

# 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

## Software required

Software install

Database setup

Further resources

- **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/>

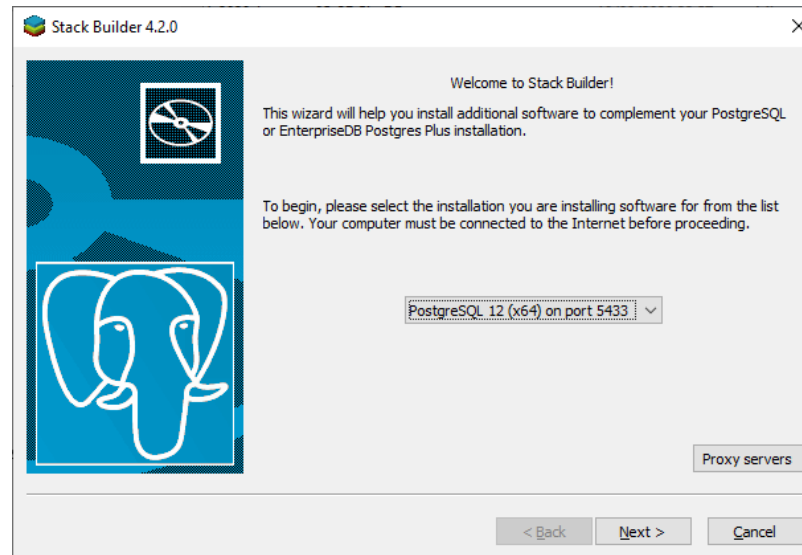
# Software installation order

- 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)

Software required  
**Software install**  
Database setup  
Further resources

# 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
- Google Earth
- NodeJS

Database setup

Imp/Exp connection

Additional schemas

ADE plug-ins

# 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

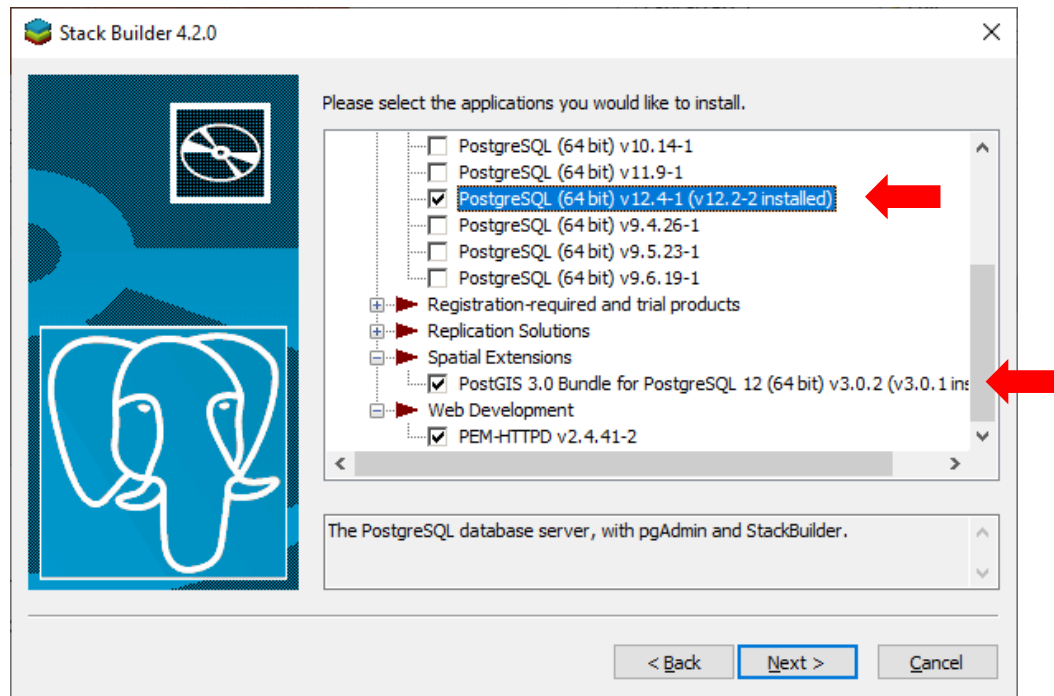
- Java
- PostgreSQL
- **PgAdmin/PostGIS**
- 3DCityDB
- Google Earth
- NodeJS

## Database setup

## Imp/Exp connection

## Additional schemas

## ADE plug-ins





**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**
- Google Earth
- NodeJS

Database setup

Imp/Exp connection

Additional schemas

ADE plug-ins

## 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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# Database setup

