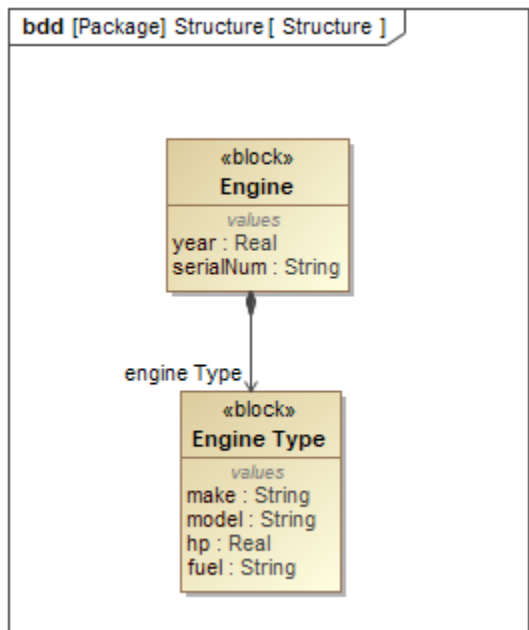


Importing instances

Lets say, we need to import the nested instances with slots in the already prepared Engine model structure where the *Engine* is decomposed to *Engine Type*, as shown in the figure below.



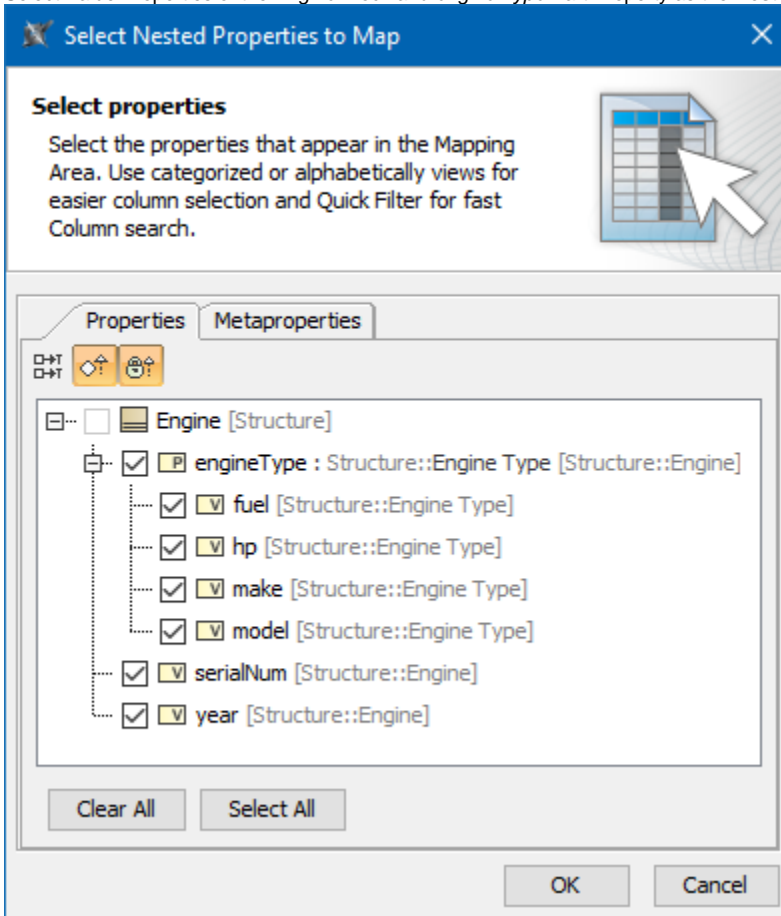
The *Engine* Block will be a classifier for three engine instances. Each engine instance will contain *serialNum*, *year* slots with defined values and nested *engine Type* instances. Each nested *engine Type* instances will contain four *fuel*, *hp*, *make* and *model* slots with defined values. In the following figure, the Excel spreadsheet is prepared for the instances import. [Learn more how to prepare the Excel or CSV file for import >>](#)

	A	B	C	D	E	F	G	H
1								
2								
3	EngineName	Engine.SerialNum	Engine.Year	Engine.EngineType.Make	Engine.EngineType.Model	Engine.EngineType.HP	Engine.EngineType.Fuel	EngineType
4	MIKRON	C1075	1975	Chilton	K90	99 GAS		V6
5	377MAG	M30099	1999	Mer cruiser	350MagMPI	300 GAS		V8
6	350MAG	M3060	1962	Mercury	Mark30	80 GAS		V8

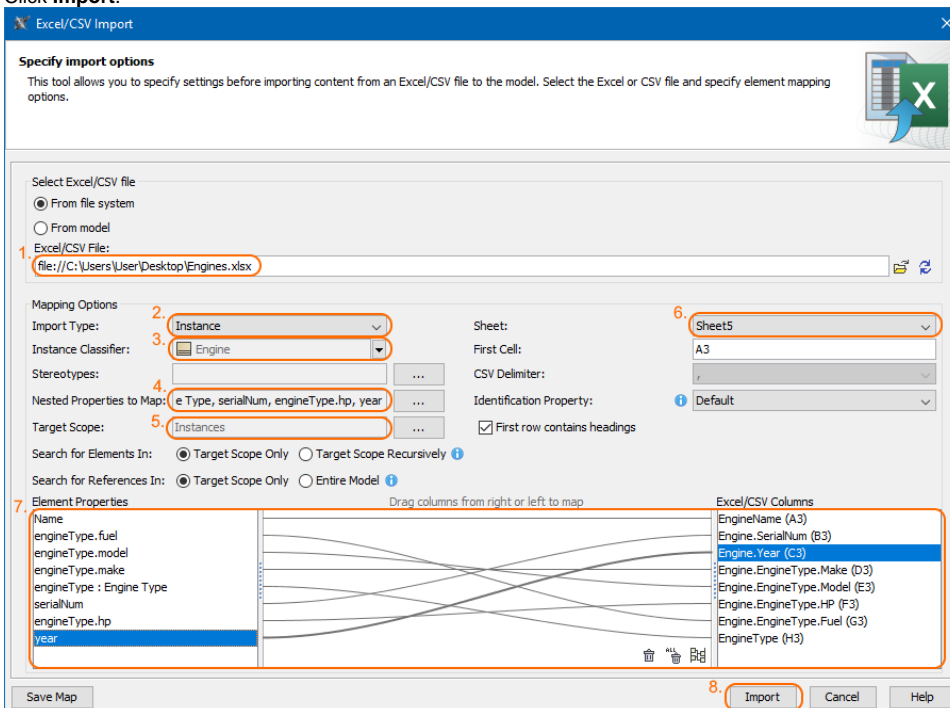
Next, begin the import: in the top-left corner of the modeling tool, click the **File > Import From > Excel/CSV File > Import Using New Map**. In the **Excel /CSV Import** dialog specify options:

- 1. Select the Excel file which contains the spreadsheet with instances. In this case, the *Vehicle model import* Excel file is selected.
- 2. Select Instances as **Import Type** option value.
- 3. Select *Engine* Block as **Instance Classifier** option value.

4. Select Value Properties of the *Engine* Block and *engine Type* Part Property as the **Nested Properties To Map** option values.



5. Specify the location of imported elements in the **Containment Tree** by selecting the **Target Scope** option value. In this case, the *Instances Package* is selected.
6. Specify the Excel file sheet in which the table is prepared to import. In this case, the table is in the Sheet 4.
7. Create mapping between model properties and excel table cells.
8. Click **Import**.



As a result, three nested engine instances and their slots are created with defined values.

