

# SDVSave Tool Installation

The SDVSave tool is a simple Visual Basic for Applications (VBA) macro having a single button interface in ArcMap. There is no automatic install available; everything has to be done manually. This can be a confusing task for those who haven't worked with VBA before; so please follow the instructions carefully.

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**Below is a brief summary of the three processes involved in the manual install or uninstall of the SDVSave tool. A more detailed, step-by-step procedure follows.**

## **Clean install**

*Use the clean install process when there is no existing SDVSave tool or after the old version has been properly uninstalled. Separate instructions are available for uninstalling or updating an existing installation of the SDVSave tool.*

## **Uninstall an existing version**

*The uninstall process can be used to remove all objects in ArcMap related to the SDVSave tool. It will remove the button, button code and SDVSave code module from the Normal.mxt. Use this method when installing a new version of ArcGIS or when there is a problem with the existing installation. It can also be performed before doing a clean installation of a new version of the tool. A simpler update process is outlined in a separate document for use when a properly working tool needs to be moved to a newer version of the tool.*

## **Update an existing version to a new version**

*The update process can be used when the existing SDVSave tool is working correctly and just needs a newer version of the tool installed to fix a bug or to add new functionality.*

*The update method is much simpler than uninstalling and then reinstalling the SDVSave tool. In this process, only the SDVSave code module is replaced and no change is made to the button or button code.*

# Installing the SDVSave Tool

Use the installation process when there is no existing SDVSave tool or after the old version has been properly uninstalled. Separate instructions are available for uninstalling or updating an existing installation of the SDVSave tool.

## 1) Unzip the SDVSave installation files from the zip file

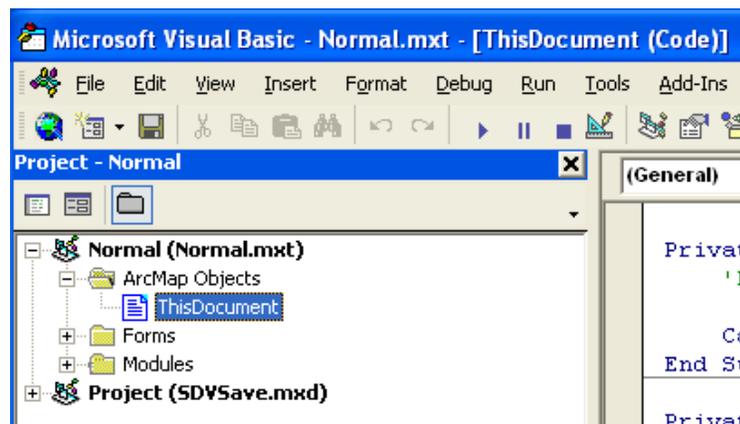
- Using Windows Explorer, locate the files in **C:\Temp\SDV**
- Right-click on '**ThisDocument.txt**' and open using **Notepad** or other text editor
- Use '**Edit>Select All**' to highlight all of the text in the file
- Use '**Edit\Copy**' to load the highlighted text into the clipboard
- Close Notepad

## 2) Start ArcMap

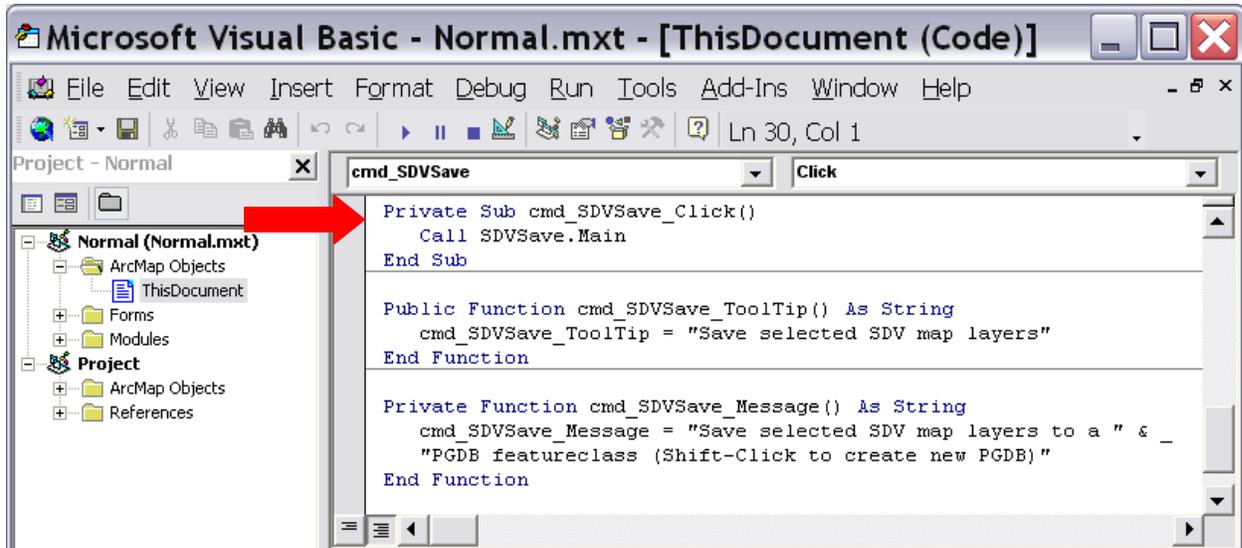
- Start ArcMap and select '**A New Empty Map**' from the ArcMap dialog
- Make sure that the Soil Data Viewer Toolbar is visible on the ArcMap toolbar