## Procedure overview

Software required

Software install

**Database setup**

Imp/Exp connection

Additional schemas

ADE plug-ins

- 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

# 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

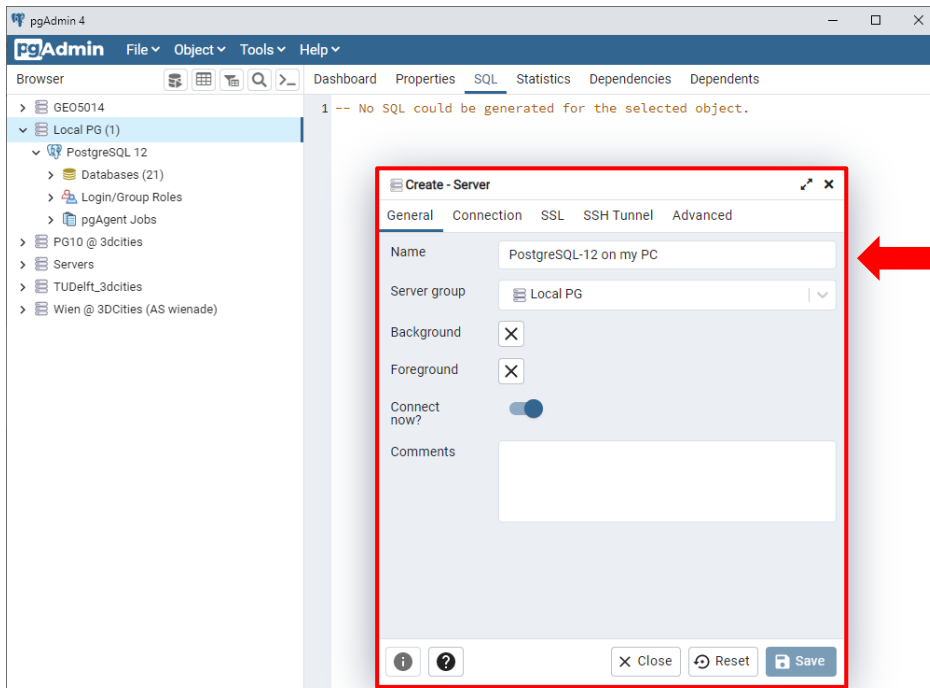
Imp/Exp connection

Additional schemas

ADE plug-ins

# 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



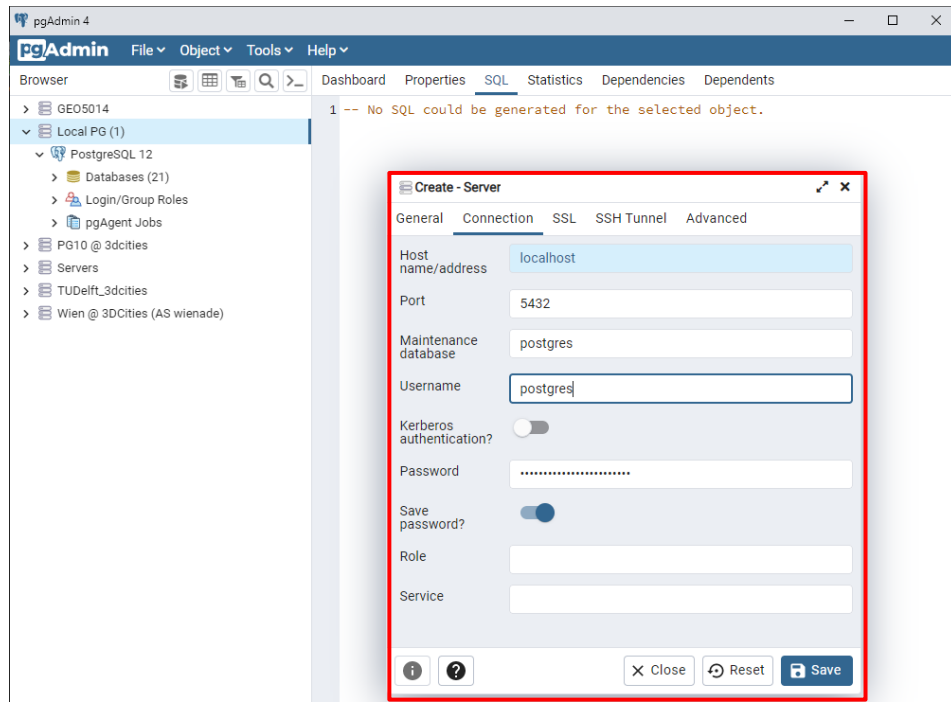
In the "General" tab, you simply add a name to identify your connection

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  
Imp/Exp connection  
Additional schemas  
ADE plug-ins

