

Setup CityGRID© database on PostgreSQL server

1. Download and install PostgreSQL

- as described in “**PostgreSQL Installation.pdf**”

2. Download all necessary resources from:

<https://www.uvmsystems.com/index.php/en/support/sup-down#a5>

- Make sure to keep this directory structure:

```
\Resources\CreateCGDB.bat
  \SQL\CreateCGDB_template.sql
    \Defaults_template.sql
    \PROC_DEL_TEXTURE_CITYDB__3_0.sql
    \procedures.sql
    \schema.sql
    \views.sql
```

3. Edit **CreateCGDB.bat**, set these variables (description in **::comments**):

```
DatabaseName
MachineName
Port
TexturesPath
BinDir
TblSpc
PostgresPW
CGUser
CGPW
```

4. Run **CreateCGDB.bat**, this will do these steps (should be done in few sec.):

- Creating a directory <DatabaseName>;
- Copying all necessary sql files into <DatabaseName>;
- 2 files “**CreateCGDB_template.sql**” and “**Defaults_template.sql**” will be edited, using provided variables;
- Creating user, tablespace, database (using provided variables);
- Creating CityGRID schema (tables, procedures, views...);
- Initializing CityGRID database (updateDBSchema, createMaterializedViews)

5. Establish connection with CG Administrator

- Use comma, e.g. **autotex5,5432**:

