

3D City Database (for PostgreSQL)

Quick installation guide

Last update: 12 October 2023

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Overview

**Install required
software**

**Set up the
database**

**Connect to the
database via the
Importer/Exporter**

**Add additional
database schemas
(Optional)**

**Install ADE plug-ins
(Optional)**

Overview

**Install required
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Software requirements

- **Java 11 JDK or higher**
 - <https://www.oracle.com/java/technologies/javase/jdk11-archive-downloads.html>
- **PostgreSQL (e.g. v. 12.x) + PostGIS (e.g. v. 3.x) + PgAdmin 4 (e.g. v. 6.x)**
 - <https://www.postgresql.org/download/>
 - <https://postgis.net/install/> (generally already installed with PostgreSQL)
 - <https://www.pgadmin.org/download/> (generally already installed with PostgreSQL)
- **CityGML 3D City Database Suite**
 - <https://github.com/3dcitydb/3dcitydb-suite/releases>
- **Google Earth Pro** (optional, only if you want to export to KML/Collada)
 - <https://www.google.com/earth/versions/#download-pro>
- **NodeJS** (optional, needed only if you want to use the Web-map-client)
 - <https://nodejs.org/en/>

Software required
Software install
Database setup
Imp/Exp connection
Additional schemas
ADE plug-ins
Further resources

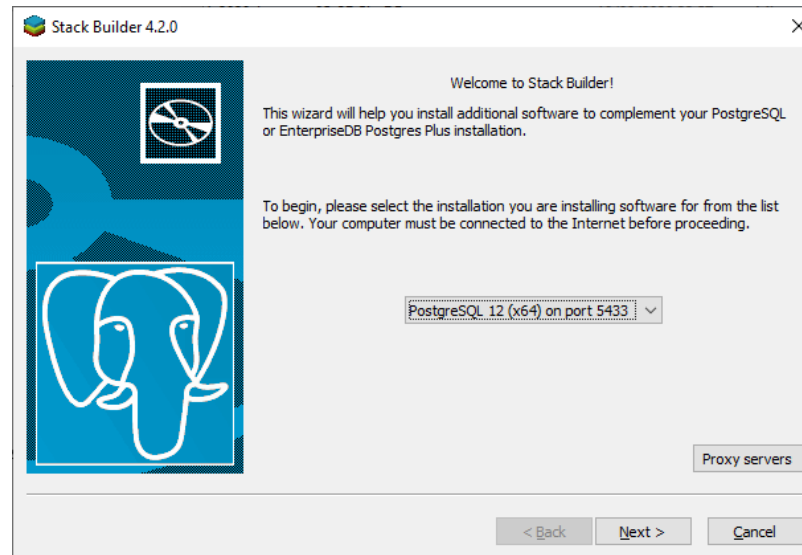
Software installation order

- 1) Install Java (if not yet installed)
- 2) Install PostgreSQL
 - Install PostGIS (generally installed together with PostgreSQL, see next slides)
 - Install PgAdmin (generally installed together with PostgreSQL, see next slides)
- 3) Install the 3DCityDB suite
 - Execute the .jar file, it will start the installation process
- 4) Install Google Earth (optional)
- 5) Install NodeJS (optional)

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PostgreSQL

- **RECOMMENDED:** Install PostgreSQL on your computer using the automatic installer (Stack builder).



- Please take care to:
 - Properly set a **password** for your **postgres user**. The *postgres* user is the administrator of the PostgreSQL database cluster. Do not lose the password!!
 - You can generally set the default **port** of PostgreSQL to **5432**.

Software required

Software install

- Java
- **PostgreSQL**
- PgAdmin/PostGIS
- 3DCityDB

Database setup

Imp/Exp connection

Additional schemas

ADE plug-ins

Further resources

PgAdmin / PostGIS

- **PGAdmin4** is generally installed by default, no need to do anything
- The Stack builder application allows you to install also other applications, such as **PostGIS** and (optionally) a webserver (here: PEM)

Software required Software install

- Java
- PostgreSQL
- **PgAdmin/PostGIS**
- 3DCityDB

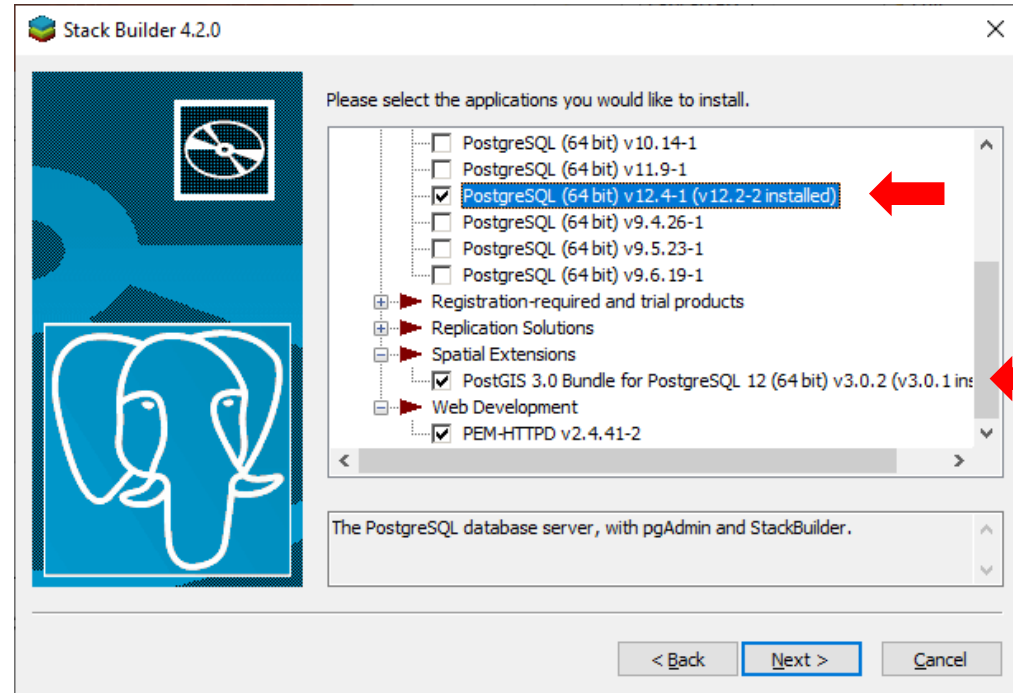
Database setup

Imp/Exp connection

Additional schemas

ADE plug-ins

Further resources



NOTA BENE: The detailed installation guide can be found here:

<https://3dcitydb-docs.readthedocs.io/en/latest/>

In the following slides, only the main points are presented

Software required

Software install

- Java
- PostgreSQL
- PgAdmin/PostGIS
- **3DCityDB**

Database setup

Imp/Exp connection

Additional schemas

ADE plug-ins

Further resources

1) Install the **3D City Database Suite**

- If you want to install it in the program files directory (e.g. C:\Program Files\3DCityDB-Importer-Exporter) you must make that directory writable by everybody (i.e. not only by the administrator!)
- Alternatively, you can install the 3DcityDB in any other directory where you have writing privileges
- At the end, you should have the icon of the Importer/Exporter on your desktop (or start menu)

2) Launch the Importer/Exporter just to test whether it starts correctly



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(Optional)**

Database setup

Procedure overview

- 1) In PostgreSQL (via the PgAdmin GUI)
 - Connect to the PostgreSQL server
 - Create a new empty database that will contain your 3D city model data
 - Add the extensions for PostGIS, PostGIS-raster, etc. to the empty database
 - See the next slides for details
- 2) From the 3DCityDB installation folder
 - Edit the CONNECTION_DETAILS.bat file and run the CREATEDB script to create the tables (and other objects) in the empty database you have created in the previous step
 - See the next slides for details
- 3) Connect to the database (e.g. via PgAdmin) just to check that you created the tables
- 4) Connect to the database from the 3DCityDB Importer/Exporter

Software required
Software install
Database setup
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Further resources

Connecting to the database

- AFTER you have successfully installed PostgreSQL, you can access the database server via PgAdmin

ALTERNATIVELY

- You do not have PostgreSQL installed on your own computer, but you know the connection parameters to connect to a remote server
- **In both cases**, you will need information about:
 - **Server name** or **IP address** ("localhost" if it is on your own computer)
 - **Database name** (generally "postgres" if it is on your own computer)
 - **Port** (generally 5432 if it is on your own computer)
 - **Username, Password** (e.g. the ones created before if it is on your own computer)

Software required

Software install

Database setup

• Database connection

- Database creation

- Create tables etc.

- Check via PgAdmin

Imp/Exp connection

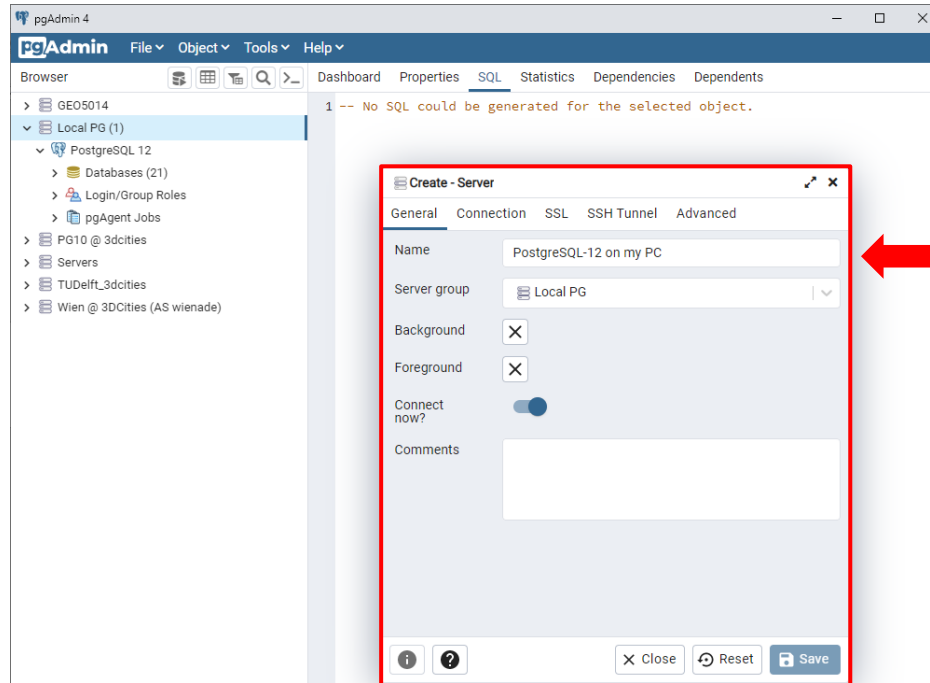
Additional schemas

ADE plug-ins

Further resources

Connecting to the database from PgAdmin

- Create a (link to the) database server
 - You are actually creating a connection to the database server from PgAdmin
 - Click on menu Object\Create\Server **OR** right mouse-click\Create\Server and fill out the fields
 - **Please note:** this step may not be required if you already have a server connection established



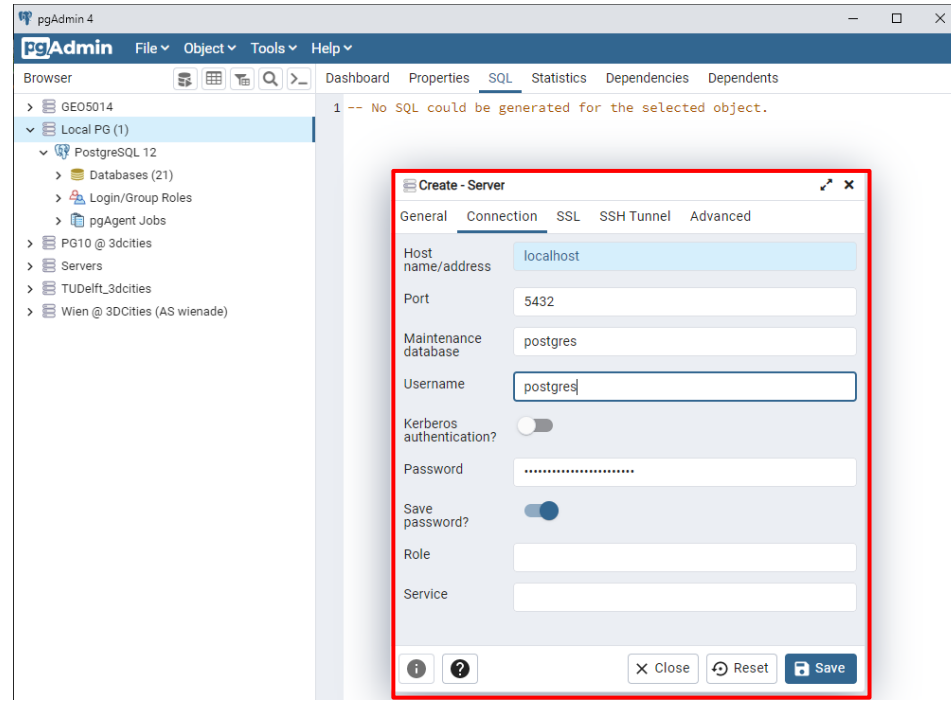
In the "General" tab, you simply add a name to identify your connection

