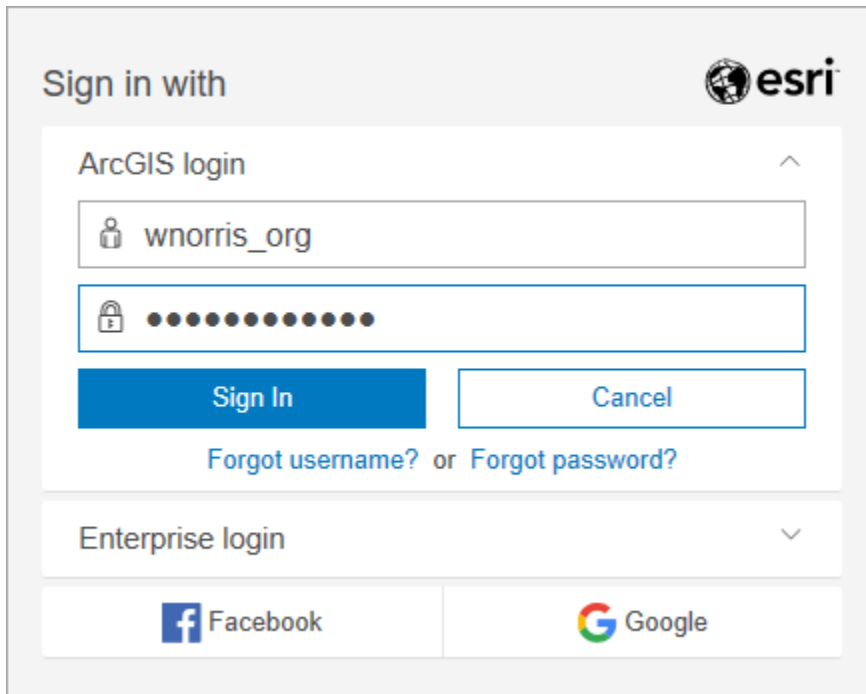# ArcGISPro offline UAS laptops

Start ArcGIS Pro

After you install the software and have been assigned a license, you can start using ArcGIS Pro.

1. Start ArcGIS Pro.

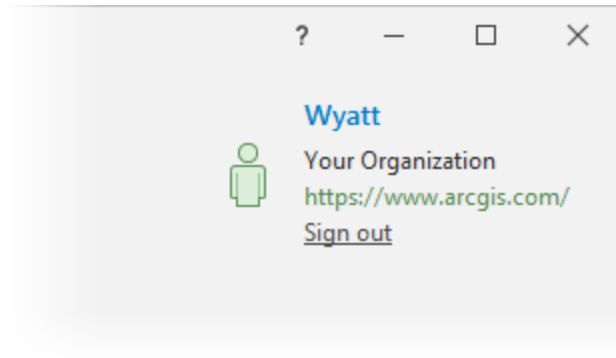   The **ArcGIS Sign In** window appears.

2. Type your user name and password.

   Your user name and password for ArcGIS Pro are the same as those for ArcGIS Online.

In the lower left corner of the window, the **Sign me in automatically** check box is checked. As long as you leave this box checked and do not explicitly sign out of ArcGIS Pro, you will not have to provide your user name and password the next time you start the application.

3. Click **Sign In**.

Your name and active portal connection are displayed in the upper right corner of the ArcGIS Pro application window. You can be signed in to ArcGIS Pro on up to three computers at the same time.

Note:

If you get an **Invalid username or password** error, you may have mistyped your credentials. For other sign-in errors, see Sign in troubleshooting.

View license information

In ArcGIS Pro, you can view your license information, including your license level and the extensions you are authorized to use.

1. On the ArcGIS Pro start page, click **Settings** ⚙ in the lower left corner of the application window. Alternatively, if you have a project open, click the **Project** tab on the ribbon.
2. In the menu on the left side of the application, click **Licensing**.