## 3) Open the Visual Basic Editor

- Select '**Tools\Macros\Visual Basic Editor**' from the ArcMap menu
- In the upper left-hand corner of the VBA Editor, right-click on **Normal (Normal.mxt)** and select '**Import File**' from the drop down menu.
- Browse to the directory containing the SDVSave installation files
  - a) Change the '**Files of Type**' setting to '**All Files**'
  - b) Select the '**SDVSave.txt**' file
  - c) Click the **Open** button
- Double-click the version of '**ThisDocument**' which is located in the 'ArcMap Objects' folder under '**Normal (Normal.mxt)**'. This will open the code module in edit mode.



# Installing the SDVSave Tool

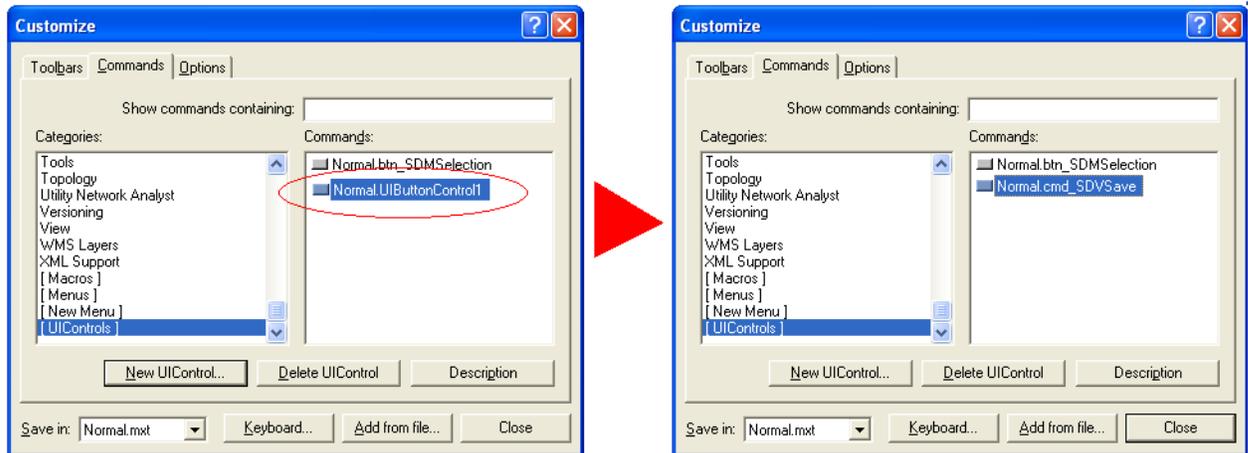


- The title bar on your VBA Editor window should match the one in the screenshot above
- Single-click** in the code module where the red arrow is pointing
- Place the text cursor on a new line AFTER any and all pre-existing code (may be none!)
- Paste in the cmd\_SDVSave code (copied from ThisDocument.txt in Step 1)
- Click the **Save** button (floppy disk icon)
- Close the VBA Editor - (**File\Close and Return to ArcMap**)

#### 4) Create the new toolbar button for "SDVSave"

- Select '**Tools\Customize**' from the ArcMap menu
- Select '**Commands**' tab on Customize dialog
- Change setting for '**Save in:**' to **Normal.mxt**
- Scroll to bottom of **Categories** list and select **UIControls**
- Click the '**New UIControls**' button
- Click the '**Create**' button
- A new button will appear in the window on the right side of the "Customize" dialog  
(continued on next page)