Here, FOR EXAMPLE, the string is "PostgreSQL-12 on my PC"

Software required
Software install
Database setup
• **Database connection**
• Database creation
• Create tables etc.
• Check via PgAdmin
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Connecting to the database from PgAdmin

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In the "Connection" tab,
you add the connection
parameters

- Host name / IP address
- Port
- Database name
- Username
- Password

Software required
Software install
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• **Database connection**
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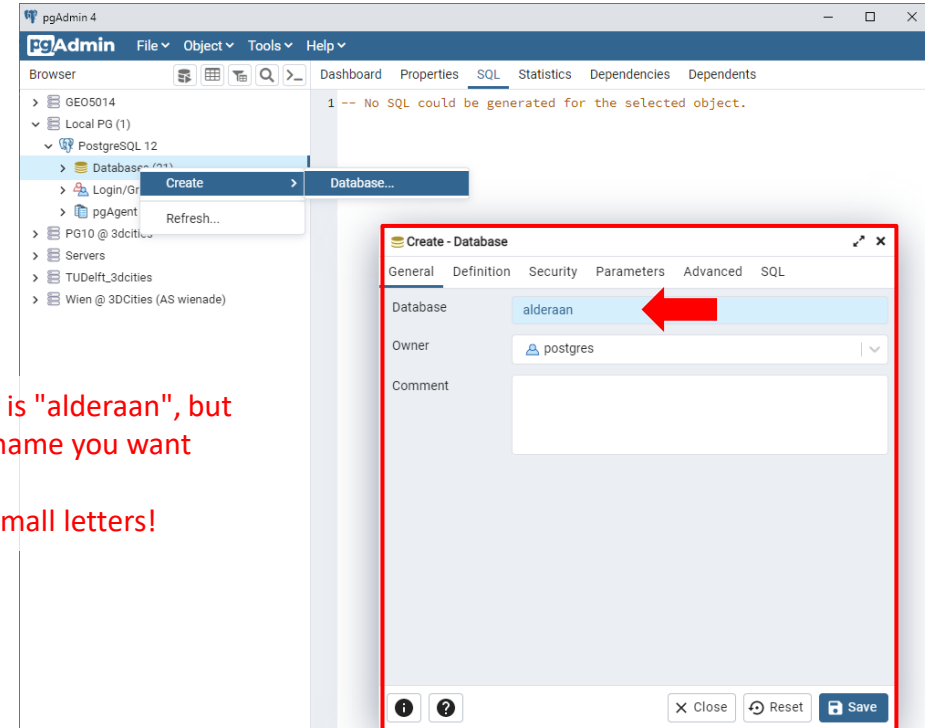
Database creation

- Once you have created a connection, you can create the database that will contain your city mode data
 - Click on menu Object\Create\Database **OR** right mouse-click\Create\Database and fill out the fields
 - Choose the name you want, ideally the name of the city

Software required
Software install

Database setup

- Database connection
 - **Database creation**
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Here, for example, it is "alderaan", but you can choose any name you want

Best if you use only small letters!

Database creation

Software required

Software install

Database setup

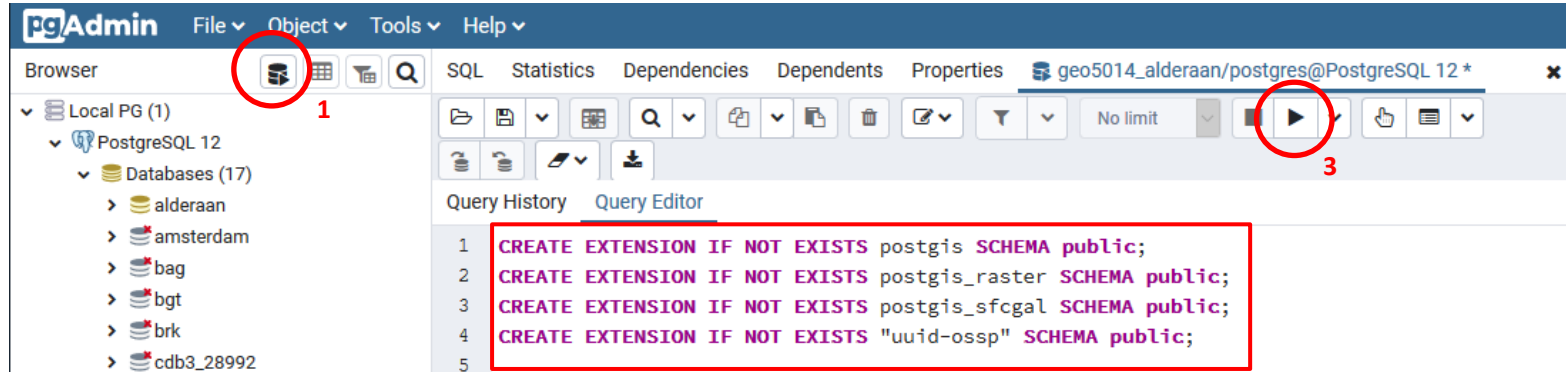
- Database connection
- **Database creation**
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Further resources



2

Add PostGIS (and othe extensions) to the database you have just created

- 1) Open a SQL query window
- 2) Copy and paste the text written in the yellow box into the query window
- 3) Run the query

```
CREATE EXTENSION IF NOT EXISTS postgis SCHEMA public;
CREATE EXTENSION IF NOT EXISTS postgis_raster SCHEMA public;
CREATE EXTENSION IF NOT EXISTS postgis_sfcgal SCHEMA public;
CREATE EXTENSION IF NOT EXISTS "uuid-oss" SCHEMA public;
```


Database creation

- Check that you have correctly installed the extensions in your database
 - Open "Extensions" item in your database (e.g. "alderaan")
 - Check that the extensions are listed there (the "plpgsql" one is installed by default)

Software required
Software install

Database setup

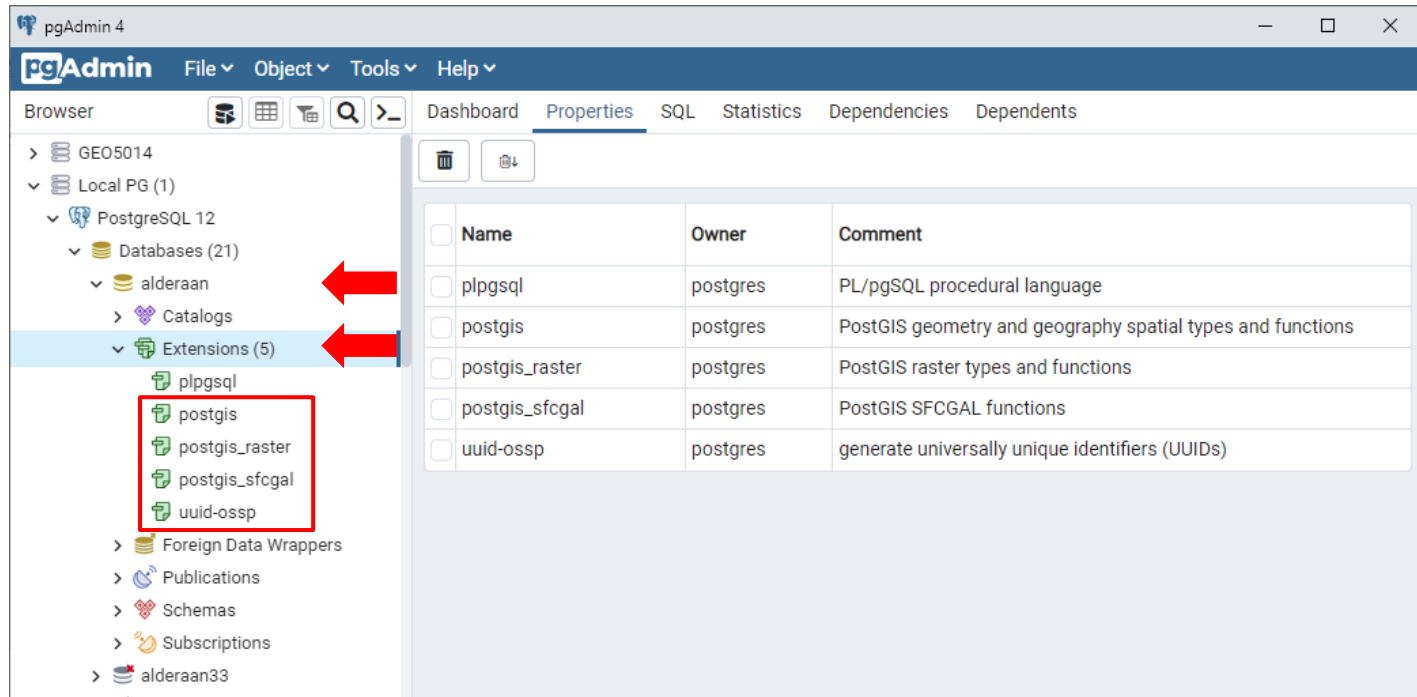
- Database connection
- **Database creation**
- Create tables etc.
- Check via PgAdmin

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ADE plug-ins

Further resources



Create tables and other database objects

NOTA BENE: The detailed installation guide can be found here:

<https://3dcitydb-docs.readthedocs.io/en/latest/first-steps/index.html>

In the following slides, only the main points are presented

- Go to the **3DCityDB installation folder** and look for the 3dcitydb\postgresql\ShellScripts directory. It should look like in the next slides
 - Open the CONNECTION_DETAILS.bat file in a text editor and insert your PostgreSQL connection details
 - Run the CREATEDB script (for Windows and Unix in the corresponding subfolders)

Software required

Software install

Database setup

- Database connection
- Database creation
- **Create tables etc.**
- Check via PgAdmin

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Create tables and other database objects

Software required

Software install

Database setup

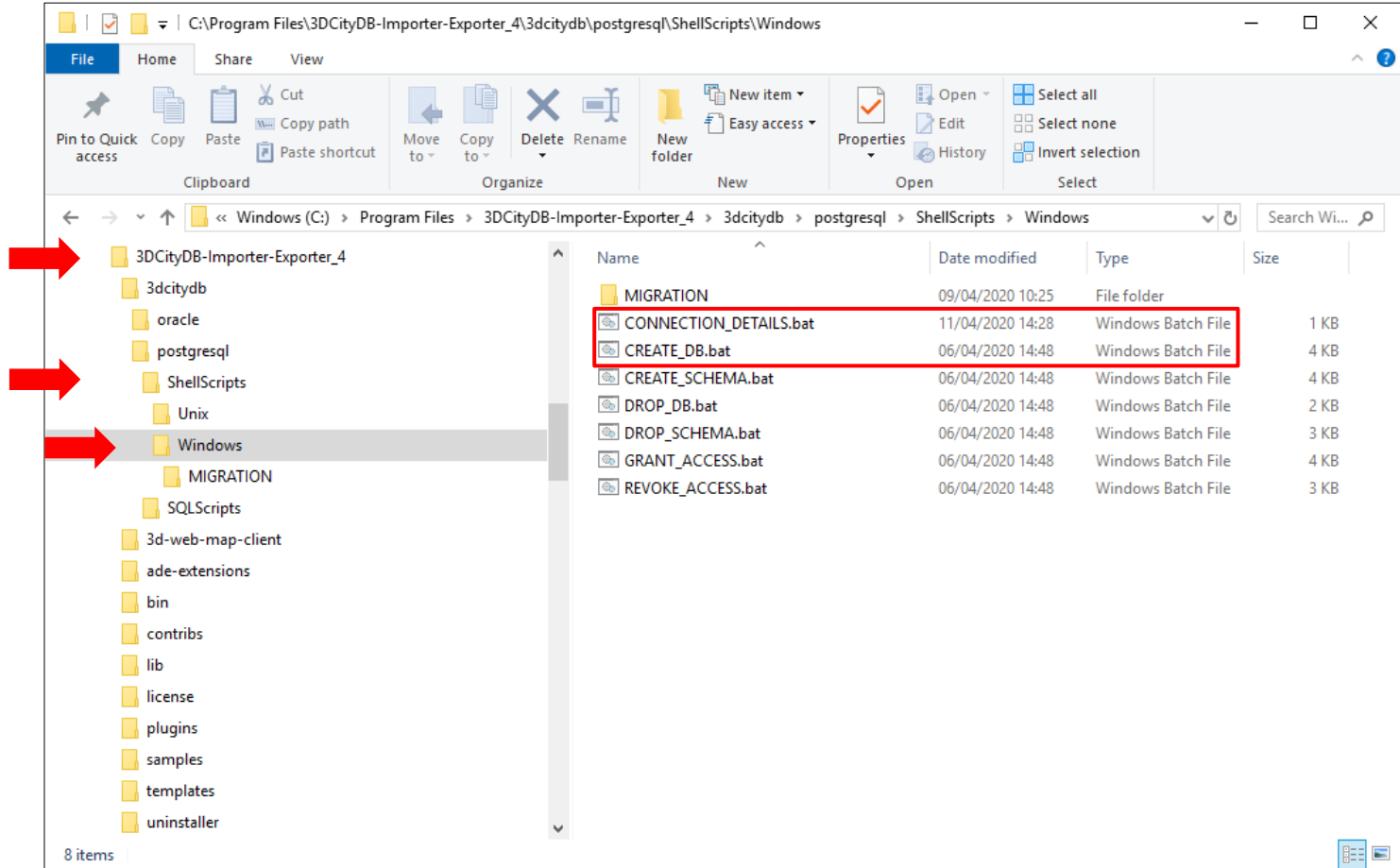
- Database connection
- Database creation
- **Create tables etc.**
- Check via PgAdmin