The three ArcGIS Pro license levels (Basic, Standard, and Advanced) are displayed under **ArcGIS Pro Named User License**. Your license level is the one with the Yes value. In this example, the license level is **Advanced**. (If you have an ArcGIS Trial, you will only see the **Advanced** license level.)

Extensions are displayed under **Esri Extensions**. You are licensed to use any extension with the value **Yes** in the **Licensed** column.

Note:

To change your license level or available extensions, contact your ArcGIS Online administrator.

3. Click the **Back** button in the upper left corner of the application or press Esc to return to the ArcGIS Pro start page or to your open project.
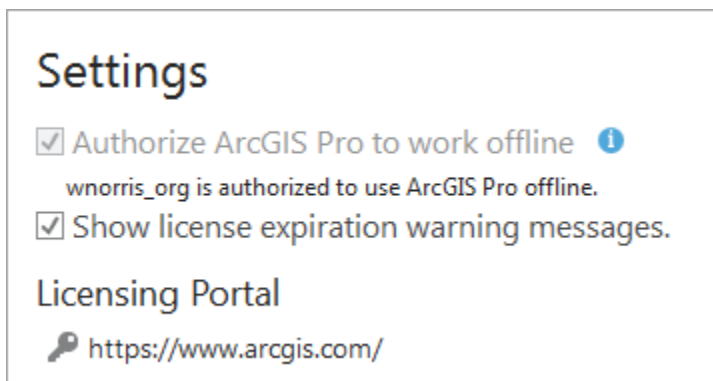
Authorize ArcGIS Pro to work offline

If you need to work in a disconnected environment, you can authorize ArcGIS Pro to work offline. This allows you to use the application without being signed in to a licensing portal.
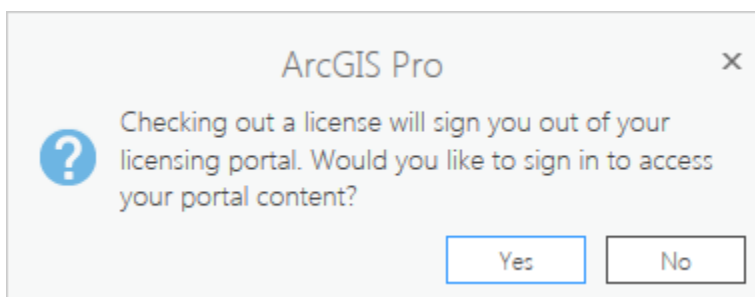
When you authorize ArcGIS Pro to work offline, you can only use the application on one machine. This is the machine you use to take your license offline.

If you work in an environment with periodic online access, you can sign in to an active portal to exchange content with ArcGIS Online when access is available. Even when ArcGIS Pro is authorized to work offline, you must sign in to an active portal to get content from ArcGIS Online or share content to ArcGIS Online. For more information, see Manage portal connections from ArcGIS Pro.

1. On the ArcGIS Pro start page, click **Settings** ⚙ in the lower left corner of the application window. Alternatively, if you have a project open, click the **Project** tab on the ribbon.
2. On the menu on the left side of the application, click **Licensing**.
3. Under **Settings**, check the **Authorize ArcGIS Pro to work offline** box.

The check box becomes unavailable and a prompt appears.

4. On the prompt, click **Yes** if you want to connect to an active ArcGIS Online portal to access or share content. Otherwise, click **No**.

If you click **No**, you can connect to an active portal later when an internet connection is available.

Note:

Your ArcGIS Online administrator can disable offline use of ArcGIS Pro for the organization. If offline use is disabled, an error message appears when you check the **Authorize ArcGIS Pro to work offline** box.

Maps

Take a map offline

When your map includes web feature layers or web tile layers, you can take the map offline and complete your work without a network connection. The **Download Map** button is available if your map contains layers that are configured appropriately to support downloading content, such as the following:

- Feature layers are configured to support synchronization.
- Tile layers are configured to support exporting tiles.
- Vector tile layers are configured to support exporting tiles.
- Imagery layers have a cache and are configured to support exporting tiles from the cache.

