GeoDin®

GeoDinML import

## Instructions

October 2024

Before you start

To use GeoDin®, you need a valid GeoDin® license serial number. You can obtain one by visiting **www.geodin.com** to purchase a licence or apply for a trial license.

A download link for the installer will be sent to you automatically via email after your purchase.
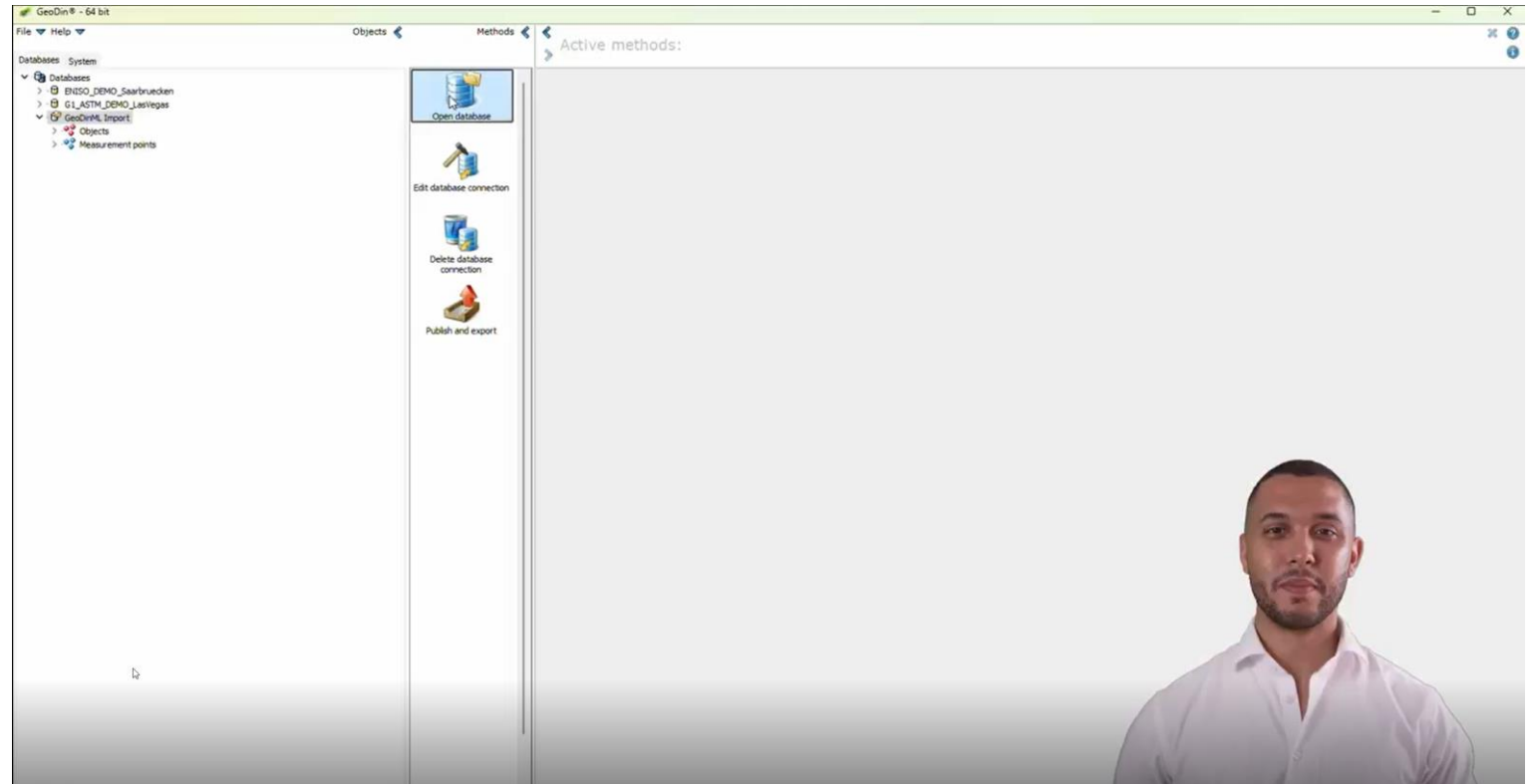
Start the installation by double-clicking on the file **GeoDin-Setup.exe**. Follow