**Installing the Addin**

To install the ArcGIS addin, save the file BoundaryTypeAnalyst.esriaddin into the directory:

C:\Users\yourusername\ArcGIS\Addins\Desktop10.0\

If this directory doesn’t exist, create it first. If you can’t create it here, create it somewhere that you can.

When you open Up ArcMap, you should then see a new Toolbar:



If you don’t see this:

1. Go to “Customise” menu -> “Toolbars” and check “Boundary Type Analyst” is present.
2. If the toolbar appears, but with no buttons, go to “Customise” menu -> “Customise mode” -> “Commands” tab -> click on “Boundary Type Analyst” in left-hand box, and drag the commands shown in the right-hand box onto the toolbar. Hit “Close”.
3. If the toolbar isn’t present in (1), then open “Customise” menu -> “Addin Manager”. Go to the “Options” tab, and add in the directory above using the “Add folder” button. Make sure “Load all add-ins without restrictions” is checked. Close the Addin manager, and re-start ArcGIS. Repeat above.

This ArcGIS addin contains a number of tools. The one you’re interested in should appear on a toolbar as “Display Types”



If it doesn’t appear when installed, see (2) above.

**Uninstalling the addin**

Close Arc, delete the file from the above directory, and restart Arc.

**Using the addin**

The addin is best used with a fresh copy of a geodatabase. It will add feature classes to any database used with it, so make sure you have a clean backup or a separate working copy for this.

Also, make sure the map you want to use with it is set up prior to using the tool. Set up the map, then re-start ArcGIS, with the map as the first thing you open. In particular, when the addin is loaded in ArcGIS, you may find that Arc crashes when you try to save, so you may need to set up your map with the Addin uninstalled, then install it to do the processing. The addin will save the layers it creates in your geodatabase, but won’t save the map, so if you want to go back to them for mapping, the best thing to do is to run the processing, uninstall the addin, reopen the map, and then import the layers it has created.

The addin relies on having a map that contains layers encapsulated within a GeoDatabase. You can additionally have a Topology set up for the layers, but all other geographical layers will be processed, so avoid having extraneous layers other than the topology.

The addin works on whatever layers are in the map when it is opened, so, for example, any layers added won’t be processed.

To run the addin, click the “Display Types” button. After a short while, a dialog will appear. Occasionally this may appear behind your copy of Arc, so look for it on the Taskbar. It may appear as a little coffee cup:



Click this on your taskbar to see the dialog.



The dialog allows you to set an x and y displacement. As the addin runs, it will displace each layer by these amounts extra, over and above the displacement of the previous layer. The displaced data will be placed into a new featureclass called the old name of the data, prefixed with “Exploded\_”. For example, “Type09” will generate a featureclass called “Exploded\_Type09”. These will be added to the map as layers, and the layers associated with the original featureclasses turned off so it is less confusing (they can be turned on again by checking their checkboxes in the table of contents on the left of ArcMap).

Set x and y displacements as you like, then press “Displace” to generate the new layers/featureclasses. A progress bar \*should\* appear (but doesn’t always), and the “Displace” button should return to an unpressed look when the addin is finished. You can leave the dialog open and type in new displacements, running the tool as many times as you like. The displacements are always applied to the original data, not the displaced data. Press “Finished” or the standard “x” icon on the window when you are finished.

Again – the addin will sometimes crash Arc if you try and save the map. If you do manage to save a map with the Exploded layers in it, the addin should cope with processing those, but this is untested. Probably better to rename them manually first, as the addin currently uses any layer starting “Exploded\_” in strange ways.

**Displacing features**

You can select individual features to displace, or, if no features are chosen, the whole map will be displaced.

If you displace individual features, the non-selected layers will still generate new featureclasses/layers, but they’ll be blank. If you pick some features, run the tool, then pick other features, the first set of features will be reset, because the system always works from the original data (we could look at adjusting this later, but it’ll take a complete re-write).