Learn about configuring feature layers for working offline

When you take a map offline, the data for each web feature layer that supports synchronization is downloaded to a geodatabase in the project's home folder that is available for editing. Also, the tiles for each web tile layer are downloaded to packages in the project's home folder. You can change the download location in the Share and Download options.

When a network connection is not available, you can edit the downloaded feature data using information in the offline tile packages for reference. Other web layers in the map and layers that access datasets on the network will be broken when a network connection is not available. Layers that access datasets on the local machine will remain available.

Periodically, when a connection is available, you can synchronize your changes to the offline feature data. This allows you to receive updates others have made to the web feature layer and to share your changes with them.

Take feature layers offline

1. On the **Map** tab on the ribbon, in the **Offline** group, click **Download Map** .
2. Click **Download**.

A progress bar appears while data for the web feature layers is taken offline. When the process is complete, a geodatabase containing the offline data appears in the project's home folder. The database is added to the project. Feature layers in the map are updated to access the offline data.
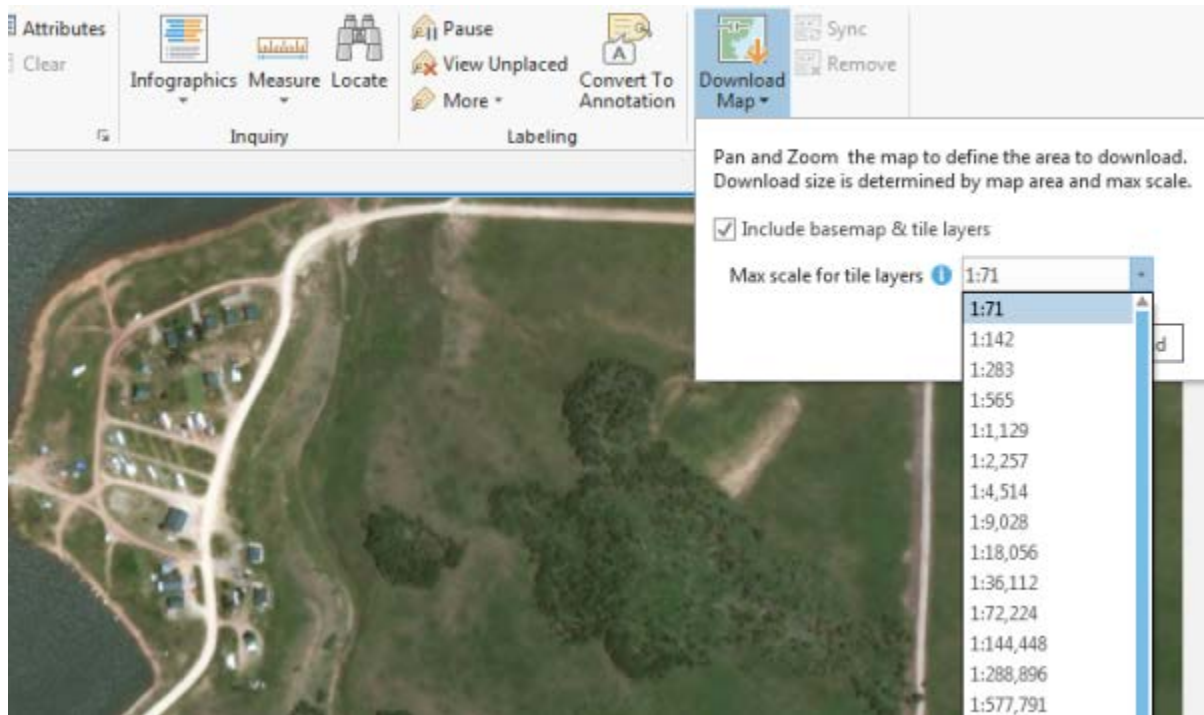
3. Save the project.