the instructions in the installer to install GeoDin®.
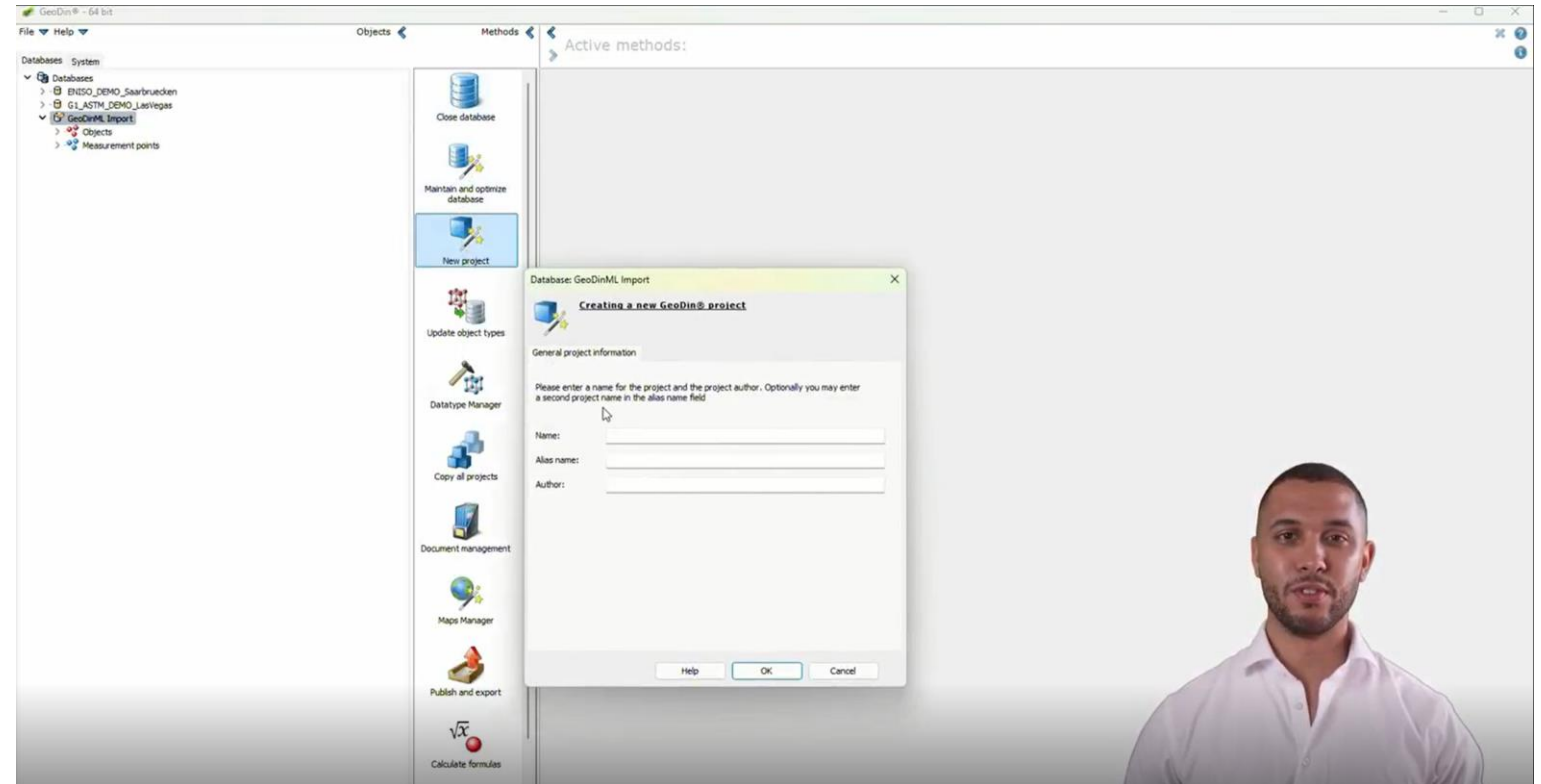
GeoDin® comes with the GeoDinML plugin pre-installed.
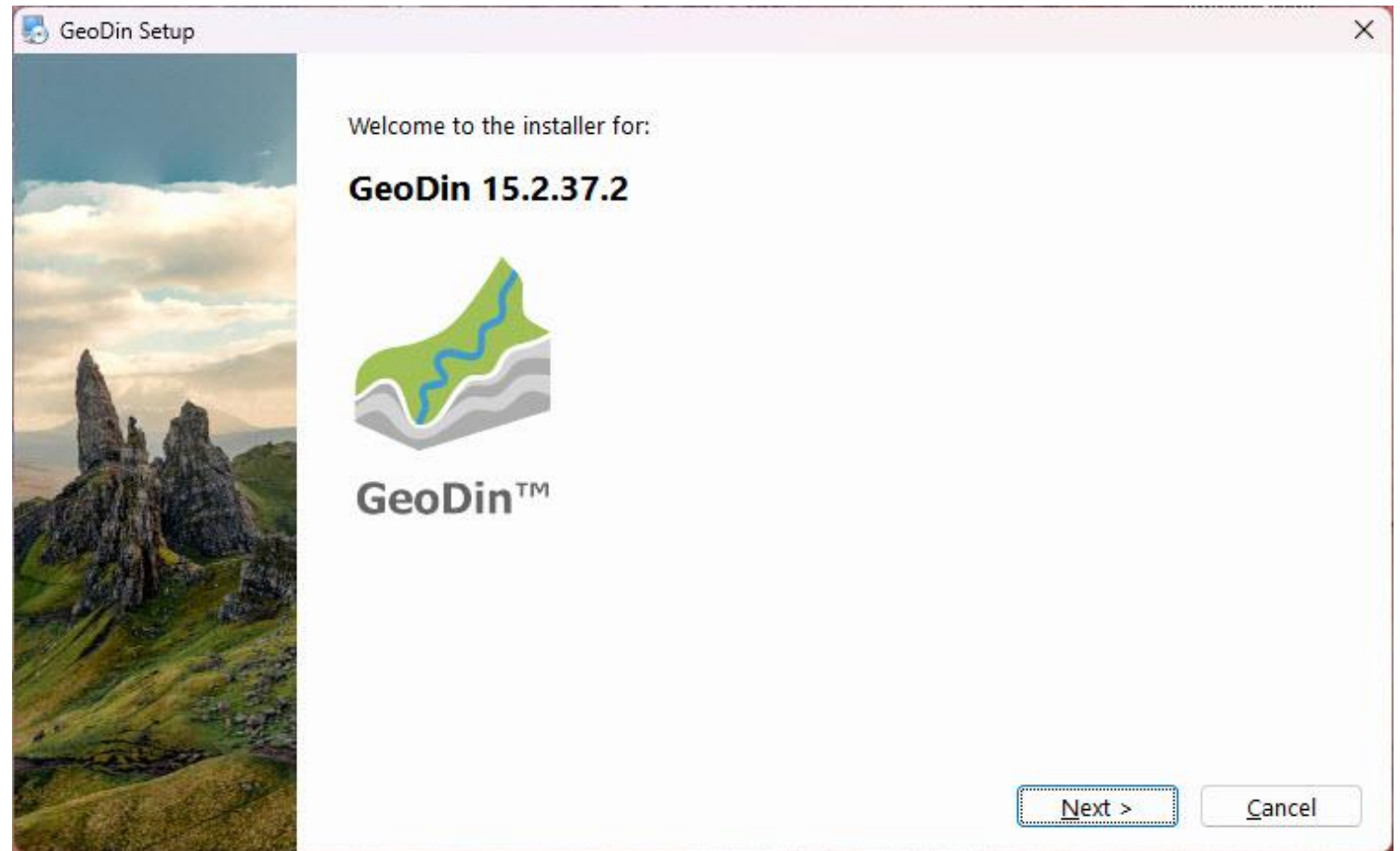
1. Open a database in GeoDin®

