

User Manual for BAG_IOE

Quick Start

Dependent environments

- Windows 10 x64
- Microsoft Visual Studio 2015(x64) and Qt VS addin
- Qt 5.8 x64
- OpenSceneGraph 3.4.0
- osgEarth 2.8

Building instruction

For VS IDE proceed as follows:

1. Install Qt 5.8 (Desktop OpenGL version)
2. Download OpenSceneGraph 3.4.0 and osgEarth 2.8 , run CMake to build it and set the paths to Qt
3. Install Qt VS addin, configure it to use the same Qt files like the environment variable QTDIR.
4. Download "BAG_IOE.rar".
5. Open "MainWindow.sln" and set dependent environments.
6. First compile "BIM" and then compile "MainWindow" (Fig. 1). Note, because the large-scale models will be loaded when starting the program, the release version is recommended strongly.





build-MainWindow-Desktop_Qt_5_8_0_MSVC2015_64bit > release	
名称	修改日期
 BIM.dll	2021/1/30 22:21
 BIM.exp	2021/1/30 22:21
 BIM.lib	2021/1/30 22:21
 MainWindow.exe	2021/1/30 22:22

Fig. 1 Compile result.

Run & interactive operation

1. Double click MainWindow.exe and the platform will be started and run. Then, BIM models will be visualized in the virtual globe (Fig. 2).
2. You can zoom in or out of the scene by moving the mouse wheel.
3. You can move the scene range by pressing the left mouse button while dragging the mouse position.
4. You can rotate the scene by pressing the right mouse button and dragging the mouse position.

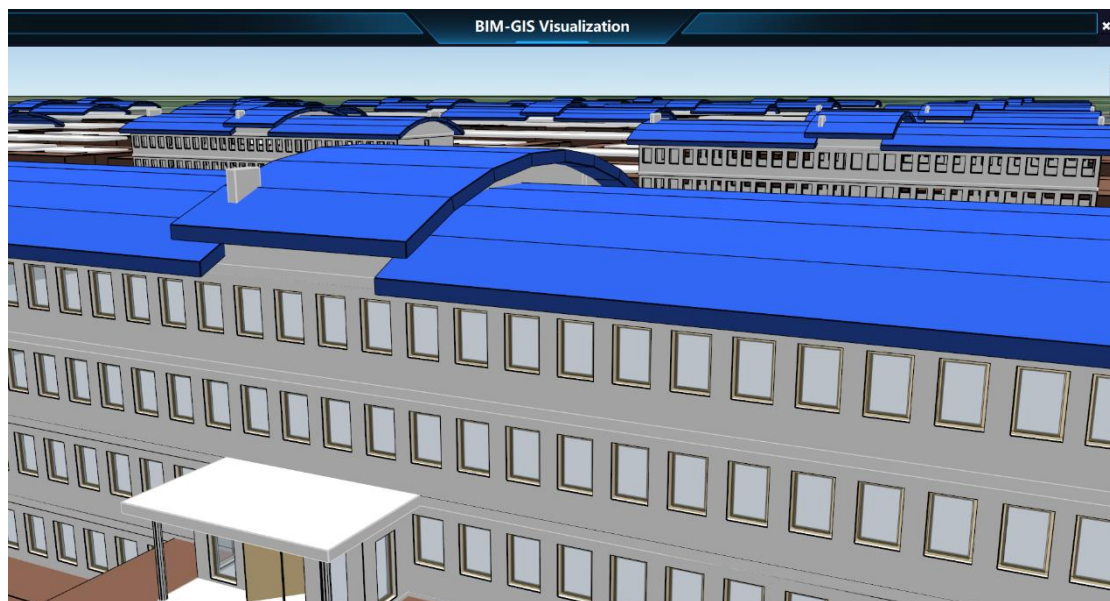




Fig. 2 BIM-GIS visualization.