Imp/Exp connection

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Further resources



Create tables and other database objects

Software required

Software install

Database setup

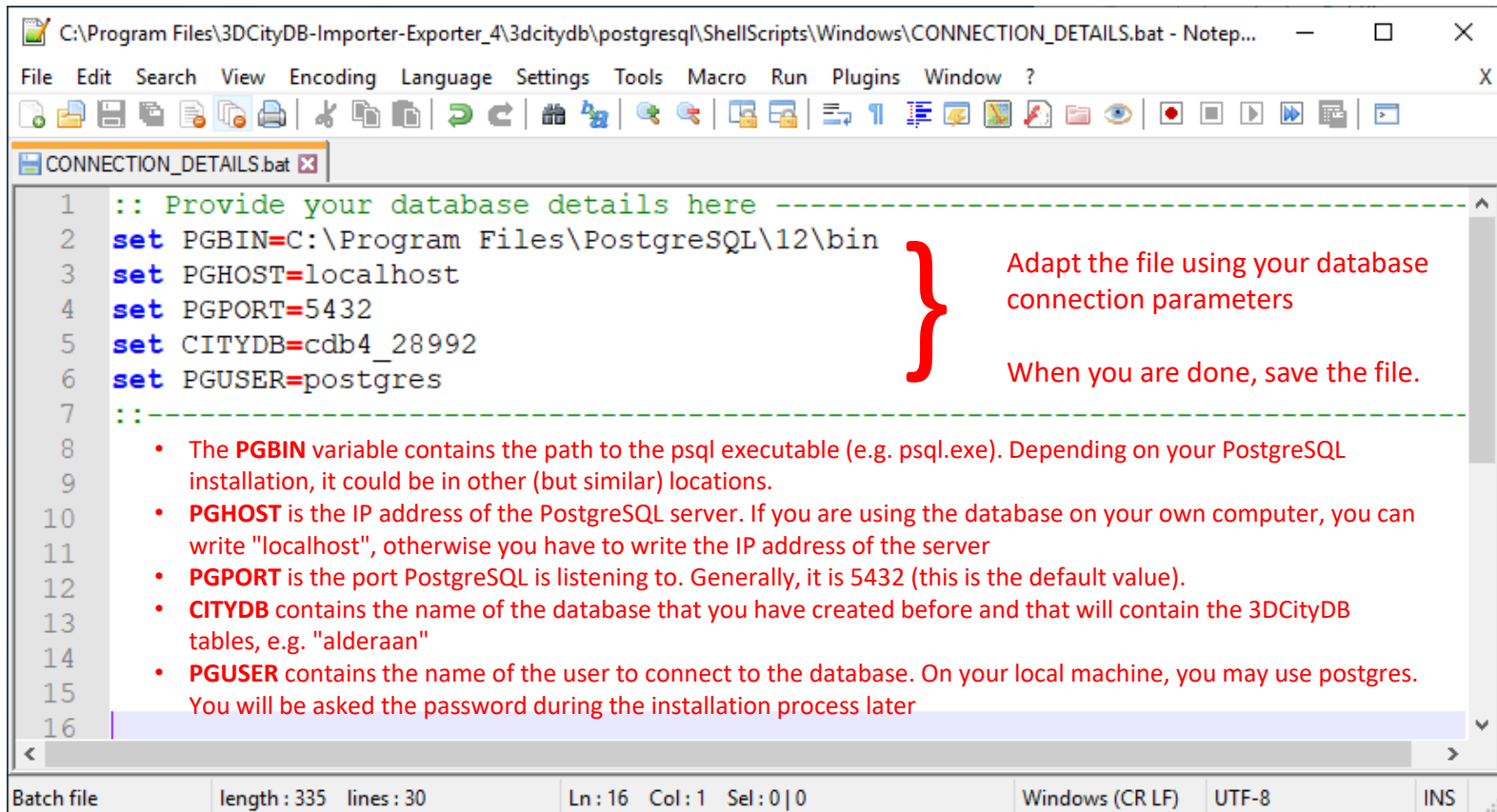
- Database connection
- Database creation
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```

1  :: Provide your database details here -----
2  set PGBIN=C:\Program Files\PostgreSQL\12\bin
3  set PGHOST=localhost
4  set PGPORT=5432
5  set CITYDB=cdb4_28992
6  set PGUSER=postgres
7  :: -----
8
9
10
11
12
13
14
15
16

```

Adapt the file using your database connection parameters

When you are done, save the file.

- The **PGBIN** variable contains the path to the psql executable (e.g. psql.exe). Depending on your PostgreSQL installation, it could be in other (but similar) locations.
- **PGHOST** is the IP address of the PostgreSQL server. If you are using the database on your own computer, you can write "localhost", otherwise you have to write the IP address of the server
- **PGPORT** is the port PostgreSQL is listening to. Generally, it is 5432 (this is the default value).
- **CITYDB** contains the name of the database that you have created before and that will contain the 3DCityDB tables, e.g. "alderaan"
- **PGUSER** contains the name of the user to connect to the database. On your local machine, you may use postgres. You will be asked the password during the installation process later

Batch file length : 335 lines : 30 Ln : 16 Col : 1 Sel : 0 | 0 Windows (CR LF) UTF-8 INS

Create tables and other database objects

Find out the EPSG codes that apply to your city or region.

If you do not know them, you can search for them here: <https://epsg.org/>

Here some examples:



- **Netherlands**
 - **Horizontal datum EPSG: 28992**
 - **Vertical datum EPSG: 5109**
 - (Will automatically create the GMLsrsName: **urn:ogc:def:crs,crs:EPSG::28992,crs:EPSG:5109**)
- **Trento (Italy)**
 - **Horizontal datum EPSG: 25832**
 - **Vertical datum EPSG: 5214**
 - (Will automatically create the GMLsrsName: **urn:ocg:def:crs,crs:EPSG::25832,crs:EPSG::5214**)
- **Vienna (Austria)**
 - **Horizontal datum EPSG: 31256**
 - **Vertical datum EPSG: 1267**
 - (Will automatically create the GMLsrsName: **urn:ocg:def:crs,crs:EPSG::31256,crs:EPSG::1267**)

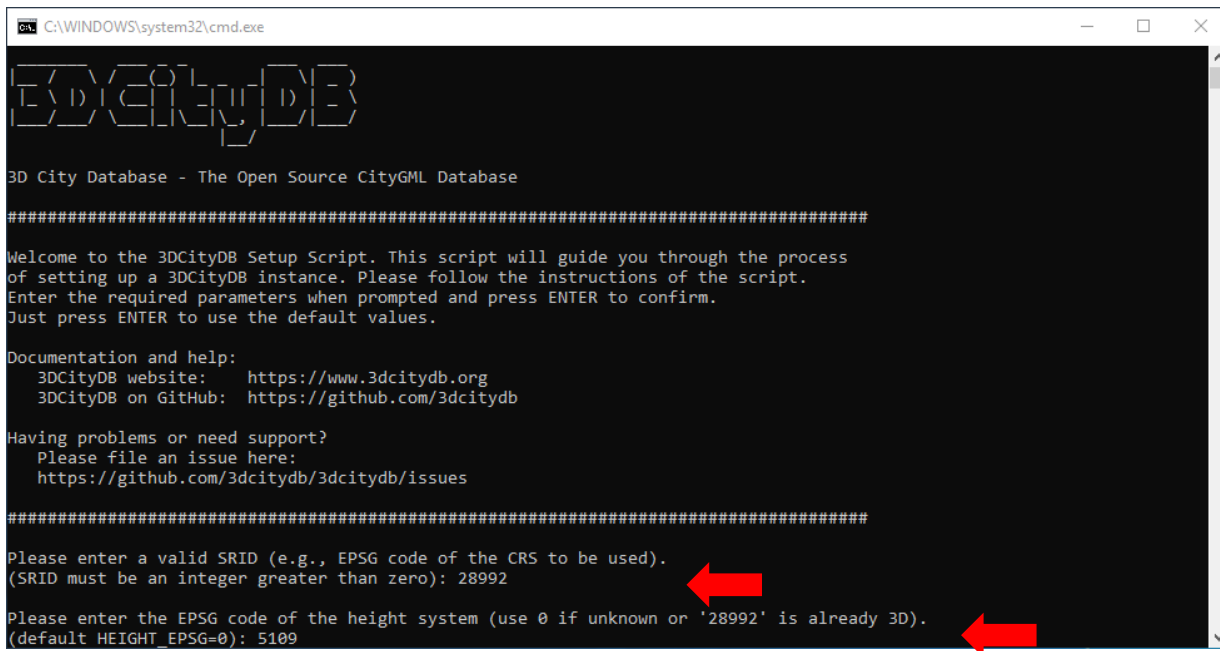
Software required
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Create tables and other database objects

- Run the batch file CREATE_DB and set the EPSG codes for horizontal and vertical datum, as shown in the image here



```

C:\WINDOWS\system32\cmd.exe

3DCityDB

3D City Database - The Open Source CityGML Database

#####

Welcome to the 3DCityDB Setup Script. This script will guide you through the process
of setting up a 3DCityDB instance. Please follow the instructions of the script.
Enter the required parameters when prompted and press ENTER to confirm.
Just press ENTER to use the default values.

