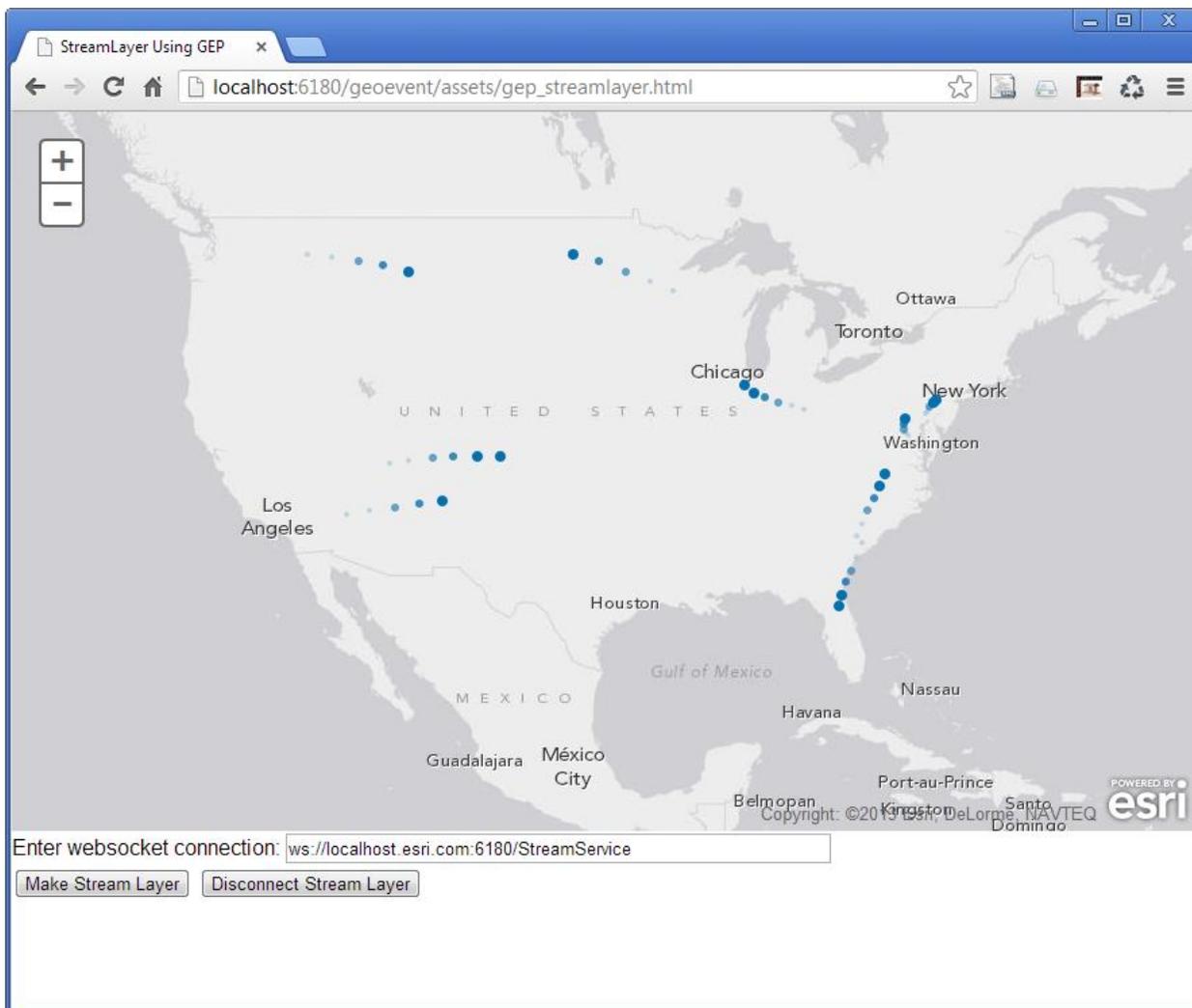
14. Click the “Make Stream Layer” button to connect to the output you created earlier



15. In the GeoEvent Simulator, load the FeatureFlights.csv file, located in the tutorial’s ‘simulation_files’ folder. Set the rate to 1 Messages Per 100 ms as shown below:



16. Click the Play button and go back to your browser. You should see the flights moving around on the map.



Congratulations, you have now created a JavaScript map that consumes features through a Web Socket! This map uses the Stream Layer that will be available in a future version of the ArcGIS API for JavaScript. To find out more information on the ArcGIS API for JavaScript, visit the JavaScript developer page here: <http://developers.arcgis.com/en/javascript/>