# 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 "Connection" tab,  
you add the connection  
parameters

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

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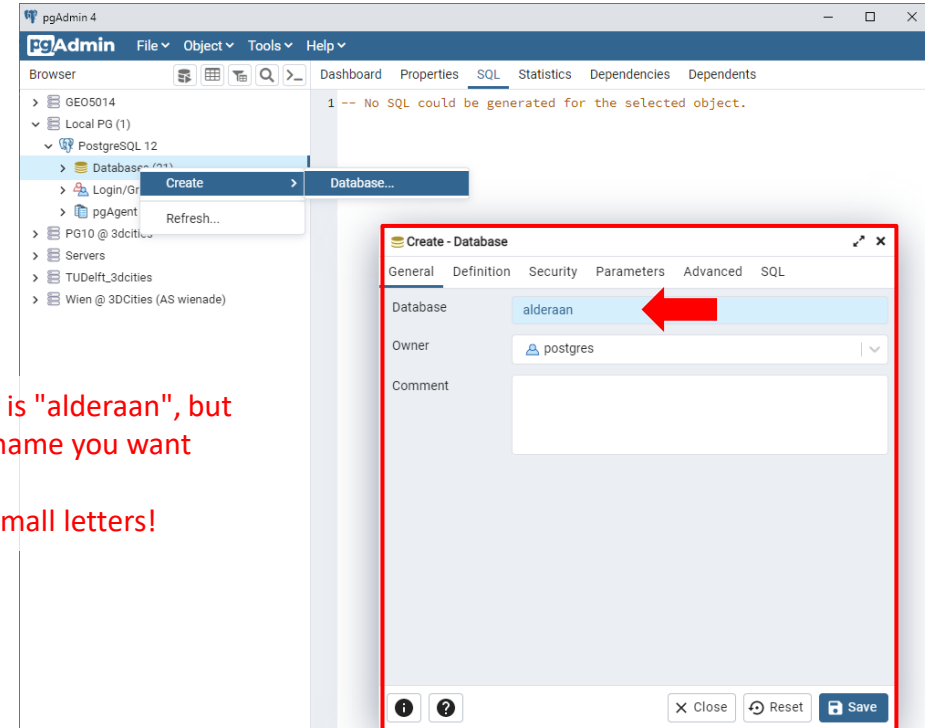
# Database creation

- 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**
- Create tables etc.
- Check via PgAdmin
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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!

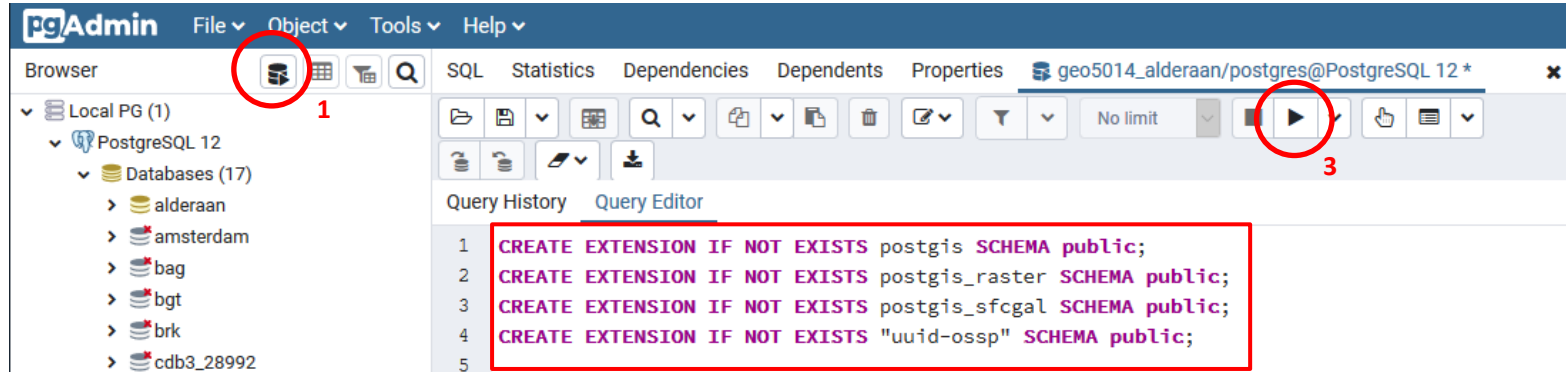
# Database creation

Software required

Software install

**Database setup**

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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