Documentation and help:
  3DCityDB website:  https://www.3dcitydb.org
  3DCityDB on GitHub: https://github.com/3dcitydb

Having problems or need support?
  Please file an issue here:
  https://github.com/3dcitydb/3dcitydb/issues

#####

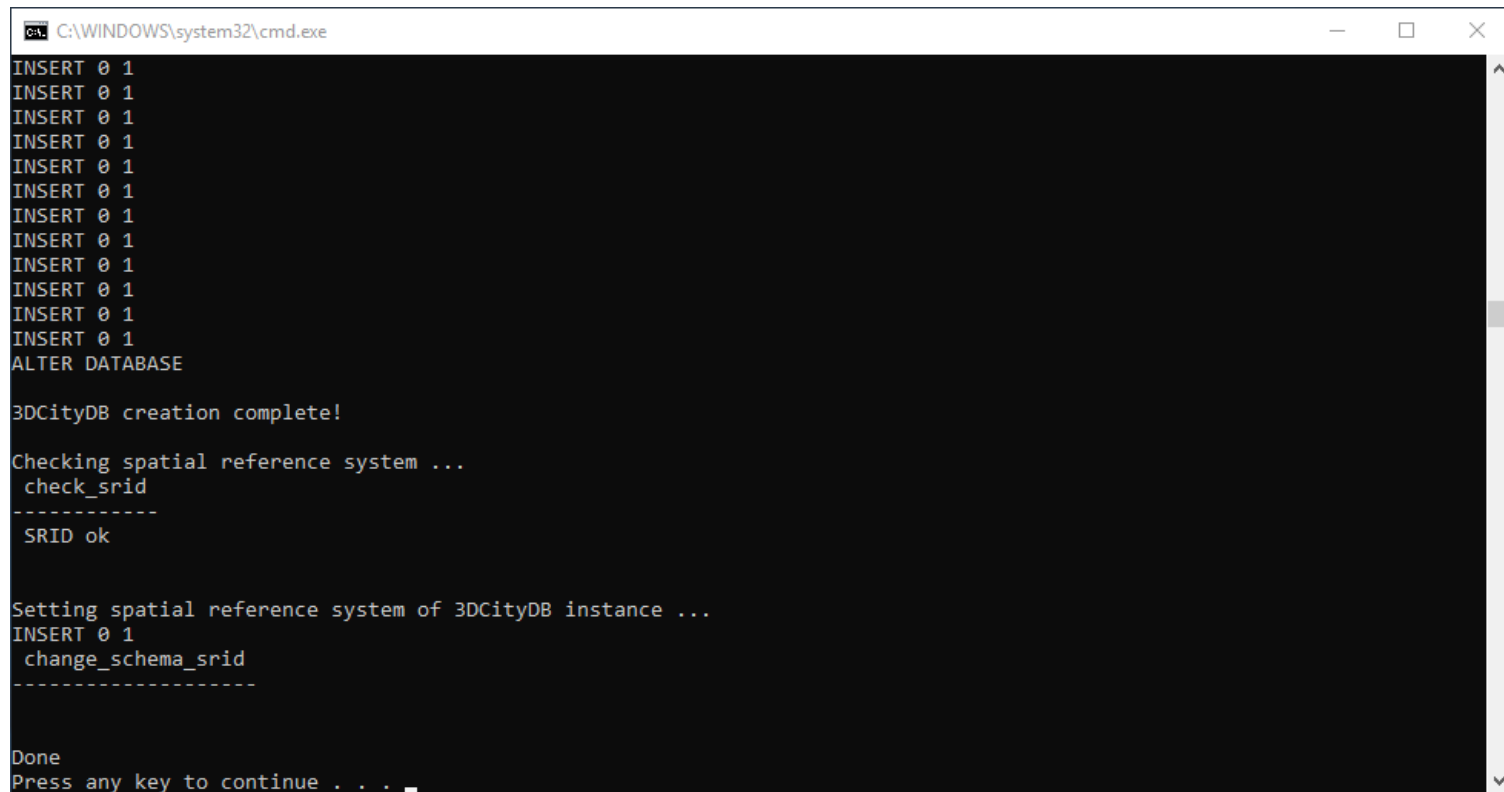
Please enter a valid SRID (e.g., EPSG code of the CRS to be used).
(SRID must be an integer greater than zero): 28992

Please enter the EPSG code of the height system (use 0 if unknown or '28992' is already 3D).
(default HEIGHT_EPSG=0): 5109
  
```

- Then press enter, the **GMLSRNAME** variable will be automatically generated (accept the proposed value) and the install script will start and install all tables, etc.

Create tables and other database objects

- Upon successful installation, you should get something like this



```
C:\WINDOWS\system32\cmd.exe
INSERT 0 1
INSERT 0 1
INSERT 0 1
INSERT 0 1
INSERT 0 1
INSERT 0 1
INSERT 0 1
INSERT 0 1
INSERT 0 1
INSERT 0 1
INSERT 0 1
INSERT 0 1
INSERT 0 1
ALTER DATABASE
3DCityDB creation complete!
Checking spatial reference system ...
check_srid
-----
SRID ok
Setting spatial reference system of 3DCityDB instance ...
INSERT 0 1
change_schema_srid
-----
Done
Press any key to continue . . . _
```

Software required

Software install

Database setup

- Database connection
- Database creation
- **Create tables etc.**
- Check via PgAdmin

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Further resources

Check via PgAdmin

- Open PgAdmin and check that the **citydb** and **citydb_pkg** schemas are there. The **citydb** schema should contain 66 tables

Software required

Software install

Database setup

- Database connection
- Database creation
- Create tables etc.

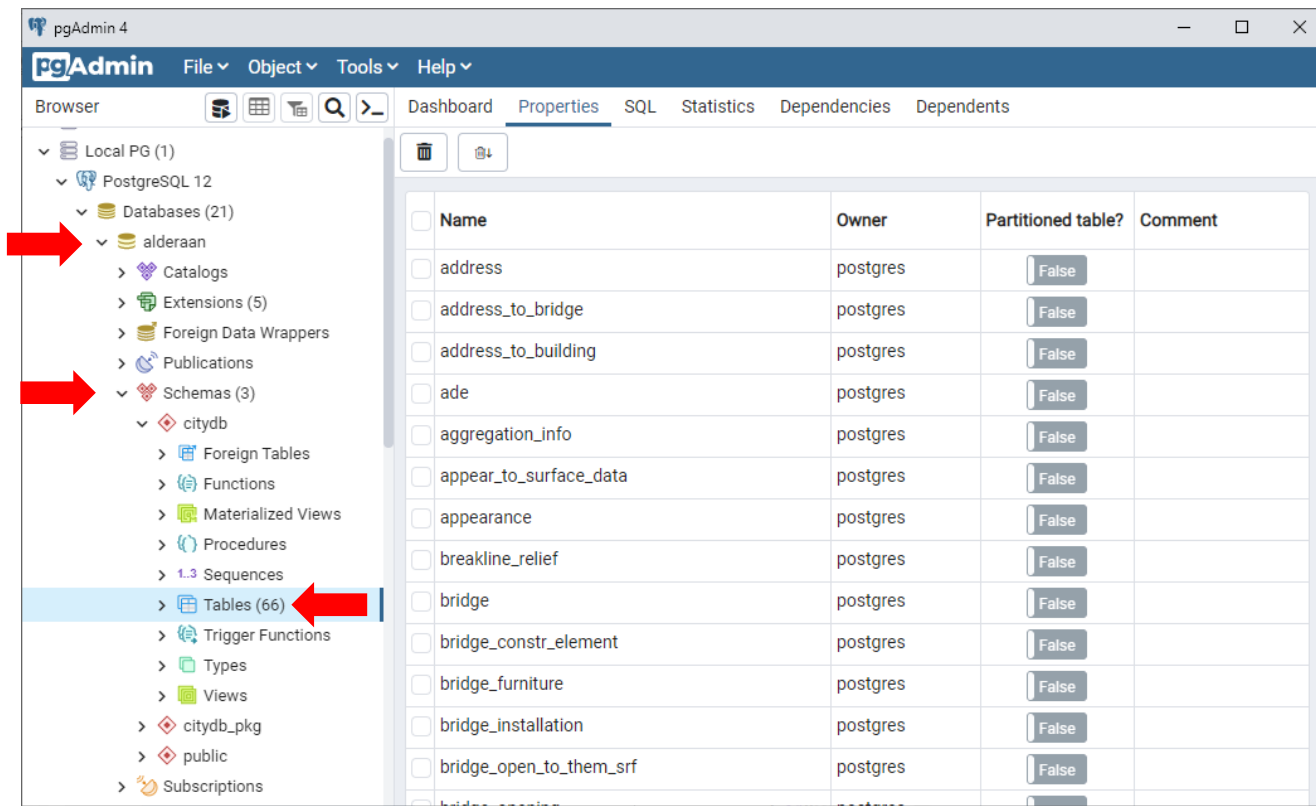
Check via PgAdmin

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The screenshot shows the PgAdmin 4 interface. The left pane displays the 'Local PG (1)' tree structure. The 'PostgreSQL 12' database is expanded, showing 'Databases (21)'. The 'alderaan' database is selected, and its 'Schemas (3)' are listed: 'citydb', 'citydb_pkg', and 'public'. The 'citydb' schema is selected, and its 'Tables (66)' are listed. The right pane shows the 'Properties' tab for the 'citydb' schema, displaying a list of tables and their owners.

Name	Owner	Partitioned table?	Comment
address	postgres	False	
address_to_bridge	postgres	False	
address_to_building	postgres	False	
ade	postgres	False	
aggregation_info	postgres	False	
appear_to_surface_data	postgres	False	
appearance	postgres	False	
breakline_relief	postgres	False	
bridge	postgres	False	
bridge_constr_element	postgres	False	
bridge_furniture	postgres	False	
bridge_installation	postgres	False	
bridge_open_to_them_srf	postgres	False	

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(Optional)**

**Install ADE plug-ins
(Optional)**

Connecting to the database via Importer/Exporter