# Installing the SDVSave Tool



- Single-click** the new button and change the name to **Normal.cmd\_SDVSave**
- Press the **Enter** key to save the new name
- Use the left mouse button to grab and drag the new **Normal.cmd\_SDVSave** button to the Soil Data Viewer Toolbar and drop it right next to the existing SDV button 
- Right-click new button on toolbar and select '**Change Button Image**'
- Select the '**Smiley Face**' button
- If installation was successful, you should see a tooltip displayed when the mouse cursor hovers over the new 'Smiley Face' button
- Close the "Customize" dialog to complete this installation

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# Uninstalling the SDVSave Tool

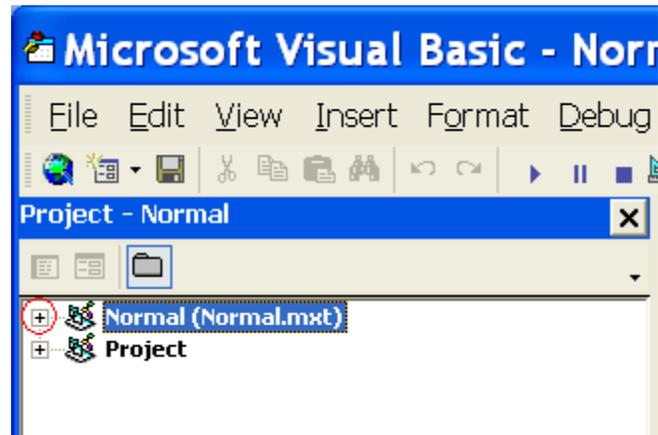
The uninstall process can be used to remove all objects in ArcMap related to the SDVSave tool. It will remove the button, button code and SDVSave code module from the Normal.mxt. Use this method when installing a new version of ArcGIS or when there is a problem with the existing installation. It can also be performed before doing a clean installation of a new version of the tool. A simpler update process is outlined in another document for when a properly working tool needs to be moved to a newer version of the tool.

## 1) Start ArcMap

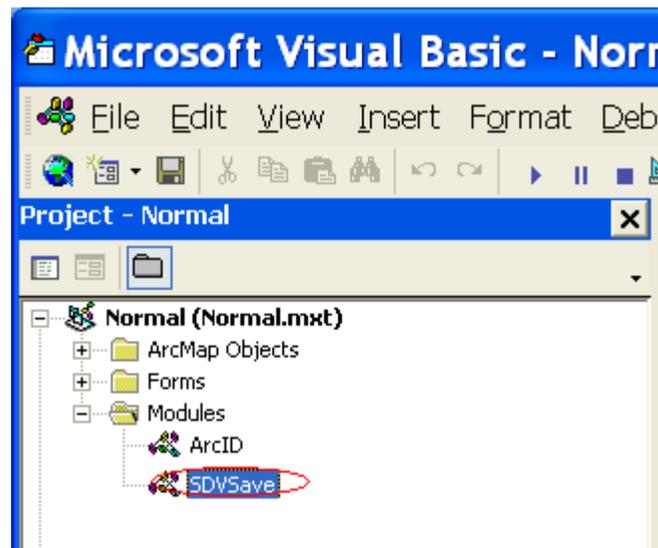
- Start ArcMap and select '**A New Empty Map**' from the ArcMap dialog
- Make sure that the Soil Data Viewer Toolbar is visible on the ArcMap toolbar
- Uninstalling the tool will involve the removal of the SDVSave code module, the button code and the button itself

## 2) Remove SDVSave module

- Select '**Tools\Macros\Visual Basic Editor**' from the ArcMap menu
- In the upper left-hand corner of the VBA Editor, click the plus button to expand **Normal (Normal.mxt)**.