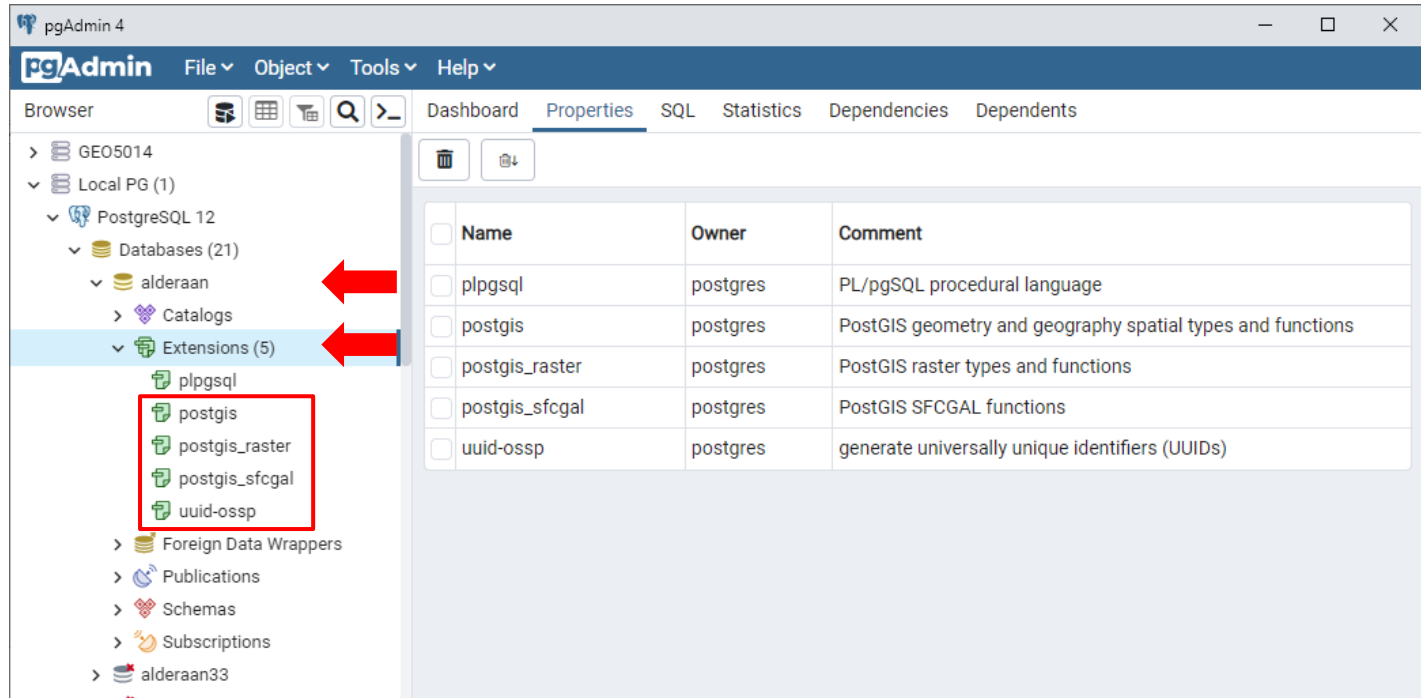
## Database setup

- Database connection
- **Database creation**
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- Check via PgAdmin

Imp/Exp connection

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<input type="checkbox"/>	Name	Owner	Comment
<input type="checkbox"/>	plpgsql	postgres	PL/pgSQL procedural language
<input type="checkbox"/>	postgis	postgres	PostGIS geometry and geography spatial types and functions
<input type="checkbox"/>	postgis_raster	postgres	PostGIS raster types and functions
<input type="checkbox"/>	postgis_sfcgal	postgres	PostGIS SFCGAL functions
<input type="checkbox"/>	uuid-oss	postgres	generate universally unique identifiers (UUIDs)