- AFTER you have successfully installed PostgreSQL, you can access the database server via PgAdmin

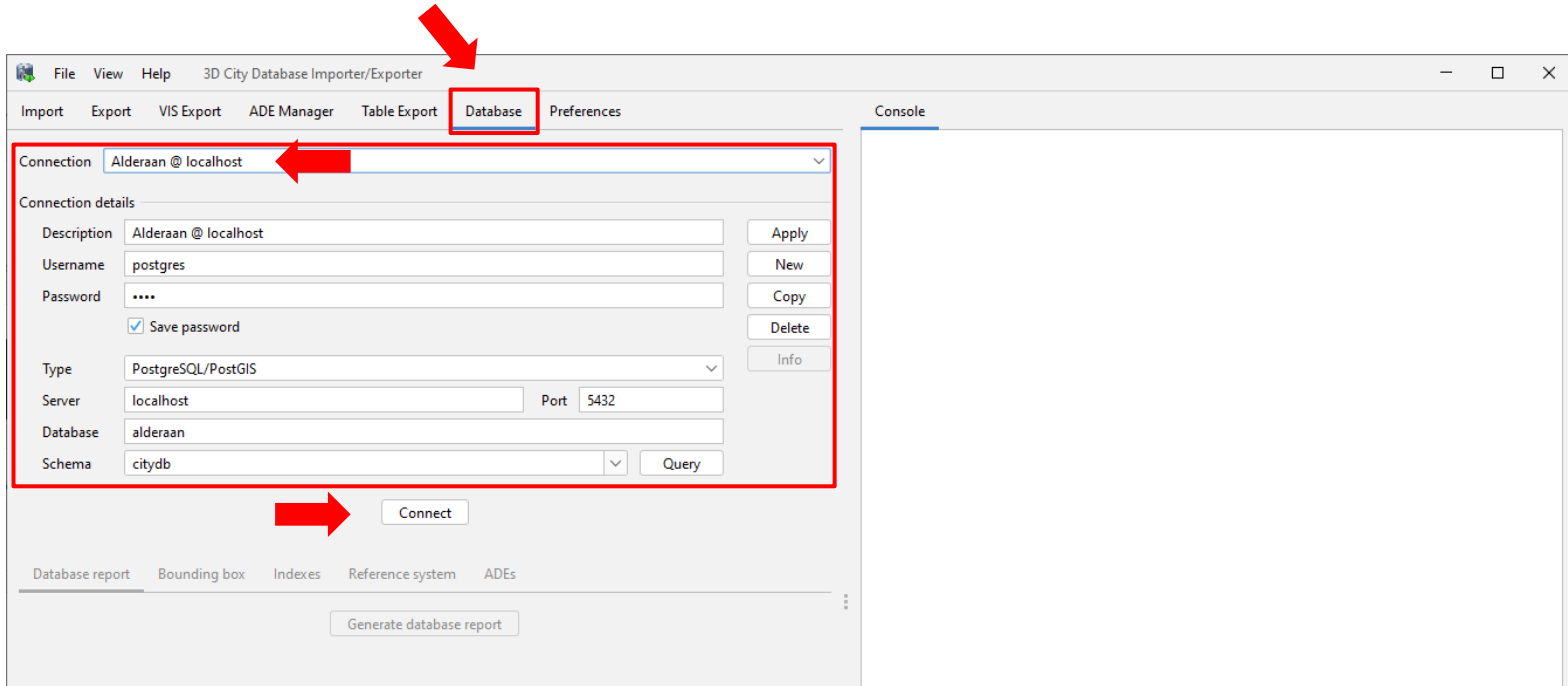
ALTERNATIVELY

- You do not have PostgreSQL installed on your own computer, but you know the connection parameters to connect to a remote server
- **In both cases**, you will need information about:
 - **Server name** or **IP address** ("localhost" if it is on your computer)
 - **Database name** (generally "postgres" if it is on your computer)
 - **Port** (generally 5432 if it is on your computer)
 - **Username, Password** (e.g. the ones created before if it is on your computer)

Software required
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Connecting to the database via Importer/Exporter

- Launch the 3DCityDB Importer/Exporter, select the "Database" tab
 - The Description field contains a simple string to identify the connection
 - Fill out the remaining fields with the connection parameters
 - Click on Connect



File View Help 3D City Database Importer/Exporter

Import Export VIS Export ADE Manager Table Export **Database** Preferences

Connection: Alderaan @ localhost

Connection details

Description: Alderaan @ localhost [Apply]

Username: postgres [New]

Password: [Copy]

☒ Save password [Delete]

Type: PostgreSQL/PostGIS [Info]

Server: localhost Port: 5432

Database: alderaan

Schema: citydb [Query]

[Connect]

Database report Bounding box Indexes Reference system ADEs

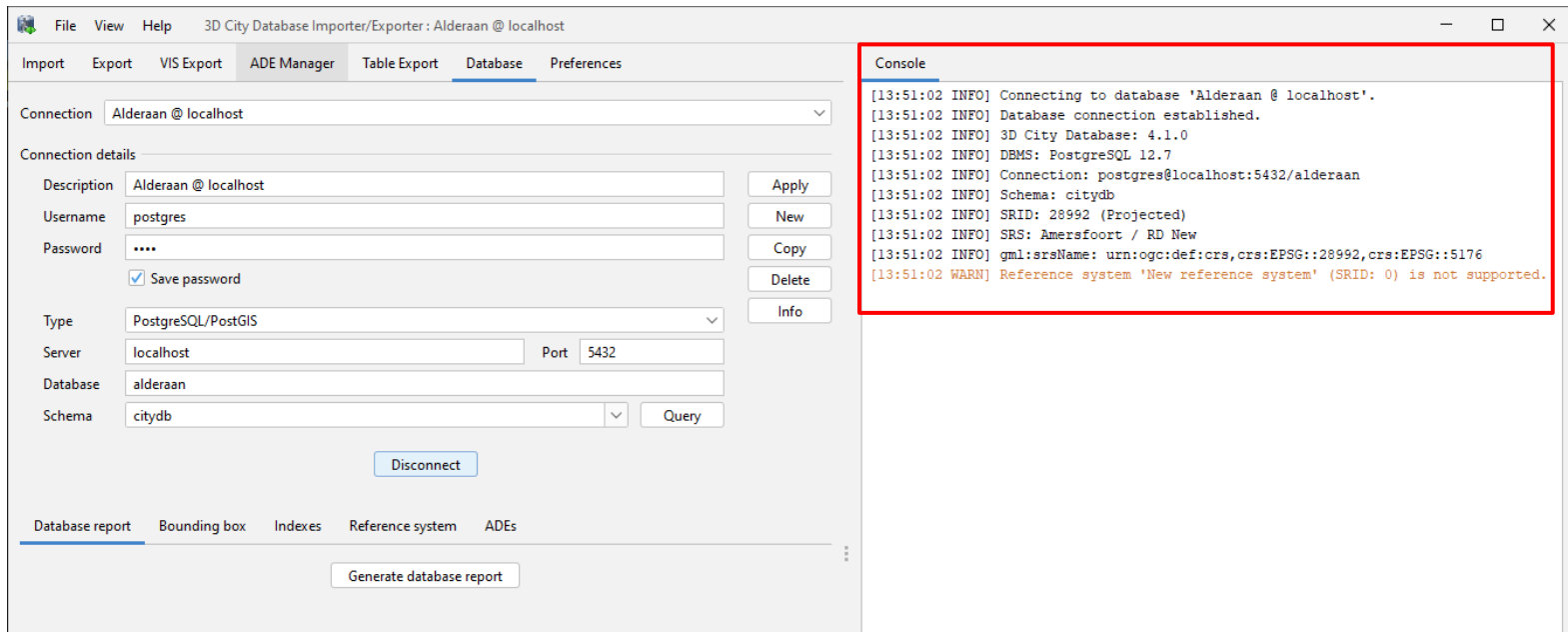
Generate database report

Software required
Software install
Database setup
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Further resources

Connecting to the database via Importer/Exporter

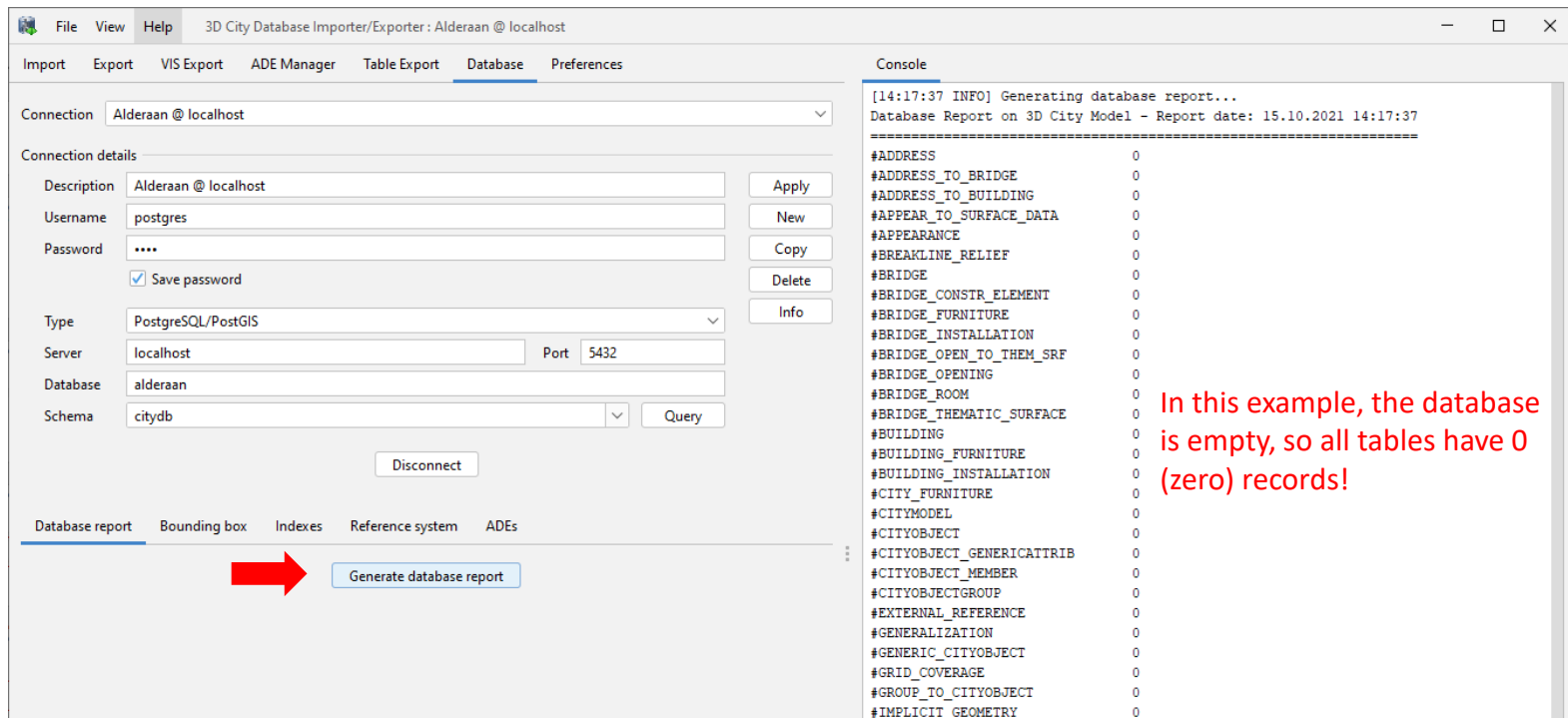
- Launch the 3DCityDB Importer/Exporter, select the "Database" tab
 - Upon successful connection, you will see the notification in the console

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Connecting to the database via Importer/Exporter

- Launch the 3DCityDB Importer/Exporter, select the "Database" tab
 - You can optionally also **Generate a database report**
 - If starting from an empty database, it will simply show that all tables are empty! 😊



The screenshot shows the 3DCityDB Importer/Exporter application window. The 'Database' tab is selected in the top menu. The 'Connection' dropdown is set to 'Alderaan @ localhost'. The 'Connection details' section shows the following fields:

- Description: Alderaan @ localhost
- Username: postgres
- Password: ****
- Save password: ☒
- Type: PostgreSQL/PostGIS
- Server: localhost
- Port: 5432
- Database: alderaan
- Schema: citydb

Buttons for 'Apply', 'New', 'Copy', 'Delete', 'Info', and 'Disconnect' are visible. A red arrow points to the 'Generate database report' button at the bottom.

The 'Console' window on the right displays the following output:

```
[14:17:37 INFO] Generating database report...
Database Report on 3D City Model - Report date: 15.10.2021 14:17:37
=====
#ADDRESS 0
#ADDRESS_TO_BRIDGE 0
#ADDRESS_TO_BUILDING 0
#APPEAR_TO_SURFACE_DATA 0
#APPEARANCE 0
#BREAKLINE_RELIEF 0
#BRIDGE 0
#BRIDGE_CONSTR_ELEMENT 0
#BRIDGE_FURNITURE 0
#BRIDGE_INSTALLATION 0
#BRIDGE_OPEN_TO_THEM_SRF 0
#BRIDGE_OPENING 0
#BRIDGE_ROOM 0
#BRIDGE_THEMATIC_SURFACE 0
#BUILDING 0
#BUILDING_FURNITURE 0
#BUILDING_INSTALLATION 0
#CITY_FURNITURE 0
#CITYMODEL 0
#CITYOBJECT 0
#CITYOBJECT_GENERICATTRIB 0
#CITYOBJECT_MEMBER 0
#CITYOBJECTGROUP 0
#EXTERNAL_REFERENCE 0
#GENERALIZATION 0
#GENERIC_CITYOBJECT 0
#GRID_COVERAGE 0
#GROUP_TO_CITYOBJECT 0
#IMPLICIT_GEOMETRY 0
```

In this example, the database is empty, so all tables have 0 (zero) records!

Overview

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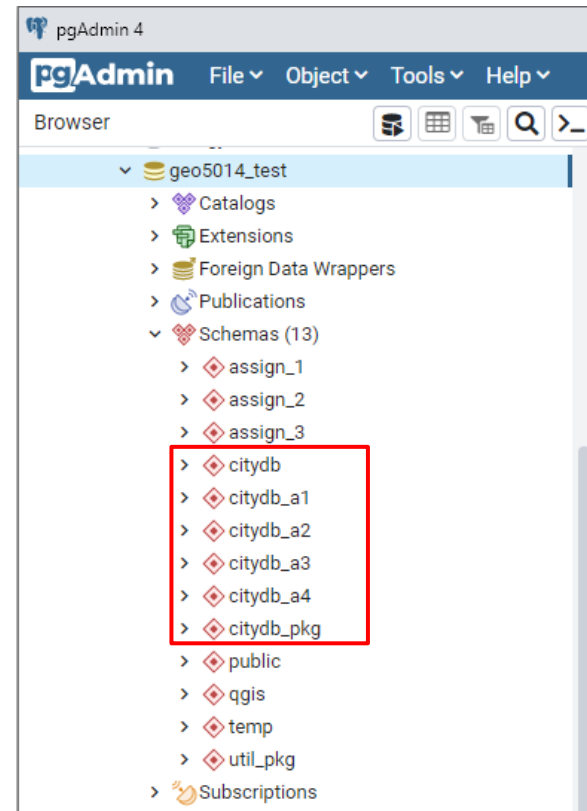
**Add additional
database schemas
(Optional)**

**Install ADE plug-ins
(Optional)**

3D City Database: additional schemas

Software required
Software install
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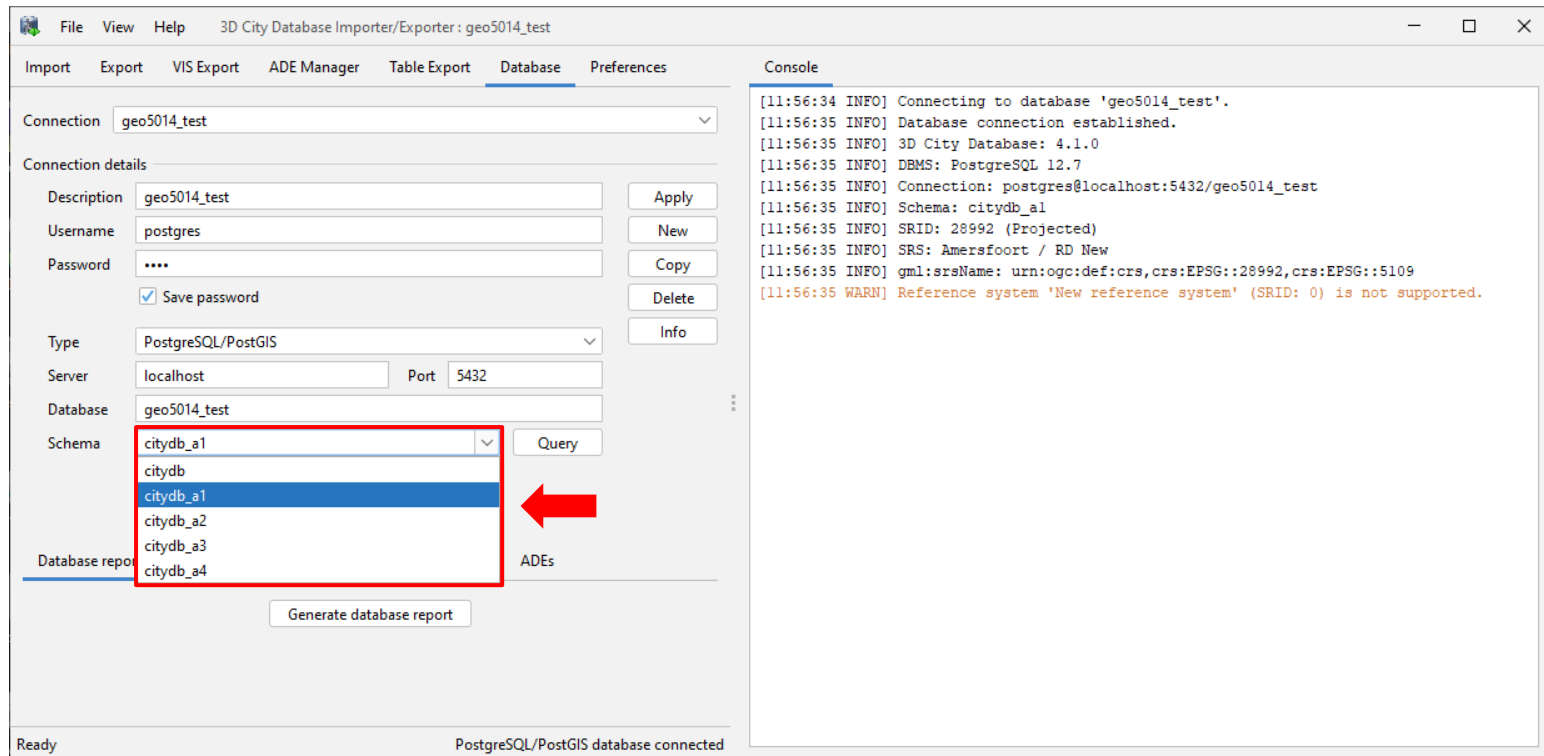
- **To add additional schemas** (OPTIONAL, besides the default citydb):
 - Check the connection parameters in file **CONNECTION_DETAILS.bat** (should be the same as before)
 - Run the **CREATE_SCHEMA** script. You will be requested to enter the name of the additional schema (e.g. "citydb_a1", or "scenario_1", etc.)
 - You can choose any name you want, but try to use only small letters
 - The new schema and its contents will be added automatically. The new schema will have the same CRS of the citydb schema
 - You can repeat these steps and add more schemas to the same database. At the end you will have
 - The citydb schema and n additional schemas
 - Only one citydb_pkg schema



3D City Database: additional schemas

- When using the Importer/Exporter, you can choose which schema to use to import/export data from the GUI.

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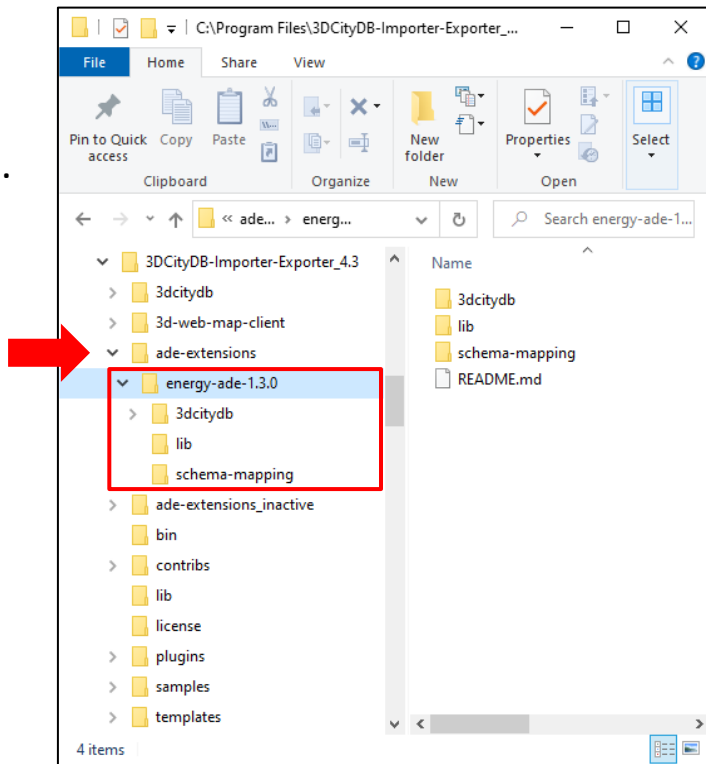
**Add additional
database schemas
(Optional)**

**Install ADE plug-ins
(Optional)**

ADE plug-in installation

Please note: These slides refer to the Energy ADE plug-in for the 3DCityDB. However, a similar procedure can be followed for other ADE plug-ins.

- 1) Download the **energy-ade-citydb** extension for the Importer/Exporter
 - <https://github.com/3dcitydb/energy-ade-citydb/releases/>
- 2) Unzip it in folder ade-extensions of your 3DCityDB install path



Detailed instructions available on-line

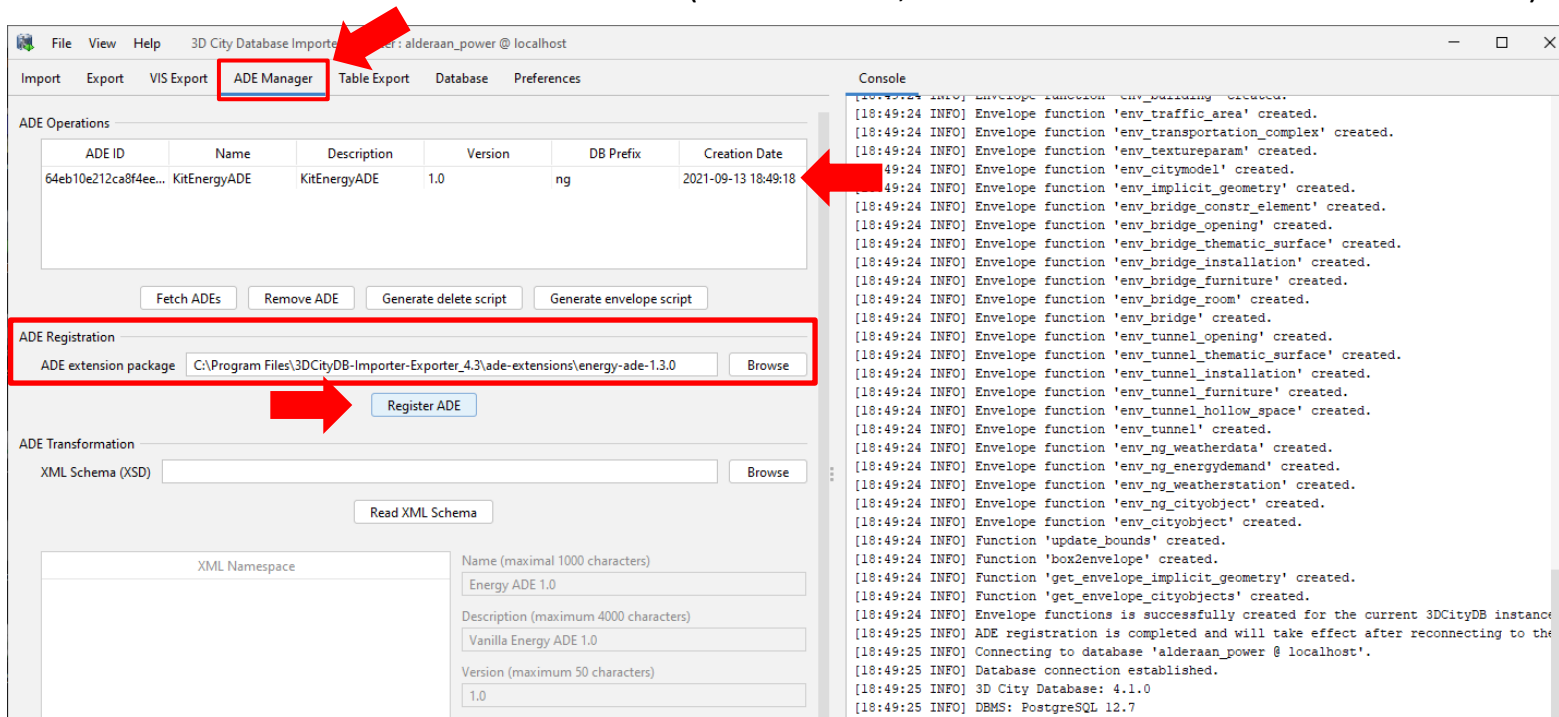
- <https://3dcitydb-docs.readthedocs.io/en/latest/plugins/ade-manager/index.html>

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ADE plugin installation

- From the Importer/Exporter, connect to an existing 3DCityDB instance
 - In the "ADE extension package" add the path to the plug-in folder unzipped before
 - "Register" the ADE from the ADE Manager tab
 - The ADE will be added to the ADE list (and all tables, etc. will be added to the current schema)