Open or create a new database in GeoDin.

2. Create a dummy project

1. Create a project inside your database.

2. Double click on New project.

3. Fill in the name, alias and author.

4. *(This project will be deleted, so you can fill in dummy text for now.)*
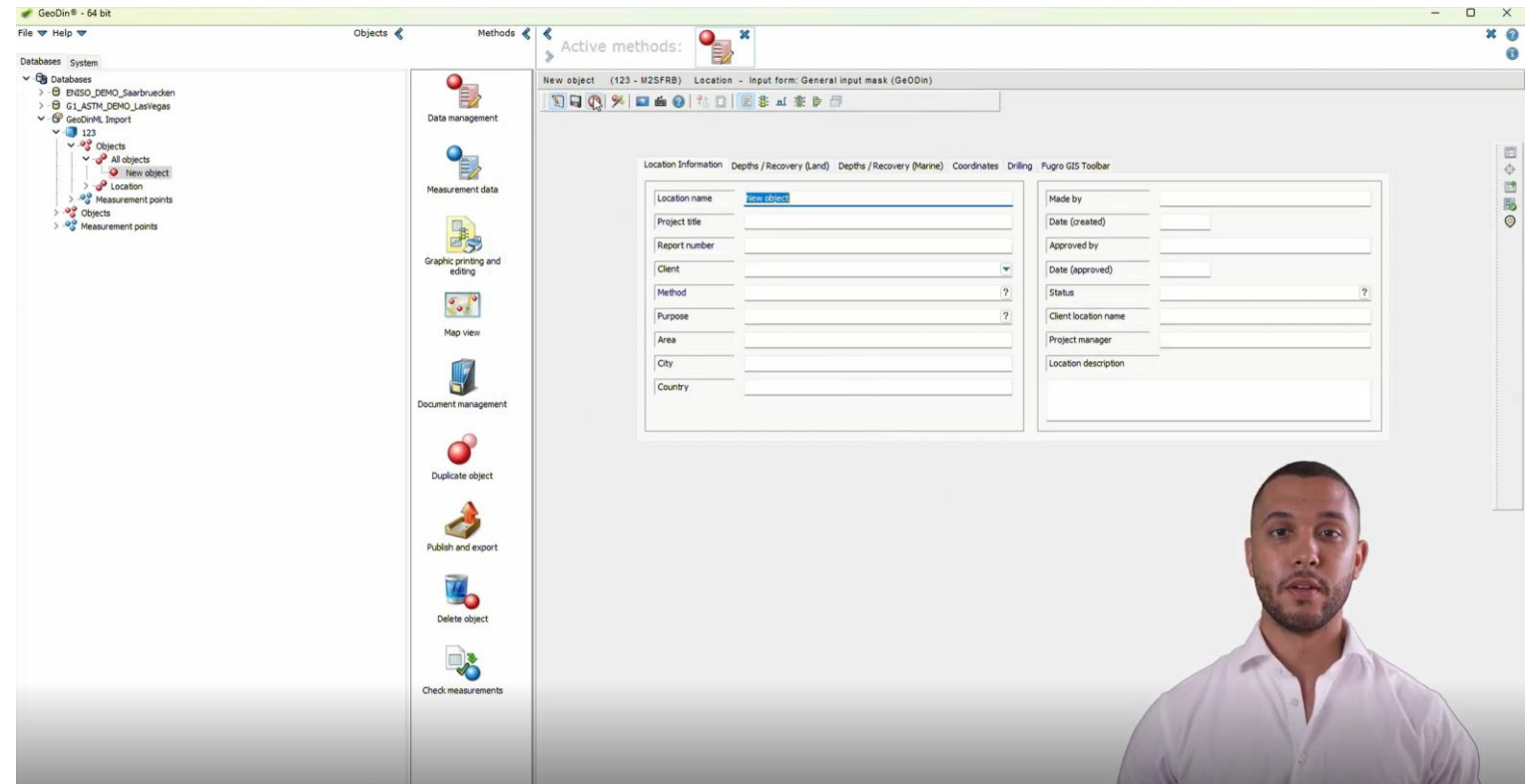
5. Click OK.