# 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

Imp/Exp connection

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ADE plug-ins

# Create tables and other database objects

Software required

Software install

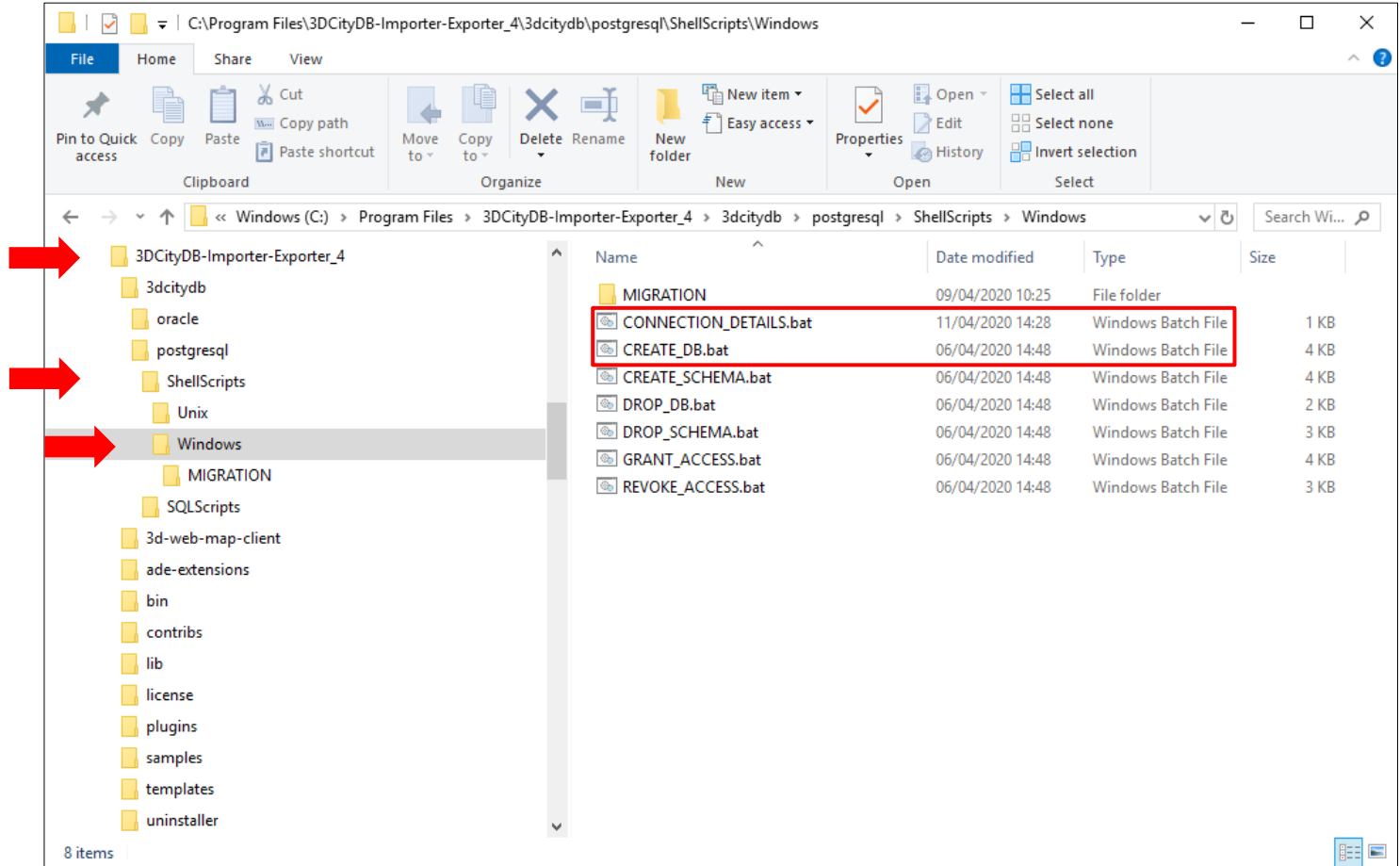
**Database setup**

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# Create tables and other database objects

Software required

Software install

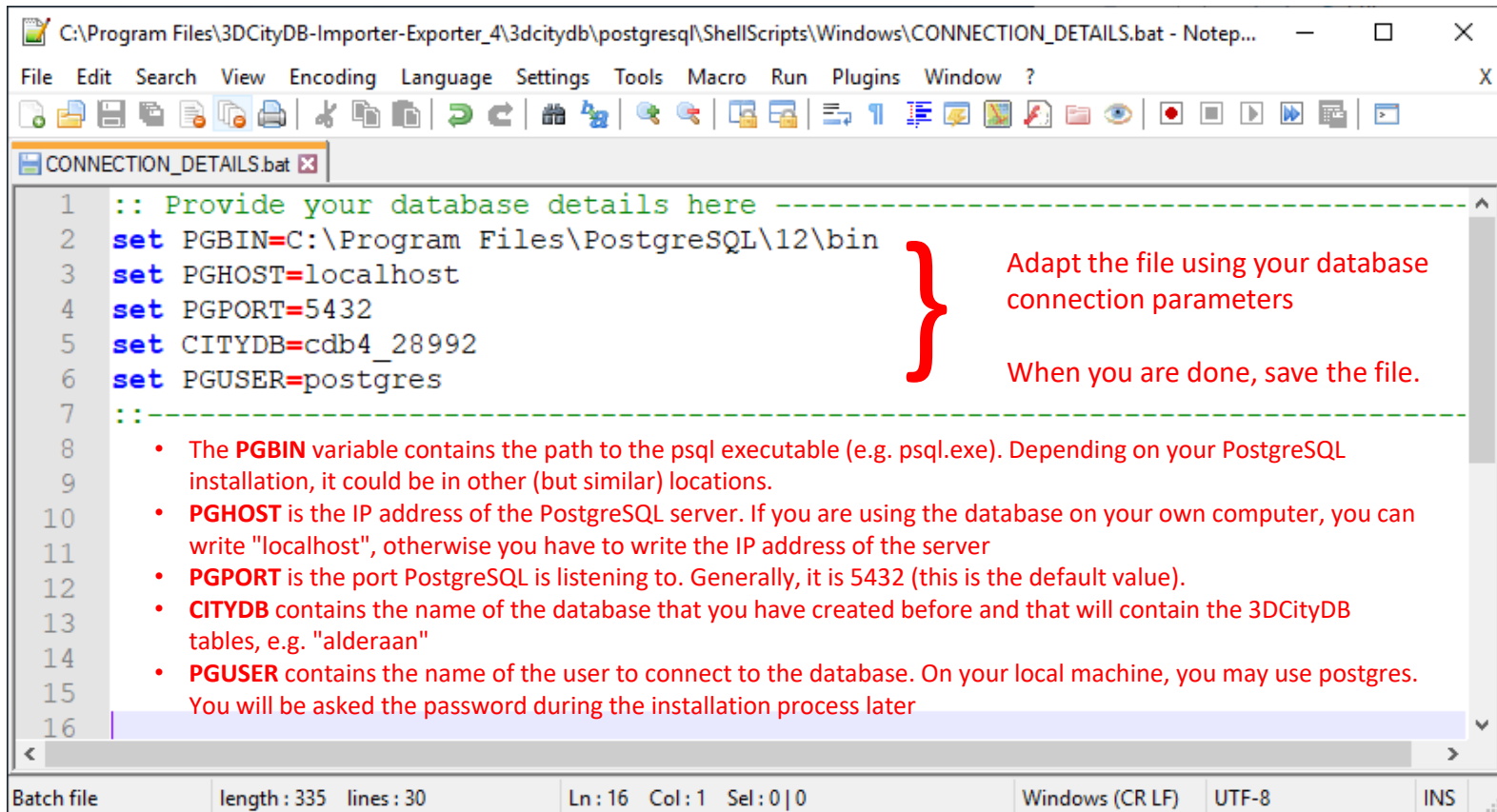
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```