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The screenshot shows the '3D City Database Importer/Exporter' application window. The 'ADE Manager' tab is selected and highlighted with a red box. A red arrow points to the 'ADE Manager' tab. The 'ADE Operations' table lists the installed ADEs:

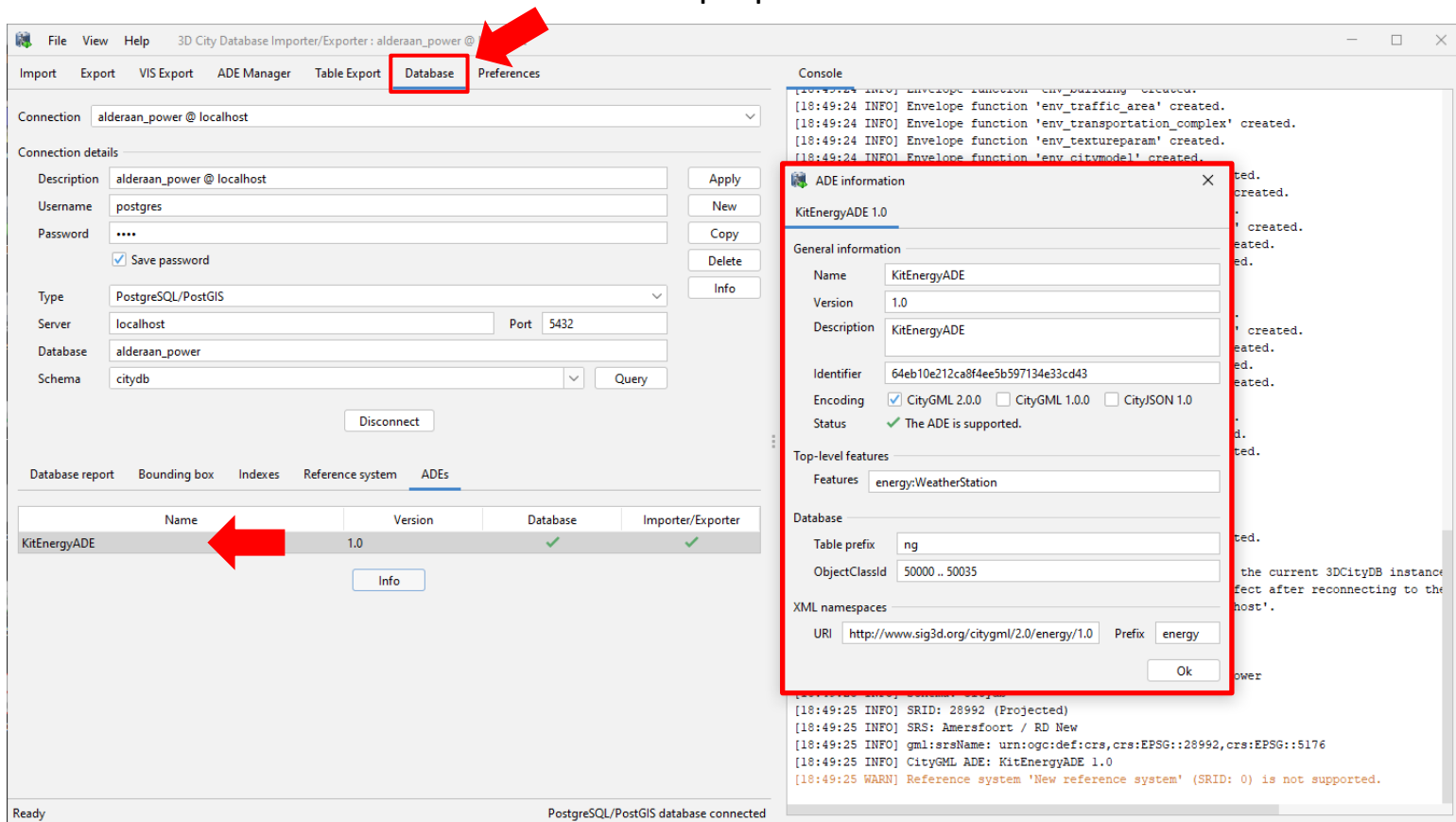
ADE ID	Name	Description	Version	DB Prefix	Creation Date
64eb10e212ca8f4ee...	KitEnergyADE	KitEnergyADE	1.0	ng	2021-09-13 18:49:18

Below the table are buttons: 'Fetch ADEs', 'Remove ADE', 'Generate delete script', and 'Generate envelope script'. The 'ADE Registration' section is also highlighted with a red box. It contains the 'ADE extension package' field with the path 'C:\Program Files\3DCityDB-Importer-Exporter_4.3\ade-extensions\energy-ade-1.3.0' and a 'Browse' button. A red arrow points to the 'Register ADE' button. The 'ADE Transformation' section shows the 'XML Schema (XSD)' field and a 'Read XML Schema' button. The 'XML Namespace' section shows the 'Name (maximal 1000 characters)' field with 'Energy ADE 1.0' and the 'Description (maximum 4000 characters)' field with 'Vanilla Energy ADE 1.0'. The 'Version (maximum 50 characters)' field shows '1.0'. The 'Console' window on the right shows a log of messages, including 'ADE registration is completed and will take effect after reconnecting to the database' and 'Database connection established'.

ADE plugin installation

- Check also in the database tab the ADEs properties

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The screenshot shows the '3D City Database Importer/Exporter' application. The 'Database' tab is selected, and the 'ADEs' sub-tab is active. A table lists the installed ADEs:

Name	Version	Database	Importer/Exporter
KitEnergyADE	1.0	✓	✓

An 'Info' button is located below the table. To the right, the 'ADE information' dialog for 'KitEnergyADE 1.0' is open, showing the following details:

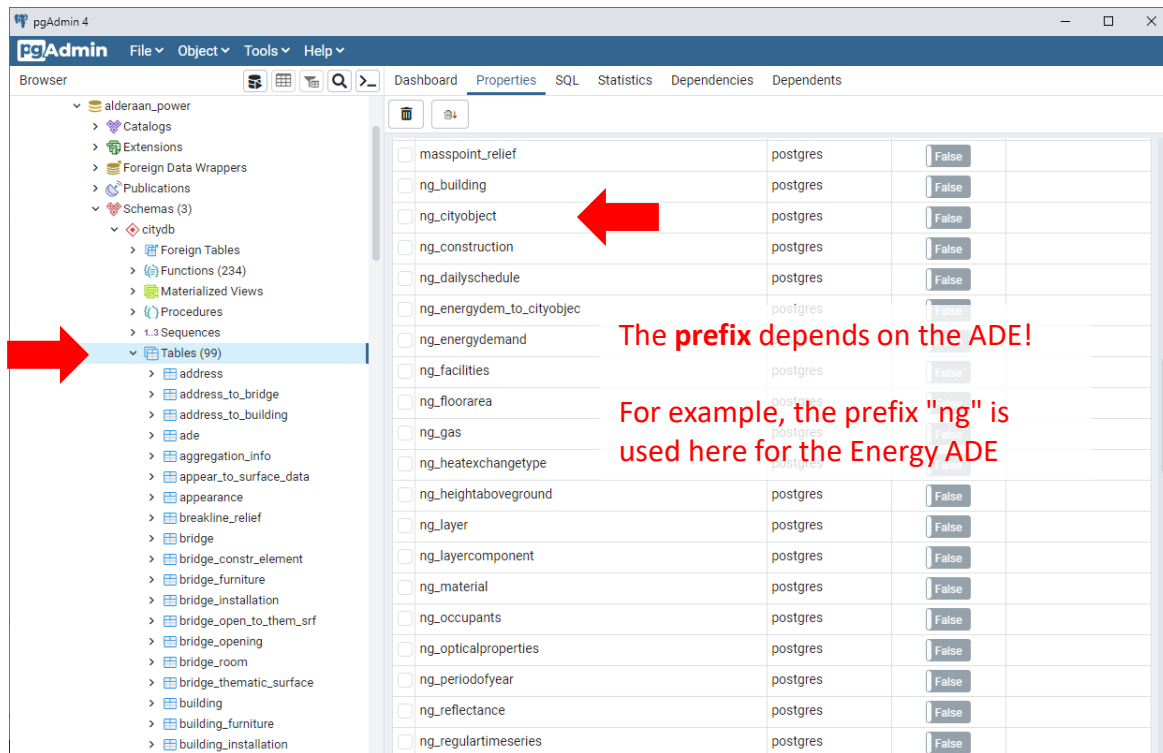
- General information:**
 - Name: KitEnergyADE
 - Version: 1.0
 - Description: KitEnergyADE
 - Identifier: 64eb10e212ca8f4ee5b597134e33cd43
 - Encoding: ☒ CityGML 2.0.0 ☐ CityGML 1.0.0 ☐ CityJSON 1.0
 - Status: ✓ The ADE is supported.
- Top-level features:**
 - Features: energy:WeatherStation
- Database:**
 - Table prefix: ng
 - ObjectClassId: 50000 .. 50035
- XML namespaces:**
 - URI: <http://www.sig3d.org/citygml/2.0/energy/1.0> Prefix: energy

The background console shows log messages for creating envelope functions and a warning about a reference system.

ADE plugin installation

- Check in PgAdmin: new tables (and functions) with prefix "ng" have been added

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The screenshot shows the pgAdmin 4 interface. On the left, the 'citydb' schema is expanded, and the 'Tables (99)' folder is selected. A red arrow points to this folder. On the right, a list of tables is displayed. A red arrow points to the 'ng_cityobject' table. The table list includes columns for table name, type, owner, and a 'False' button. The tables listed are:

Table Name	Type	Owner	False
masspoint_relief	postgres	False	
ng_building	postgres	False	
ng_cityobject	postgres	False	
ng_construction	postgres	False	
ng_dailyschedule	postgres	False	
ng_energydem_to_cityobjec	postgres	False	