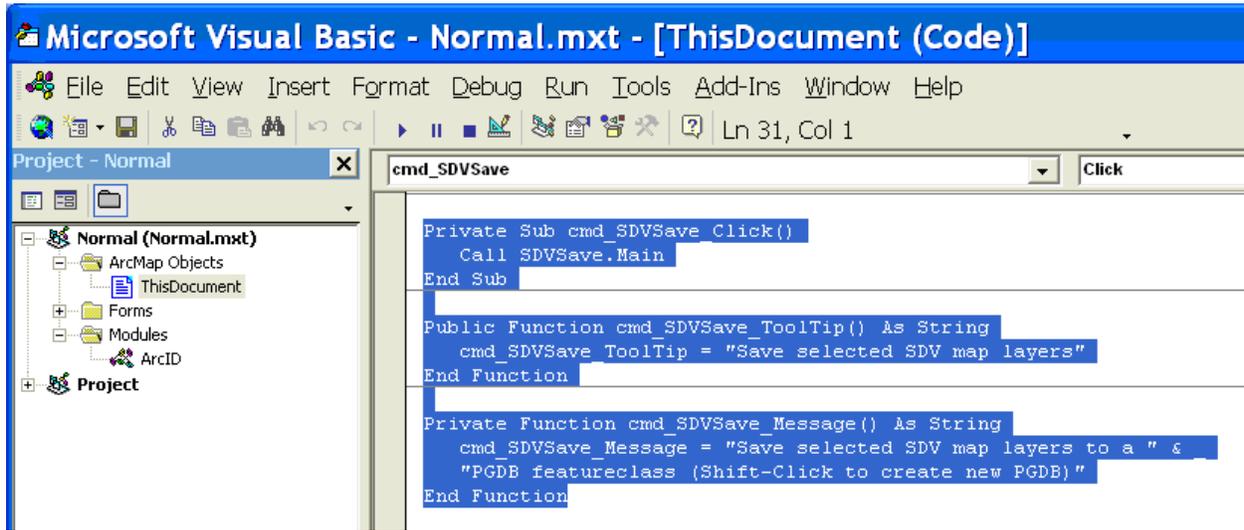
- Next, expand the Modules Folder to display the SDVSave module
- Right-click the **SDVSave** module and select '**Remove SDVSave**' from the dropdown menu
- Click the '**No**' when asked if you want to export the module



## Uninstalling the SDVSave Tool

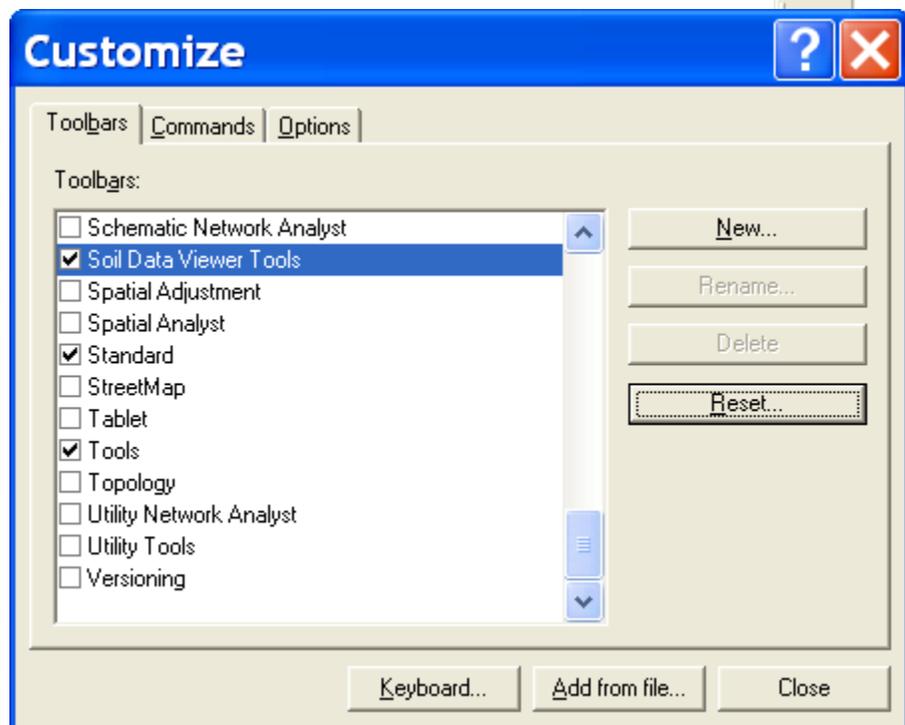
### 3) Delete “button code” from ThisDocument

- Double-click “**ThisDocument**”, located under “ArcMap Objects”
- In the code window on the right side, **highlight the same code** as shown in the screenshot below and **delete** it. Be careful to follow the example exactly as shown!



