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# **django-airports Documentation**

***Release 1.0.3***

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## DJANGO-AIRPORTS

Provides airports' related models and data (from [OurAirports](#)) that can be used in django projects, inspired by [django-cities](#)

Authored by [Basil Shubin](#), and some great [contributors](#).

### 1.1 Installation

First install the module, preferably in a virtual environment. It can be installed from PyPI:

```
pip install django-airports
```

#### 1.1.1 Requirements

You must have *django-cities* installed and configured, see the [django-cities](#) documentation for details and setup instructions.

### 1.2 Setup

First make sure the database support spatial queries, see the [GeoDjango documentation](#) for details and setup instructions.

You'll need to add `airports` to `INSTALLED_APPS` in your projects `settings.py` file:

```
INSTALLED_APPS += [  
    'airports',  
]
```

Then run `./manage.py migrate` to create the required database tables.

## 1.3 Import data

After you have configured all settings, run

```
python manage.py airports
```

The `airports` manage command has options, see `airports --help` output.

Second run will update the DB with the latest data from the source csv file.

## 1.4 Contributing

If you like this module, forked it, or would like to improve it, please let us know! Pull requests are welcome too. :-)

## 1.5 License

django-airports is released under the MIT license.



## INSTALLATION

Requirements (Ubuntu 16.04):

```
sudo apt-get install -y libsqlite3-mod-spatialite binutils libproj-dev gdal-bin  
  
$ easy_install django-airports
```

Or, if you have virtualenvwrapper installed:

```
$ mkvirtualenv django-airports  
$ pip install django-airports
```

Install django-airports:

```
pip install django-airports
```

Add it to your *INSTALLED\_APPS*:

```
INSTALLED_APPS = (  
    ...  
    'cities',  
    'airports',  
    'django.contrib.gis',  
    ...  
)
```



## USAGE

Requirements (Ubuntu 16.04):

```
sudo apt-get install -y libsqlite3-mod-spatialite binutils libproj-dev gdal-bin
```

Install django-airports:

```
pip install django-airports
```

Add it to your *INSTALLED\_APPS*:

```
INSTALLED_APPS = (  
    ...  
    'cities',  
    'airports',  
    'django.contrib.gis',  
    ...  
)
```



## CONTRIBUTING

Contributions are welcome, and they are greatly appreciated! Every little bit helps, and credit will always be given. You can contribute in many ways:

### 4.1 Types of Contributions

#### 4.1.1 Report Bugs

Report bugs at <https://github.com/bashu/django-airports/issues>.

If you are reporting a bug, please include:

- Your operating system name and version.
- Any details about your local setup that might be helpful in troubleshooting.
- Detailed steps to reproduce the bug.

#### 4.1.2 Fix Bugs

Look through the GitHub issues for bugs. Anything tagged with “bug” is open to whoever wants to implement it.

#### 4.1.3 Implement Features

Look through the GitHub issues for features. Anything tagged with “feature” is open to whoever wants to implement it.

#### 4.1.4 Write Documentation

django-airports could always use more documentation, whether as part of the official django-airports docs, in docstrings, or even on the web in blog posts, articles, and such.

### 4.1.5 Submit Feedback

The best way to send feedback is to file an issue at <https://github.com/bashu/django-airports/issues>.

If you are proposing a feature:

- Explain in detail how it would work.
- Keep the scope as narrow as possible, to make it easier to implement.
- Remember that this is a volunteer-driven project, and that contributions are welcome :)

## 4.2 Get Started!

Ready to contribute? Here's how to set up *django-airports* for local development.

1. Fork the *django-airports* repo on GitHub.
2. Clone your fork locally:

```
$ git clone git@github.com:your_name_here/django-airports.git
```

3. Install your local copy into a virtualenv. Assuming you have virtualenvwrapper installed, this is how you set up your fork for local development:

```
$ mkvirtualenv django-airports
$ cd django-airports/
$ python setup.py develop
```

4. Create a branch for local development:

```
$ git checkout -b name-of-your-bugfix-or-feature
```

Now you can make your changes locally.

5. When you're done making changes, check that your changes pass flake8 and the tests, including testing other Python versions with tox:

```
$ flake8 airports
$ python setup.py test
$ tox
```

To get flake8 and tox, just pip install them into your virtualenv.

6. Commit your changes and push your branch to GitHub:

```
$ git add .
$ git commit -m "Your detailed description of your changes."
$ git push origin name-of-your-bugfix-or-feature
```

7. Submit a pull request through the GitHub website.

## 4.3 Pull Request Guidelines

Before you submit a pull request, check that it meets these guidelines:

1. The pull request should include tests.
2. If the pull request adds functionality, the docs should be updated. Put your new functionality into a function with a docstring, and add the feature to the list in README.rst.
3. The pull request should work for Python 2.6, 2.7, and 3.3, and for PyPy. Check [https://travis-ci.org/bashu/django-airports/pull\\_requests](https://travis-ci.org/bashu/django-airports/pull_requests) and make sure that the tests pass for all supported Python versions.

## 4.4 Tips

To run a subset of tests:

```
$ python -m unittest tests.test_airports
```





## AUTHORS

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### 5.1 Contributors

None yet. Why not be the first?



**CHANGES****6.1 1.0.3 (2021-12-22)**

- Fixed broken release.

**6.2 1.0.2 (2021-12-22)**

- Include missing .mo files.

**6.3 1.0.1 (2021-12-22)**

- Added ru translation.
- Renamed city\_name field to municipality, local field to local\_code.

**6.4 1.0.0 (2021-12-21)**

- Added Django 3+ support.
- Dropped Python 2.7 support.
- Dropped Django 1.10 / 1.11 support.