

Demonstration Video

Didger 4 – Part 2

Importing Vector and Data Files

PART 2

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1. Welcome to Golden Software's demonstration video for Didger 4 – Part 2. In this demonstration I'll be covering the topic of importing vector and data files.

You can import many different types of vector and data files into Didger. For example, you can import vector data in the form of ESRI SHP and E00 files, AutoCAD DXF files, and MapInfo MIF files, and you can import many types of data files, including Excel XLS spreadsheets or ASCII text files.

2. To import a vector file into a Didger project, go to **File | Import**.
 - a. Select the vector file you want to import, which in this case is an AutoCAD DXF file, and click *Open*.
 - b. Click *OK* in the **DXF Import Options** dialog box.
 - c. In the **Define Import Options** dialog, choose *Projected Coordinates* if the file you are importing has a projection and then specify the appropriate *Category*, *System*, and *Datum*. For this case, I will leave it set to *Cartesian Coordinates*. You can then specify the *X Axis Type* or *Y Axis Type* as either *Linear* or *Logarithmic* and choose the *Input Data Units*. You can also specify *Line Properties*, *Fill Properties*, *Text Properties*, and *Symbol Properties* for objects in the vector file that do not have predefined properties.
 - d. Click *OK* and the vector file is imported.
3. Importing data points into a Didger project is just as easy. To import a data file into this existing project, simply go to **File | Import**.
 - a. Select the data file you want to import and click *Open*.
 - b. The first dialog box that appears asks you questions about your data. If the data file has a header row with names of the data variables, then check the check box for *Field Name from first row*.
 - c. If you want to create a post map, check *Create Post Map*. A post map will combine all points in the data file into a single entity that has the same point properties. This is useful if you are importing thousands of points solely for the sake of changing their projection. If you just want to display your point data over other data, you most likely do not need to check this check box. I will leave it unchecked.
 - d. Specify which fields contain the *X* and *Y Coordinate* data, and specify any other fields you'd like to use as an ID field and click *Import*.

- e. The next dialog box is where you specify the import options for the data file. If the data has a projection, choose *Projected Coordinates* and then select the appropriate *Category*, *System*, and *Datum* for the projection. If the data does not have a projection, as in this case, you can leave it set to *Cartesian Coordinates*. Specify the *X and Y Axis Types* as either *Linear* or *Logarithmic*, and then choose the appropriate *Input Data Units*. You can also set the *Symbol Properties* for the point locations if you want to.
- f. Once all the options are set, click *OK* and the data points are imported and overlaid on top of any other existing data.
- g. This concludes my demonstration of importing vector and data files into Digger 4.