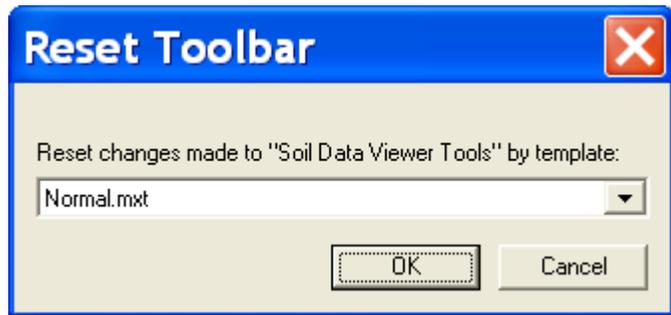
### 4) Remove the button from the Soil Data Viewer Toolbar

- Select “**Tools\Customize**” from the ArcMap menu
- Select the “**Toolbars**” tab
- Highlight “**Soil Data Viewer Tools**” in the Toolbars list
- Click the “**Reset**” button



## Uninstalling the SDVSave Tool

- You should see the following dialog. Confirm that the action is correct and then click **“OK”**
- Close** the “Customize” dialog
- The uninstall is now complete



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# Updating the SDVSave Tool

The update process can be used when the existing SDVSave tool is working correctly and just needs a newer version of the tool installed to fix a bug or to add new functionality.

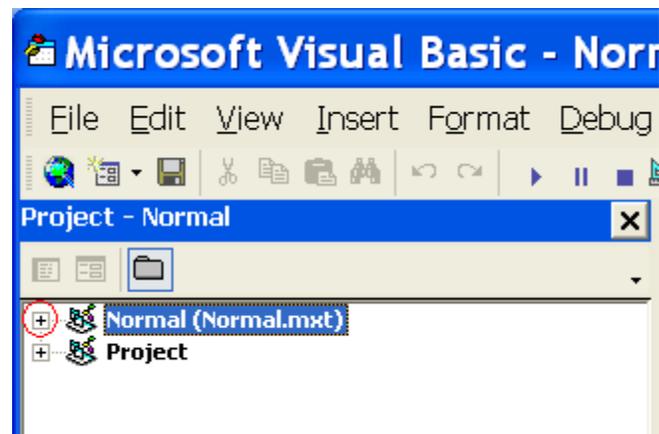
The update method is much simpler than uninstalling and then reinstalling the SDVSave tool. In following process, only the SDVSave code module is replaced and no change is made to the button or button code.

## 1) Start ArcMap

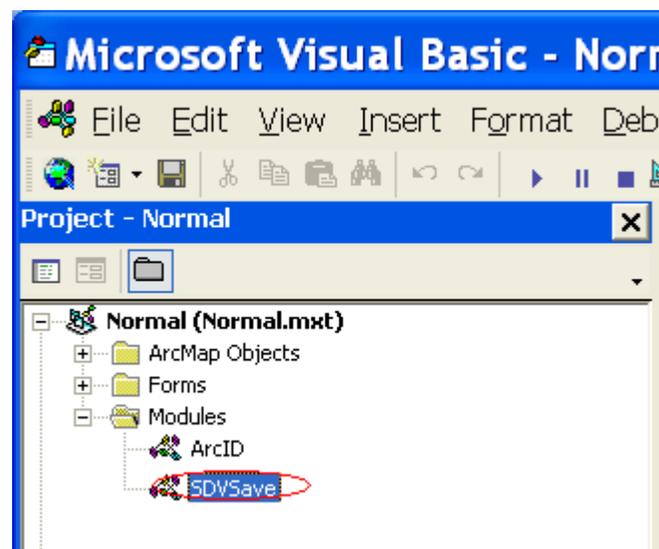
- Start ArcMap and select '**A New Empty Map**' from the ArcMap dialog
- Make sure that the Soil Data Viewer Toolbar is visible on the ArcMap toolbar
- Updating the tool will involve the replacement of the SDVSave code module

## 2) Remove the old SDVSave module

- In the upper left-hand corner of the VBA Editor, click the plus button to expand **Normal (Normal.mxt)**.



- Next, expand the **Modules** folder to display the **SDVSave** module
- Right-click the **SDVSave** module and select '**Remove SDVSave**' from the dropdown menu
- Click the '**No**' when asked if you want to export the module



## Updating the SDVSave Tool

### 3) Import new SDVSave code module

- Select '**Tools\Macros\Visual Basic Editor**' from the ArcMap menu
- In the upper left-hand corner of the VBA Editor, right-click the the **Normal (Normal.mxt)**.
- Select "**Import File**" from the drop down menu
- The files for the new code should have already been unzipped onto your computer
- On the **Import File** dialog, navigate to the "**C:\Temp\SDV**" directory
- Change the "**Files of Type**" setting to "**All Files**"
- Select "**SDVSave.txt**" and click "**Open**"
- "SDVSave" should appear under the "Modules" folder

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