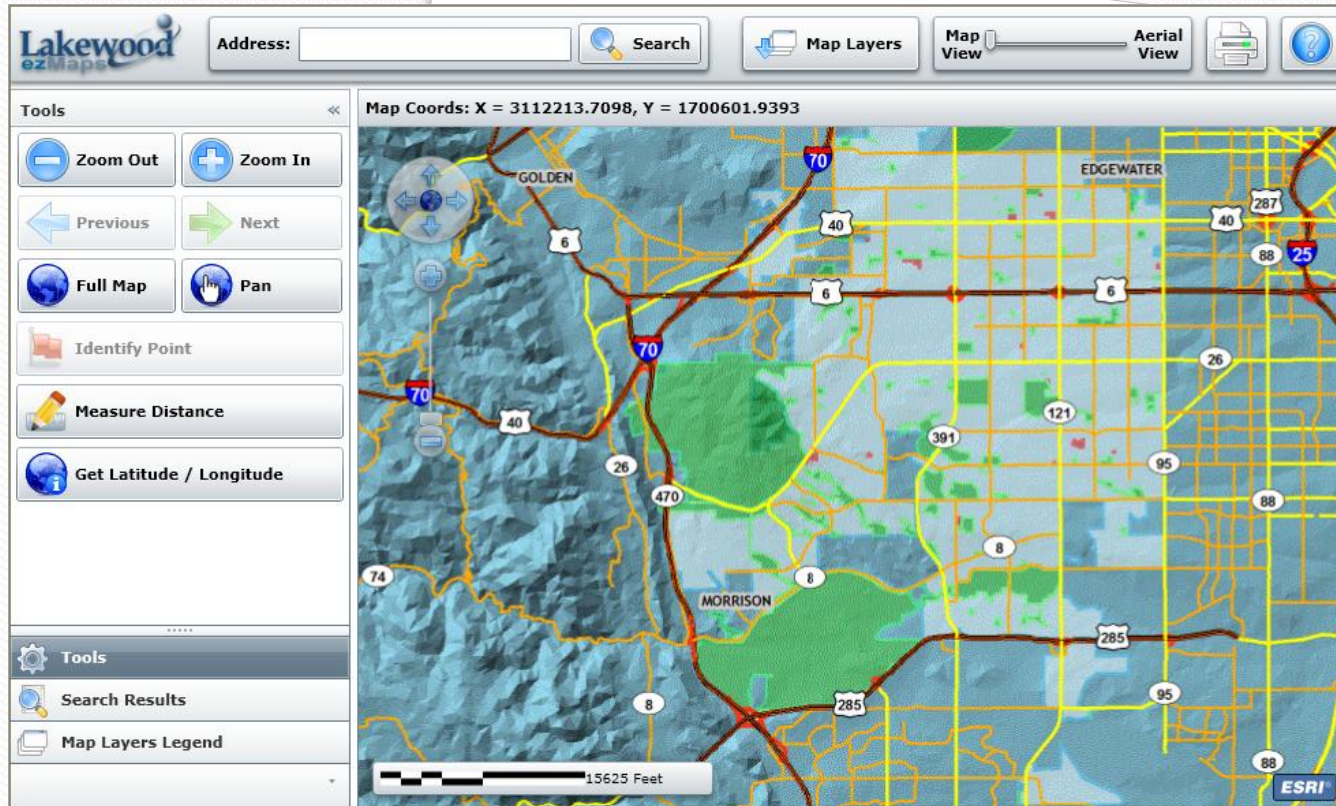


# ArcGIS API for Microsoft Silverlight™ / WPF™

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# What is ArcGIS API for Microsoft Silverlight™/WPF™?



