
Odin Documentation

Release 1.0

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Object Data Mapper for Python

CHAPTER 1

First Steps

Quick overview to get up to speed with Odin.

- [intro/creating-resources](#)
- [intro/loading-and-saving-data](#)
- [intro/mapping-between-resources](#)

Working with resources

Resources are the basic building block of Odin.

- Resources: [ref/resources/fields](#) | [ref/resources/options](#)
- Loading and Saving: [ref/codecs/json_codec](#) | [ref/codecs/yaml_codec](#) | [ref/codecs/csv_codec](#) | [ref/codecs/msgpack_codec](#)
- Mapping: [ref/mapping/classes](#)
- Adapters: [ref/adapters](#)
- Documenting: [ref/contrib/sphinx/index](#)

See the [examples/index](#) section for examples on how to use features of Odin.

CHAPTER 3

Extras

- [ref/contrib/money/index](#)
- [ref/contrib/geo/index](#)
- [ref/contrib/pint/index](#)

CHAPTER 4

Integration

- [integration/aws/index](#)
- [integration/django/index](#)

CHAPTER 5

Project Links

- [Project home](#)
- [Issue/Bug tracker](#)

CHAPTER 6

Indices and tables

- contents
- genindex
- modindex
- search