3. Create a dummy object

1. Create an object to write the necessary table structures.

2. Double click on New object.
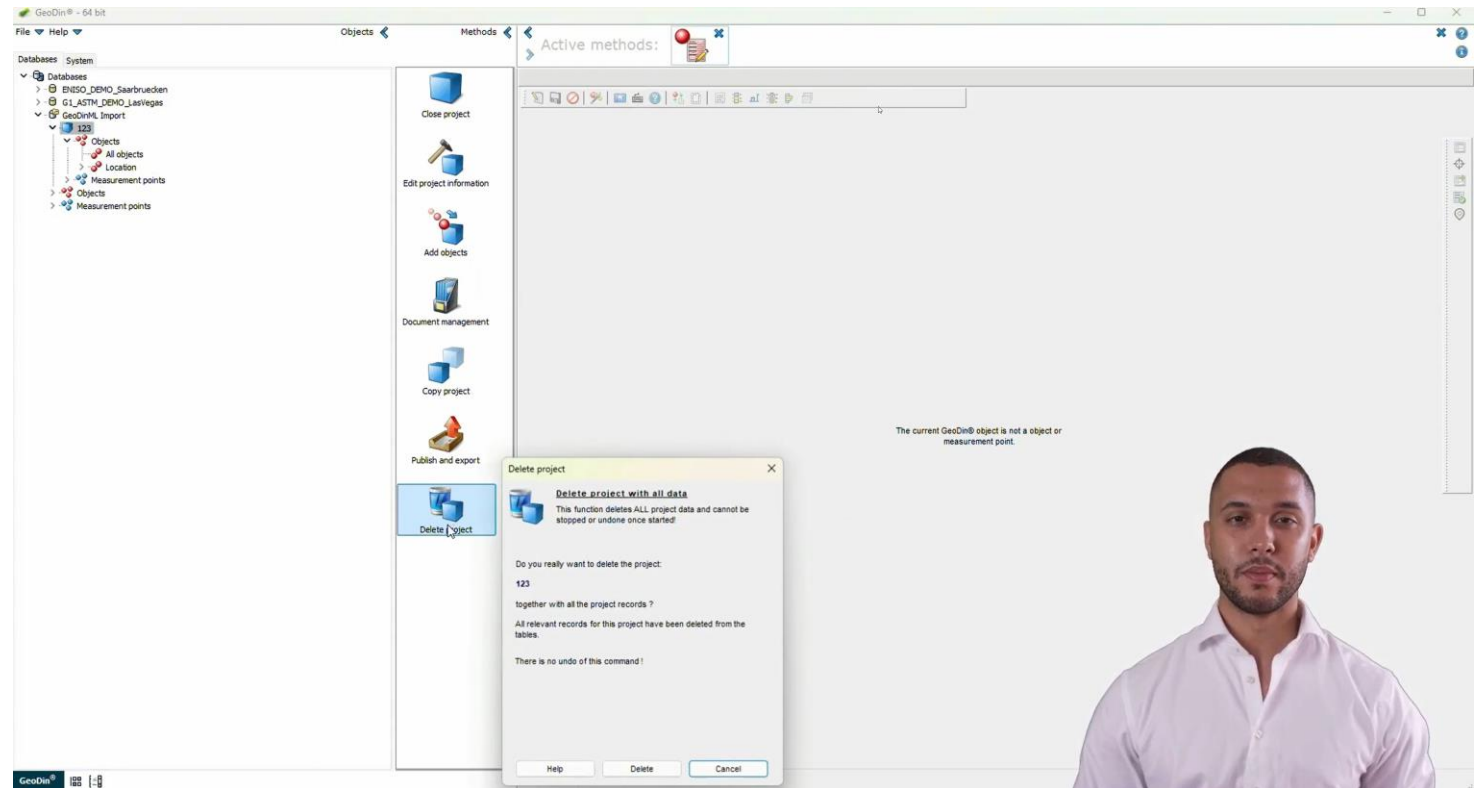
3. Select Location.

4. Click OK.
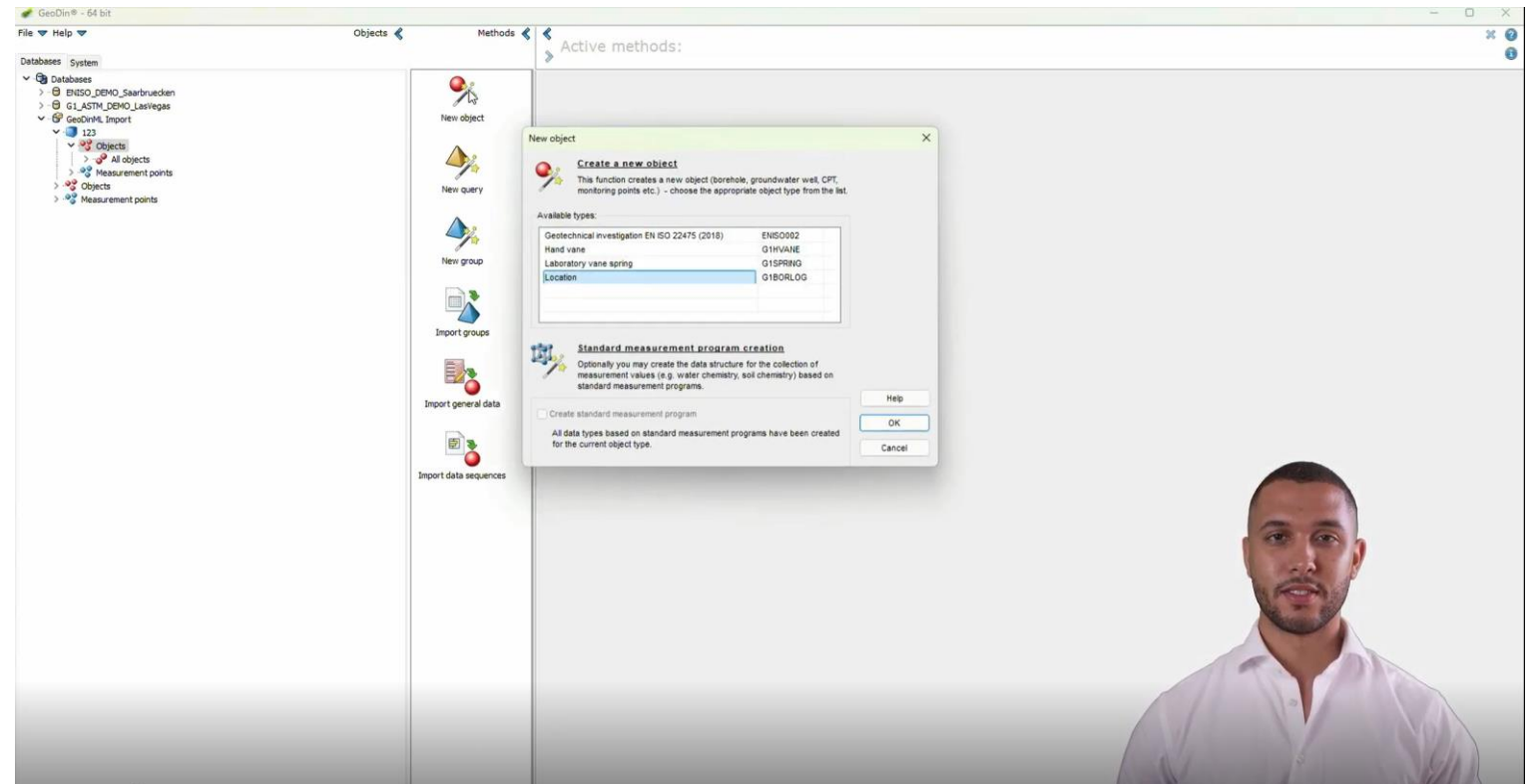
4. Delete the dummy object