You can edit offline features with the same editing tools and workflows you would typically use. You can edit simple features and attributes, and undo and redo your editing operations. You can also edit feature relationships and file attachments.
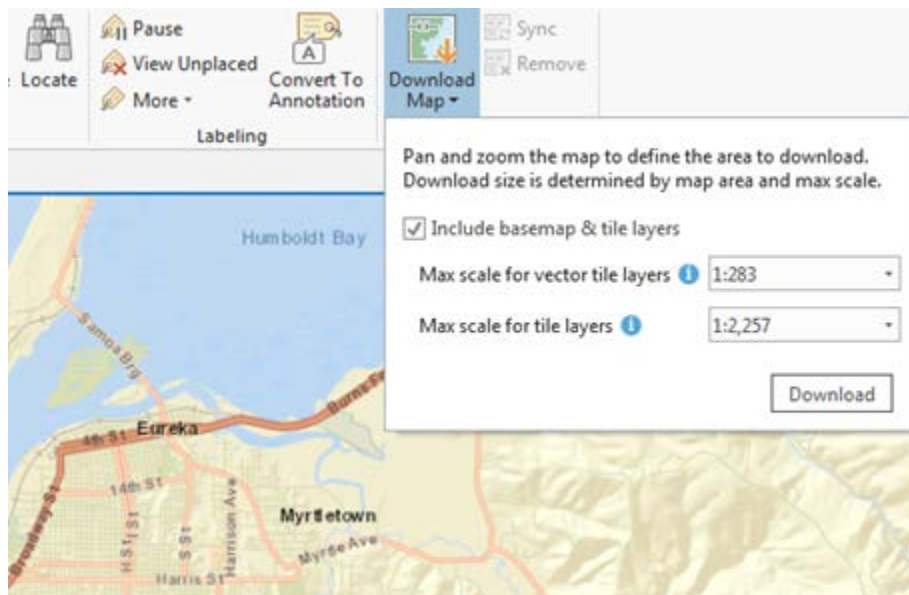
Take tile layers offline

Each tile layer has a maximum number of tiles that can be taken offline. If your map covers a large area, the maximum tile limit will be reached at a given scale. The tiles that are downloaded will be suitable up to that scale and, when you zoom in further, more detail will not be available.

If you zoom in so the map covers a smaller area, you can take more tiles offline before reaching the maximum tile limit, and you will have more detailed reference data to use when you are offline.

At a given map scale, tile layers and vector tile layers can take a different number of tiles offline. The downloaded tile packages and vector tile packages will provide different levels of detail as you work with the offline map.

When a large number of tiles are taken offline, the tile packages and vector tile packages that are created will be larger, and it will take longer to download the package. A 1 GB tile package can take 30 minutes to download with a good network connection.

1. On the **Map** tab on the ribbon, in the **Offline** group, click **Download Map** .
2. Check **Include basemap & tile layers** to take these layers offline.

   The **Include basemap & tile layers** option is available only if a basemap or tile layer in the map can be taken offline.

3. Click the **Max scale for vector tile layers** drop-down list and choose the largest scale at which you want to download vector tile layers.
4. Click the **Max scale for tile layers** drop-down list and choose the largest scale at which you want to download tile layers and imagery layers.
5. Zoom in or out on the map to change the scale at which tiles can be taken offline, and choose a different scale at which to download tiles, if appropriate.
6. Click **Download**.

   A progress bar appears while data and tiles are taken offline. Tile layers and imagery layers are downloaded to a tile package (`.tpk`) and vector tile layers are downloaded to a vector tile package (`.vtpk`).

   When the process is complete, packages containing the offline tiles appear in the project's home folder. Layers in the map referencing the tile layers that were taken offline are turned off. New layers referencing the offline tile packages and vector tile packages are added to the map.

7. Save the project.