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**)

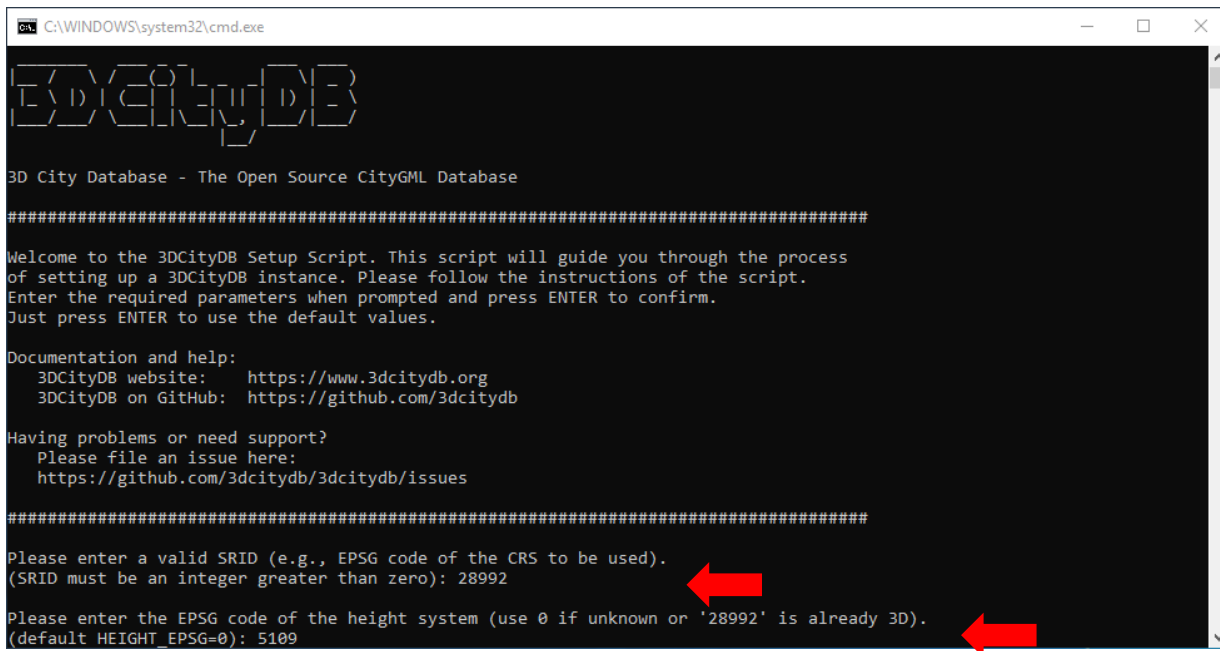
Software required  
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Imp/Exp connection  
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ADE plug-ins

# 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
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
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- **Create tables etc.**
- Check via PgAdmin