1. Click on the delete icon.
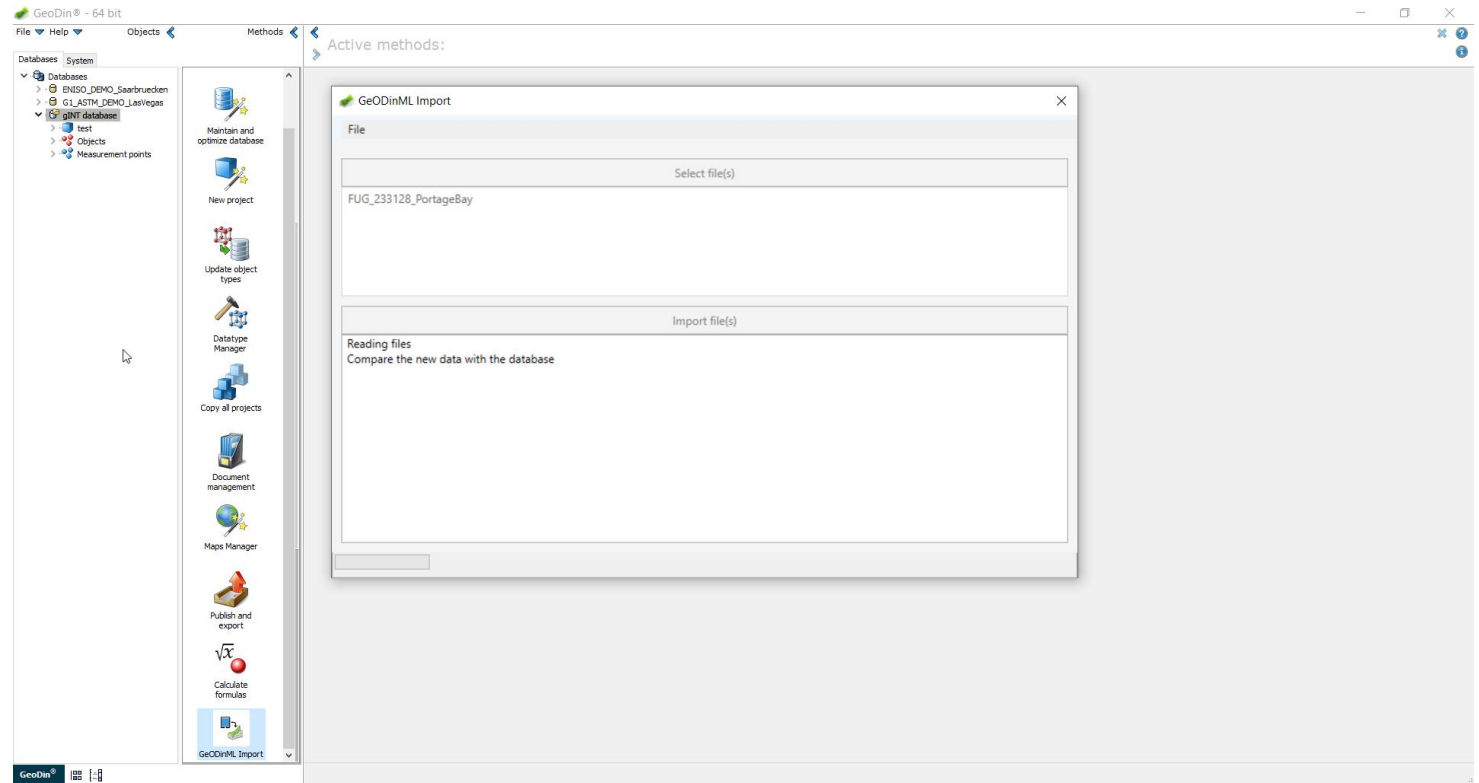
2. Click Yes.

GeoDin®

5. Delete the dummy project

1. Double click on the delete project button.
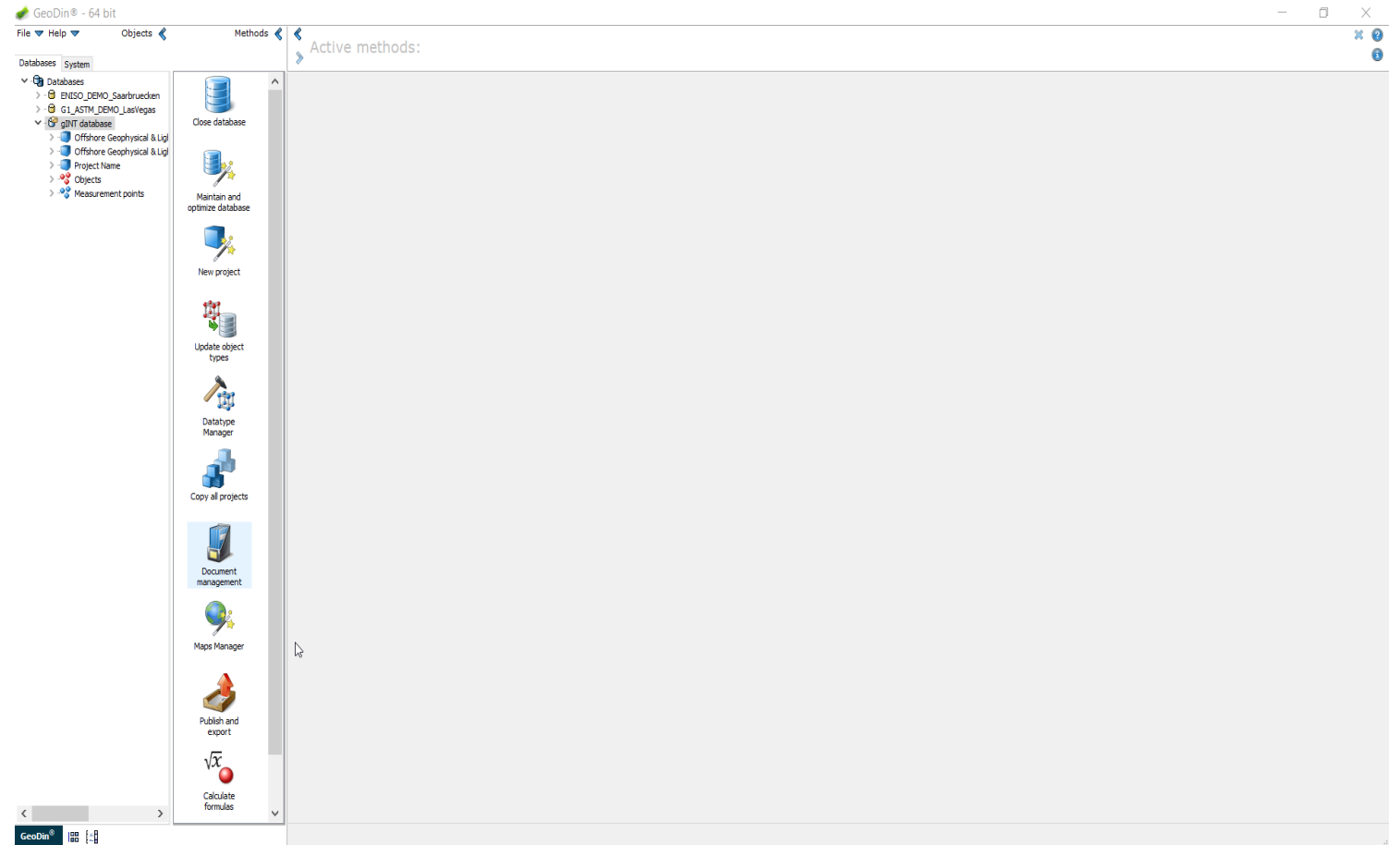
2. Click Delete.

3. Click Yes.

6. Import the GeoDinML file

1. Double click on the GeoDinML import button.

2. Click Select files.

3. Select the GeoDinML file on your local computer.

4. Click Import files. Here you can see which data records are being imported.

5. Close the window.

7. Refresh

1. Once the import is complete, simply close and re-open your database to refresh it.

2. Double click Close database.

3. Double click Open database.

4. You can now view your imported data records under the Databases tab on the left-hand side of your screen!

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