Microsoft Silverlight provides a cross-browser, cross-platform development environment for building and delivering rich interactive applications (RIA) for the Web. The ArcGIS API for Microsoft Silverlight/WPF enables you to integrate ArcGIS Server, ESRI MapIt, and Bing Maps services and capabilities in a Silverlight application. <http://resources.esri.com/help/9.3/arcgisserver/apis/silverlight/help/index.html>  
<http://maps.lakewood.org/>

# Getting Started (System Requirements)

- Required Software
  - [Visual Studio 2008 SP1](#) (\$) or [Visual Web Developer Express with SP1](#) (Free Download)
  - [Silverlight 3 Tools for Visual Studio 2008 SP1](#) (Free Download)
    - Only Silverlight Version 3 is supported by the ArcGIS API
  - [Expression Blend 3 SDK](#) (included with Expression Blend 3)
- Optional Software
  - [Expression Blend 3](#) (\$)
  - [Deep Zoom Composer](#) (Free Download)
  - [Silverlight Toolkit](#) (Free Download)

# Silverlight Application Development Resources

- <http://silverlight.net/getstarted/>
- <http://resources.esri.com/help/9.3/arcgisserver/apis/silverlight/help/index.html>
- <http://resources.esri.com/help/9.3/arcgisserver/apis/silverlight/samples/start.htm>

# ArcGIS Silverlight API Consumes ArcGIS Service Services Using the REST API

## ESRI's ArcGIS Online Services

<http://server.arcgisonline.com/ArcGIS/rest/services>

## RPU ArcGIS Services

<http://rpugisapps/ArcGIS/rest/services>

ArcGIS Services Directory

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Current Version: 9.31

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Services:

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- [CSP\\_Imagery\\_World\\_2D](#) (MapServer)
- [ESRI\\_Imagery\\_World](#) (GlobeServer)
- [ESRI\\_Imagery\\_World\\_2D](#) (MapServer)
- [ESRI\\_ShadedRelief\\_World](#) (GlobeServer)
- [ESRI\\_ShadedRelief\\_World\\_2D](#) (MapServer)
- [ESRI\\_StreetMap\\_World](#) (GlobeServer)
- [ESRI\\_StreetMap\\_World\\_2D](#) (MapServer)
- [GeoEye\\_Imagery\\_World](#) (GlobeServer)
- [GeoEye\\_Imagery\\_World\\_2D](#) (MapServer)
- [I3\\_Imagery\\_Prime\\_World](#) (GlobeServer)
- [I3\\_Imagery\\_Prime\\_World\\_2D](#) (MapServer)
- [NASA\\_CloudCover\\_World](#) (GlobeServer)
- [NGS\\_Topo\\_US](#) (GlobeServer)
- [NGS\\_Topo\\_US\\_2D](#) (MapServer)
- [NPS\\_Physical\\_World](#) (GlobeServer)
- [NPS\\_Physical\\_World\\_2D](#) (MapServer)
- [USA\\_Topo\\_Maps](#) (MapServer)
- [World\\_Imagery](#) (MapServer)
- [World\\_Physical\\_Map](#) (MapServer)
- [World\\_Shaded\\_Relief](#) (MapServer)
- [World\\_Street\\_Map](#) (MapServer)
- [World\\_Terrain\\_Base](#) (MapServer)
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[http://rpugisapps/ArcGIS/rest/services](#)

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Services:

- [Sample](#) (MapServer)



# Silverlight Application Demo

# Tips and Quirks

- Clear ArcGIS Server REST cache
  - The REST API caches content pertaining to catalogs, services, maps, models, etc. Caching such content allows significant performance improvements while working with the REST API. However, **you need to clear this cache when you add services, remove services, update services, or update to a new version of the REST API.**
  - To **Clear the Cache** use the REST API supports an admin console. Assuming a default installation, it is available at the following URLs
    - **Java Server:** `http://<host>:8399/arcgis/rest/admin`
    - **.NET Server:** `http://<host>/arcgis/rest/admin`

# Tips and Quirks cont.

- Check your references in both the XAML and code behind
- Build your Project before running it
- When copying code from Interactive Samples be sure to rename the class in the XAML to the name of your project and Rename the Partial Class in the code behind
  - Sample XAML Code  
x:Class="SilverlightApplication2.MainPage"
  - Sample VB Code  
Partial Public Class MainPage