Imp/Exp connection

Additional schemas

ADE plug-ins

# 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

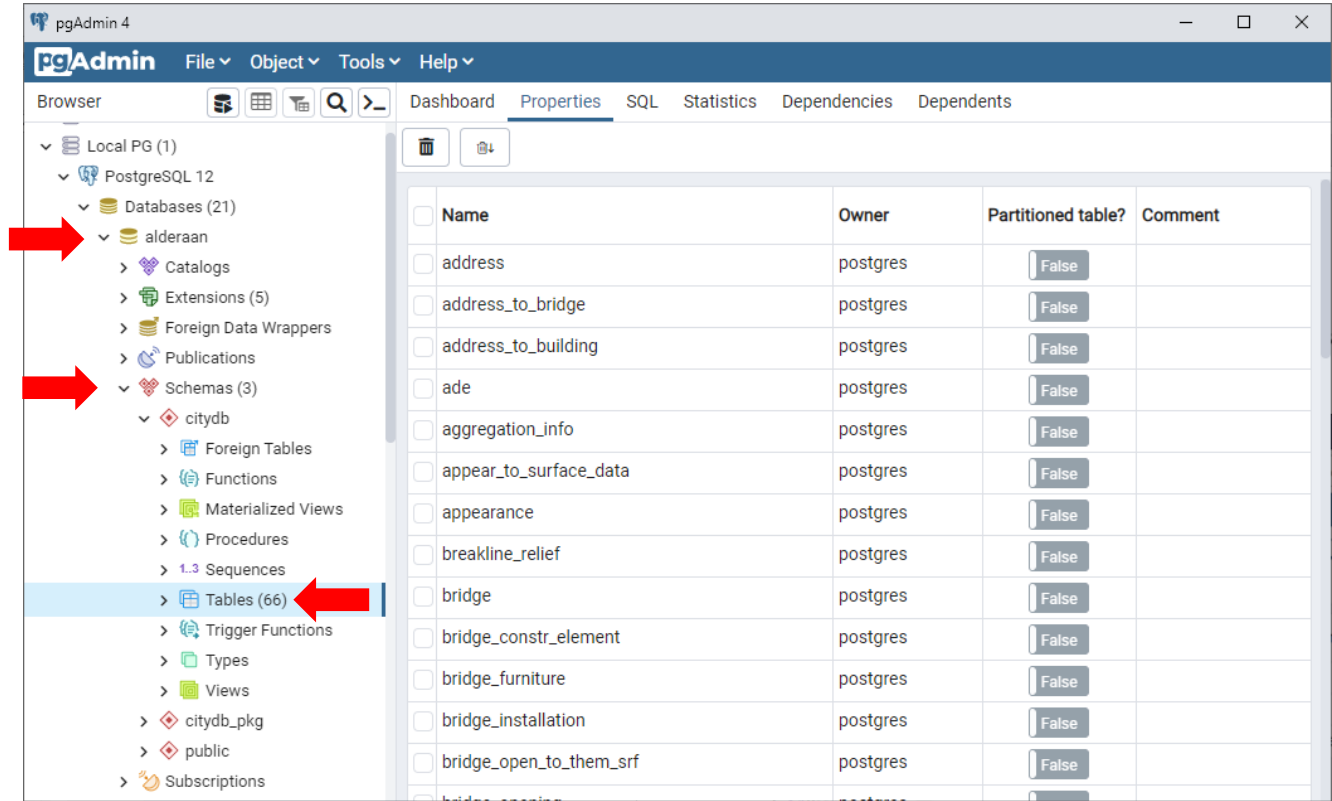
## Database setup

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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	
bridge_opening	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