ng_energydemand	postgres	False	
ng_facilities	postgres	False	
ng_floorarea	postgres	False	
ng_gas	postgres	False	
ng_heatexchangetype	postgres	False	
ng_heightaboveground	postgres	False	
ng_layer	postgres	False	
ng_layercomponent	postgres	False	
ng_material	postgres	False	
ng_occupants	postgres	False	
ng_opticalproperties	postgres	False	
ng_periodofyear	postgres	False	
ng_reflectance	postgres	False	
ng_regulartimeseries	postgres	False	

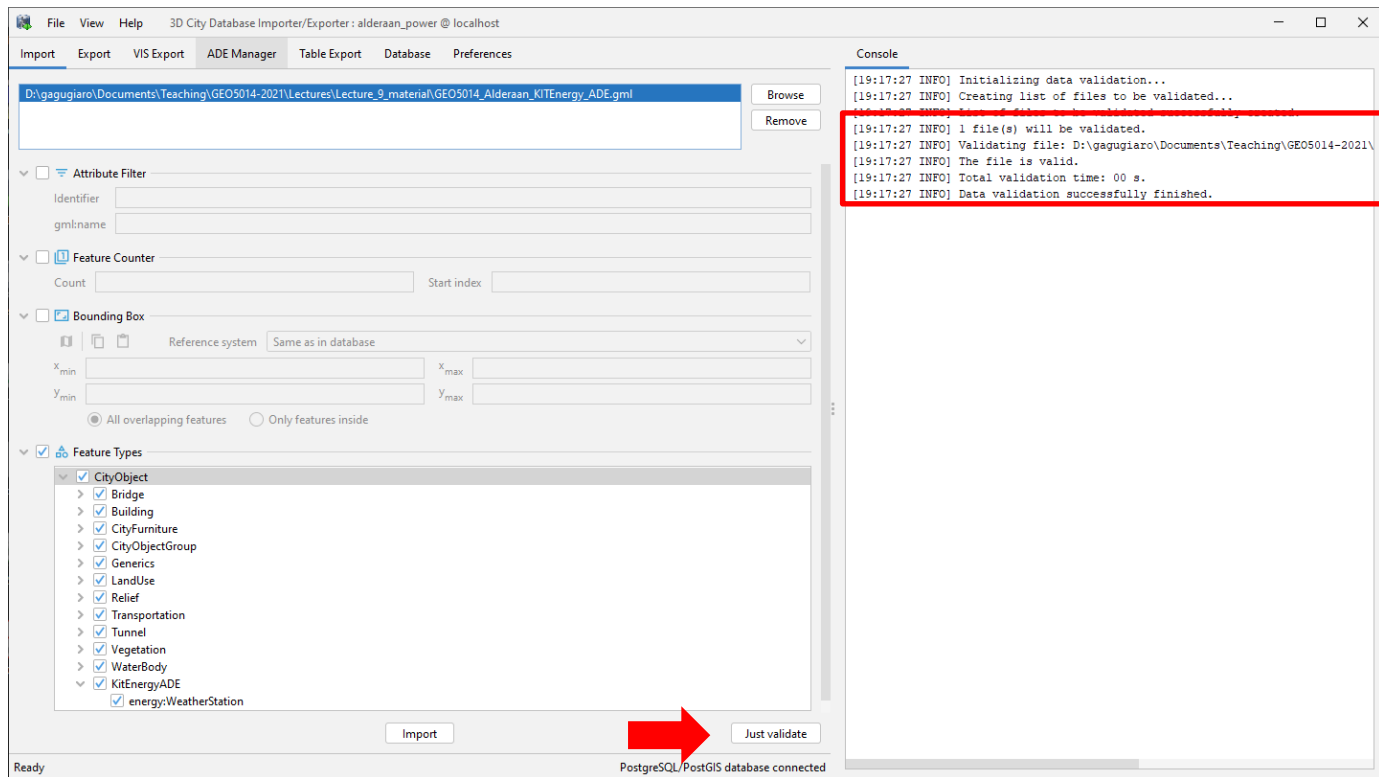
The prefix depends on the ADE!

For example, the prefix "ng" is used here for the Energy ADE

ADE data import

- To import ADE data into the extended 3DCityDB, the procedure is the same as with non-ADE data via the Import tab

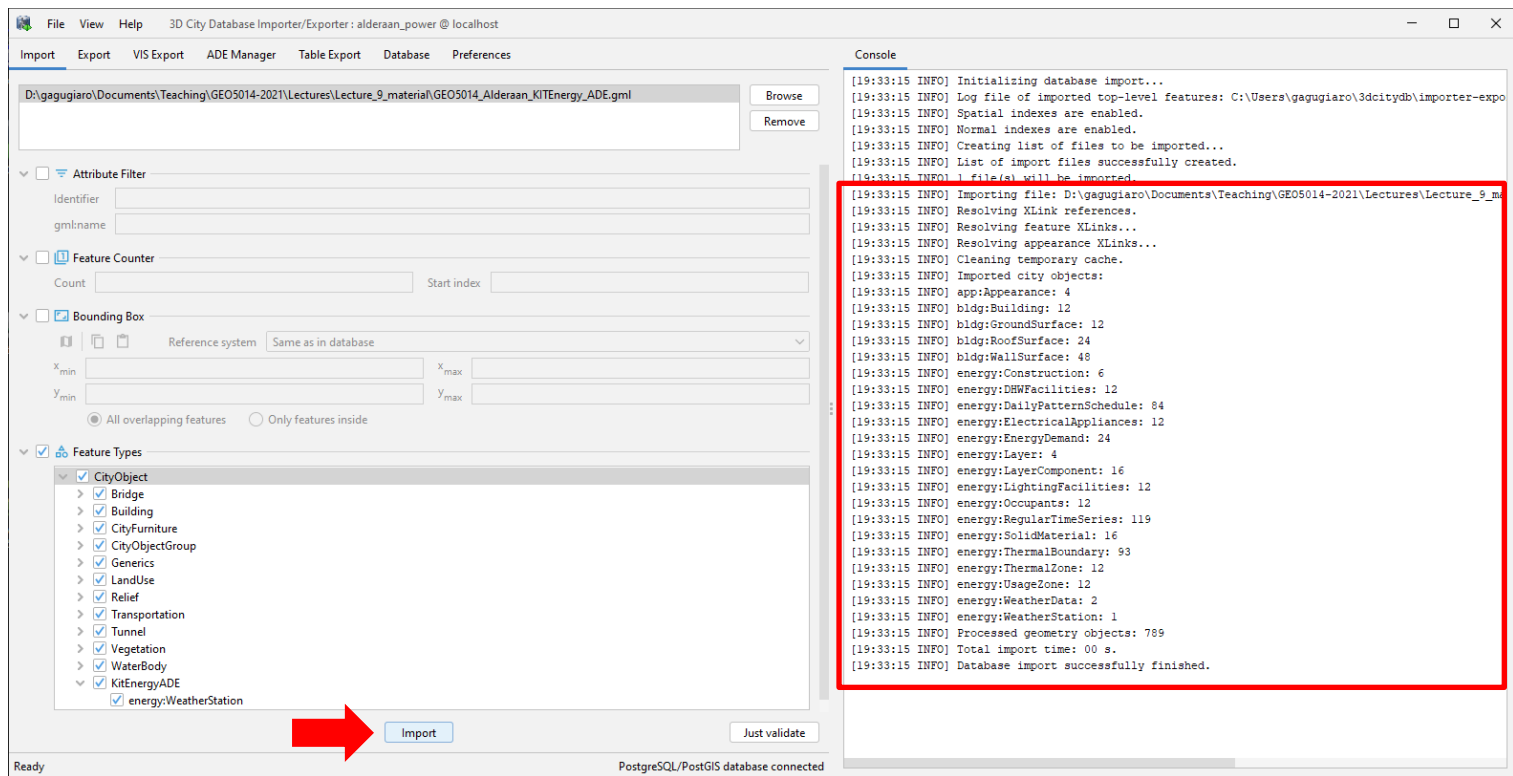
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ADE data import

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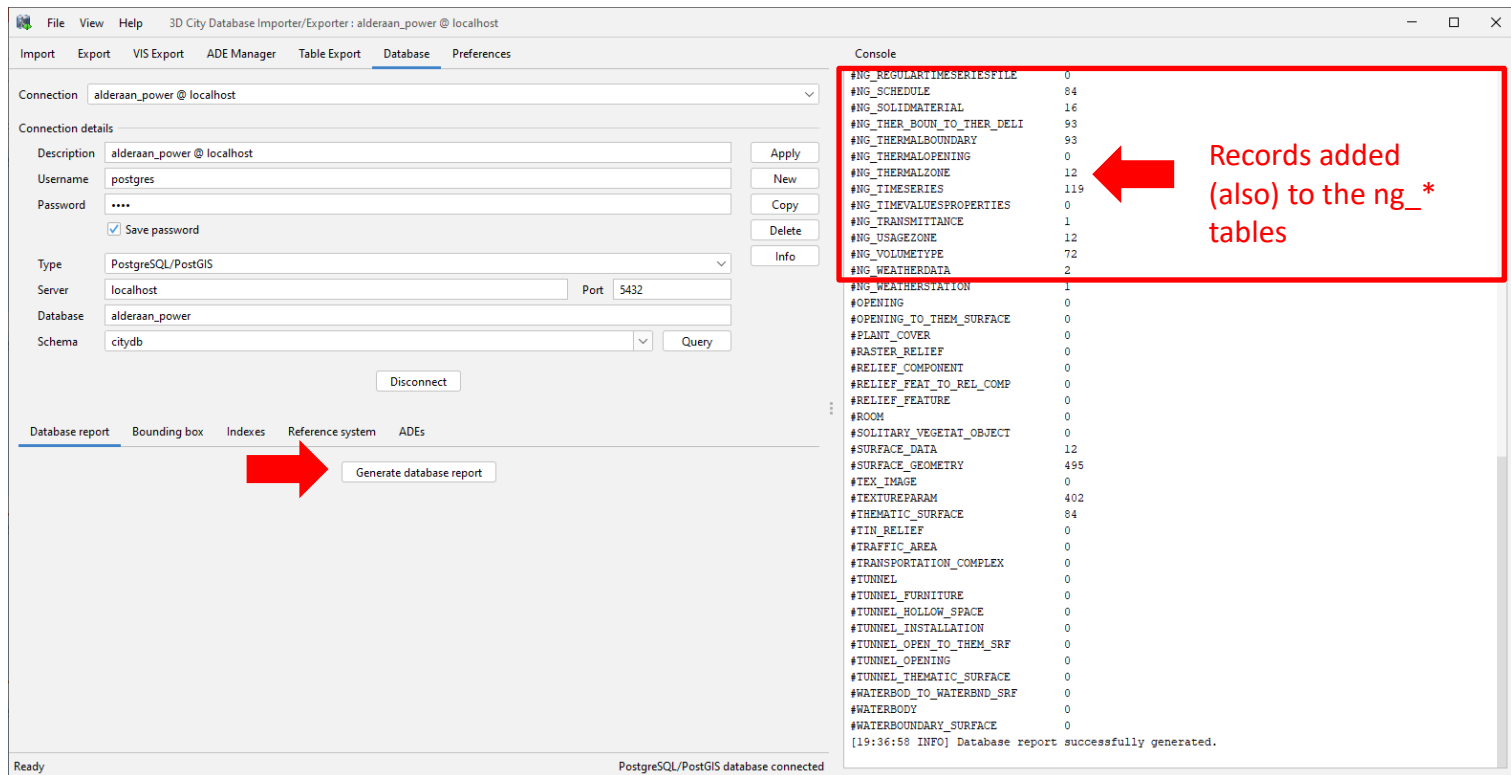
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ADE data import

- Check also the database report in the database tab!

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The screenshot shows the '3D City Database Importer/Exporter' application window. The 'Database' tab is selected, displaying connection details for 'alderaan_power @ localhost' (PostgreSQL/PostGIS, localhost, 5432, alderaan_power, citydb). A red arrow points to the 'Generate database report' button. To the right, the 'Console' window shows a list of records with their counts. A red box highlights the first 12 records, and a red arrow points to them with the text 'Records added (also) to the ng_* tables'.

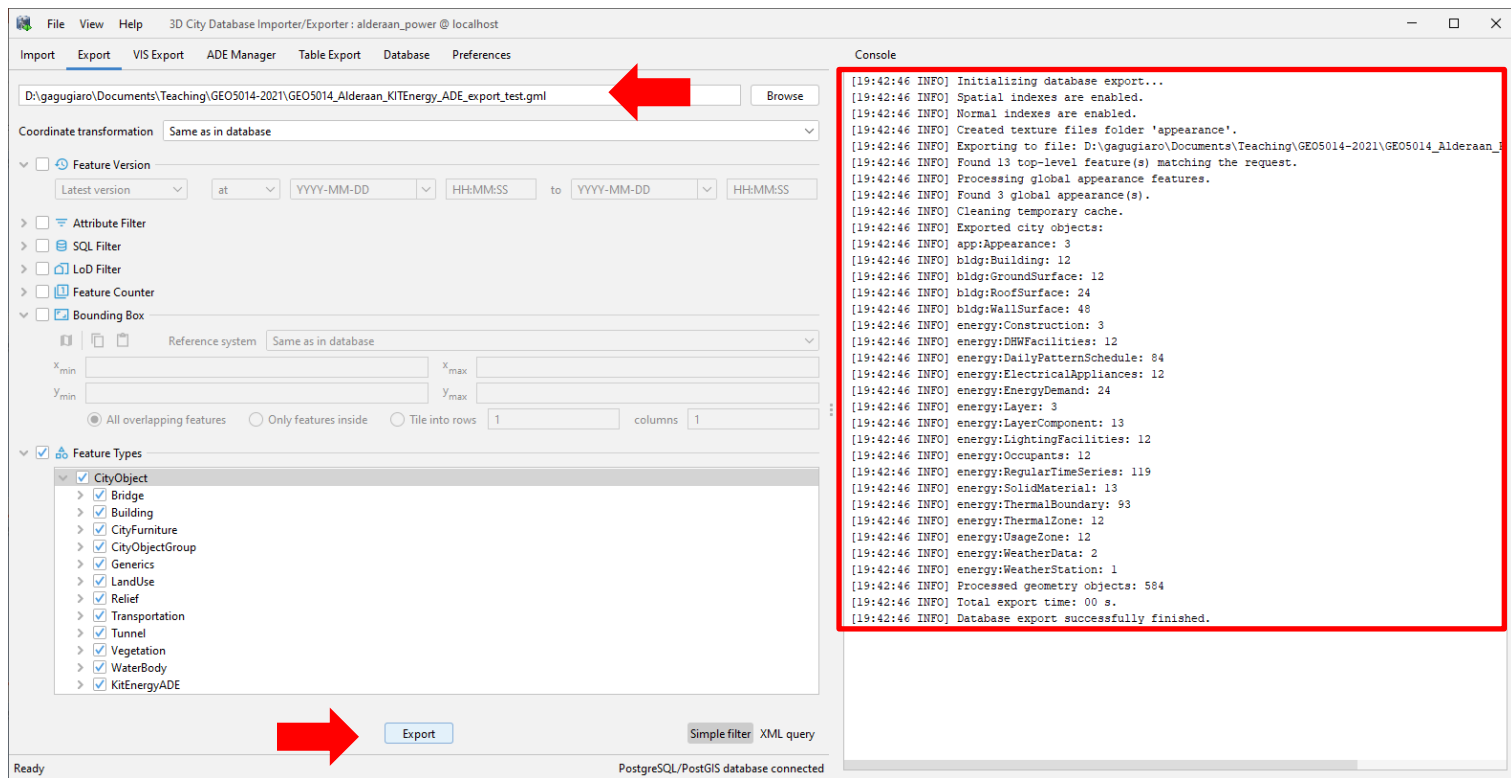
Record Name	Count
#NG_REGULARTIMESERIESFILE	0
#NG_SCHEDULE	84
#NG_SOLIDMATERIAL	16
#NG_THER_BOUN_TO_THER_DELI	93
#NG_THERMALBOUNDARY	93
#NG_THERMALOPENING	0
#NG_THERMALZONE	12
#NG_TIMESERIES	119
#NG_TIMEVALUESPROPERTIES	0
#NG_TRANSMITTANCE	1
#NG_USAGEZONE	12
#NG_VOLUMETYPE	72
#NG_WEATHERDATA	2
#NG_WEATHERSTATION	1
#OPENING	0
#OPENING_TO_THEM_SURFACE	0
#PLANT_COVER	0
#RASTER_RELIEF	0
#RELIEF_COMPONENT	0
#RELIEF_FEAT_TO_REL_COMP	0
#RELIEF_FEATURE	0
#ROOM	0
#SOLITARY_VEGETAT_OBJECT	0
#SURFACE_DATA	12
#SURFACE_GEOMETRY	495
#TEX_IMAGE	0
#TEXTUREPARAM	402
#THEMATIC_SURFACE	84
#TIN_RELIEF	0
#TRAFFIC_AREA	0
#TRANSPORTATION_COMPLEX	0
#TUNNEL	0
#TUNNEL_FURNITURE	0
#TUNNEL_HOLLOW_SPACE	0
#TUNNEL_INSTALLATION	0
#TUNNEL_OPEN_TO_THEM_SRF	0
#TUNNEL_OPENING	0
#TUNNEL_THEMATIC_SURFACE	0
#WATERBOD_TO_WATERBND_SRF	0
#WATERBODY	0
#WATERBOUNDARY_SURFACE	0

[19:36:58 INFO] Database report successfully generated.

ADE data export

- Conceptually analogous to the procedure without ADE content. Simply choose what to export, and run the exporter!

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Further resources

- For further information, check the official 3DCityDB documentation regarding the installation procedure details
- **Online documentation**
 - <https://3dcitydb-docs.readthedocs.io/en/latest/>
- **Online tutorial by TU Munich**
 - <https://github.com/3dcitydb/tutorials>

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Thank you for your attention!



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