Software install

Database setup

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

**Imp/Exp**

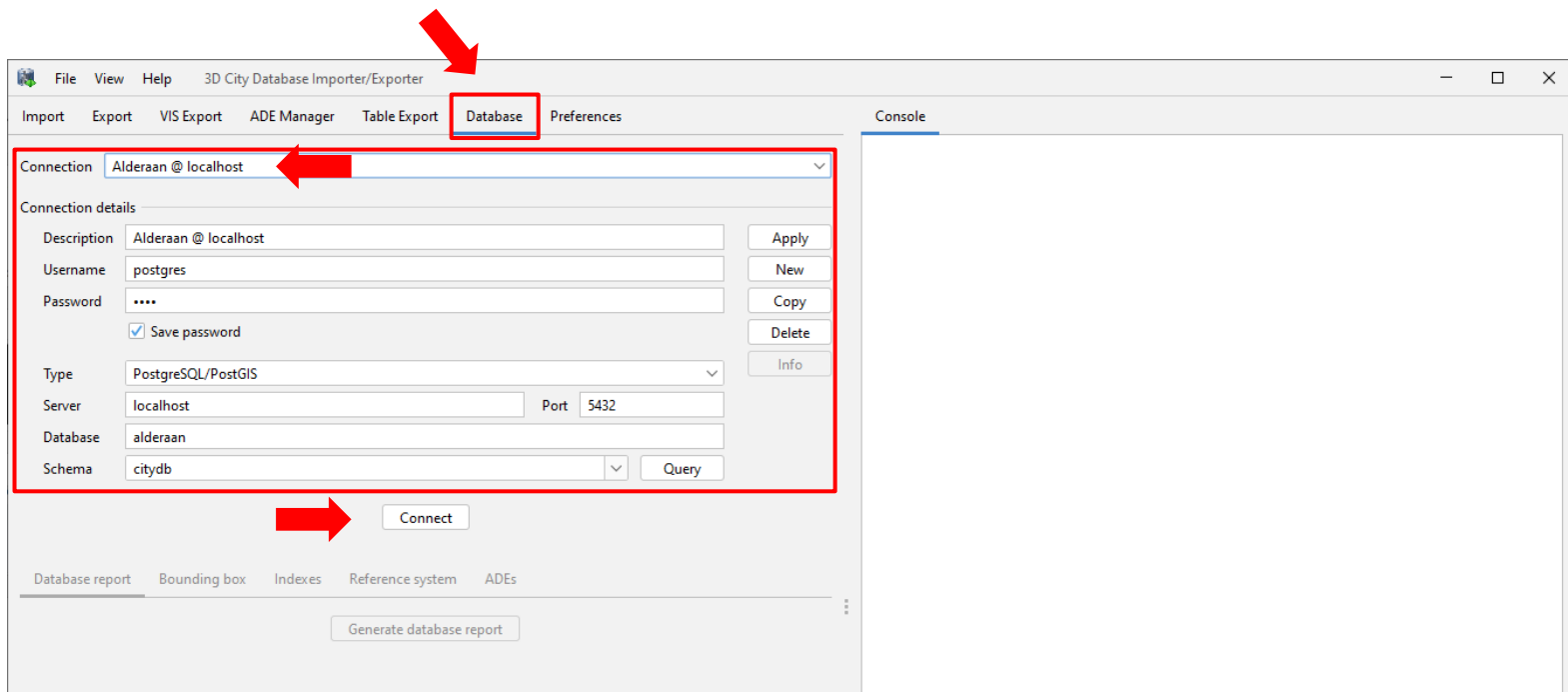
**connection**

Additional schemas

ADE plug-ins

# 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



3D City Database Importer/Exporter

File View Help Import Export VIS Export ADE Manager Table Export **Database** Preferences Console

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

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

**Imp/Exp connection**  
Additional schemas  
ADE plug-ins

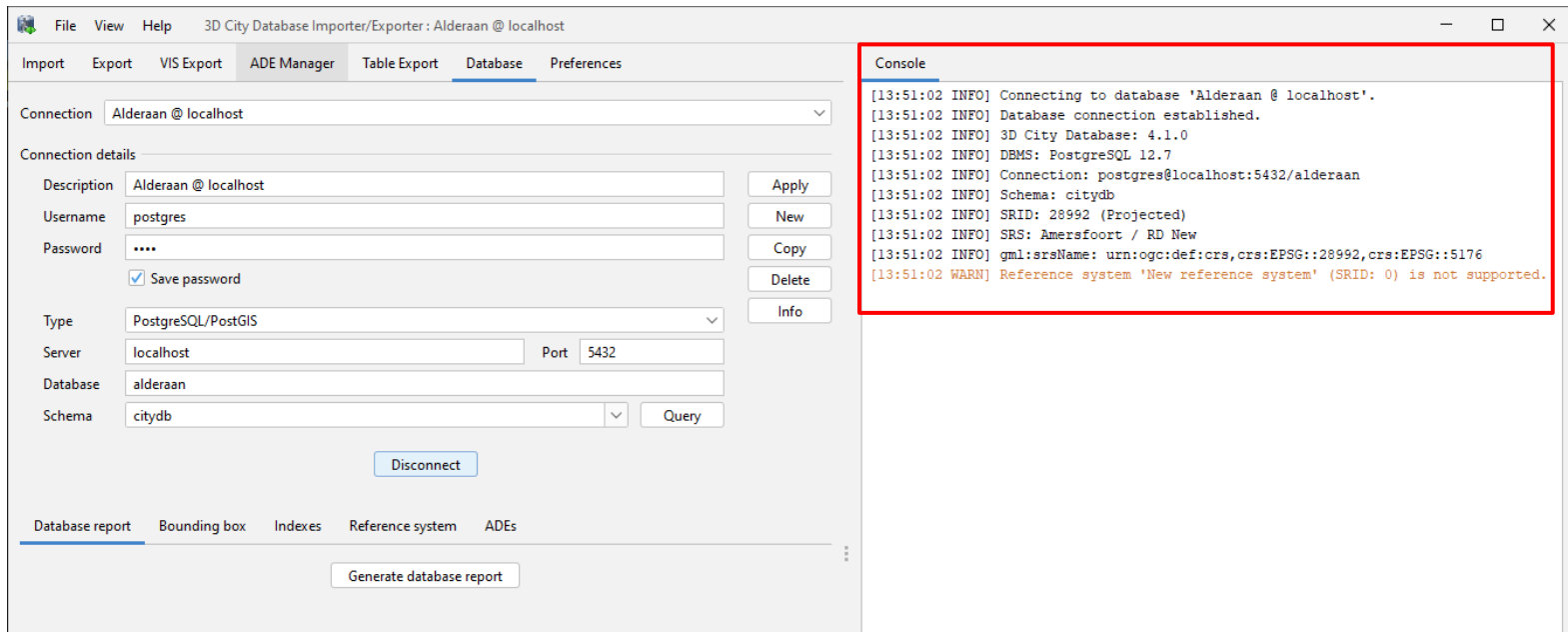
# Connecting to the database via Importer/Exporter

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

Software required  
 Software install  
 Database setup

- Database connection
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- Check via PgAdmin

**Imp/Exp connection**  
 Additional schemas  
 ADE plug-ins



# Connecting to the database via Importer/Exporter

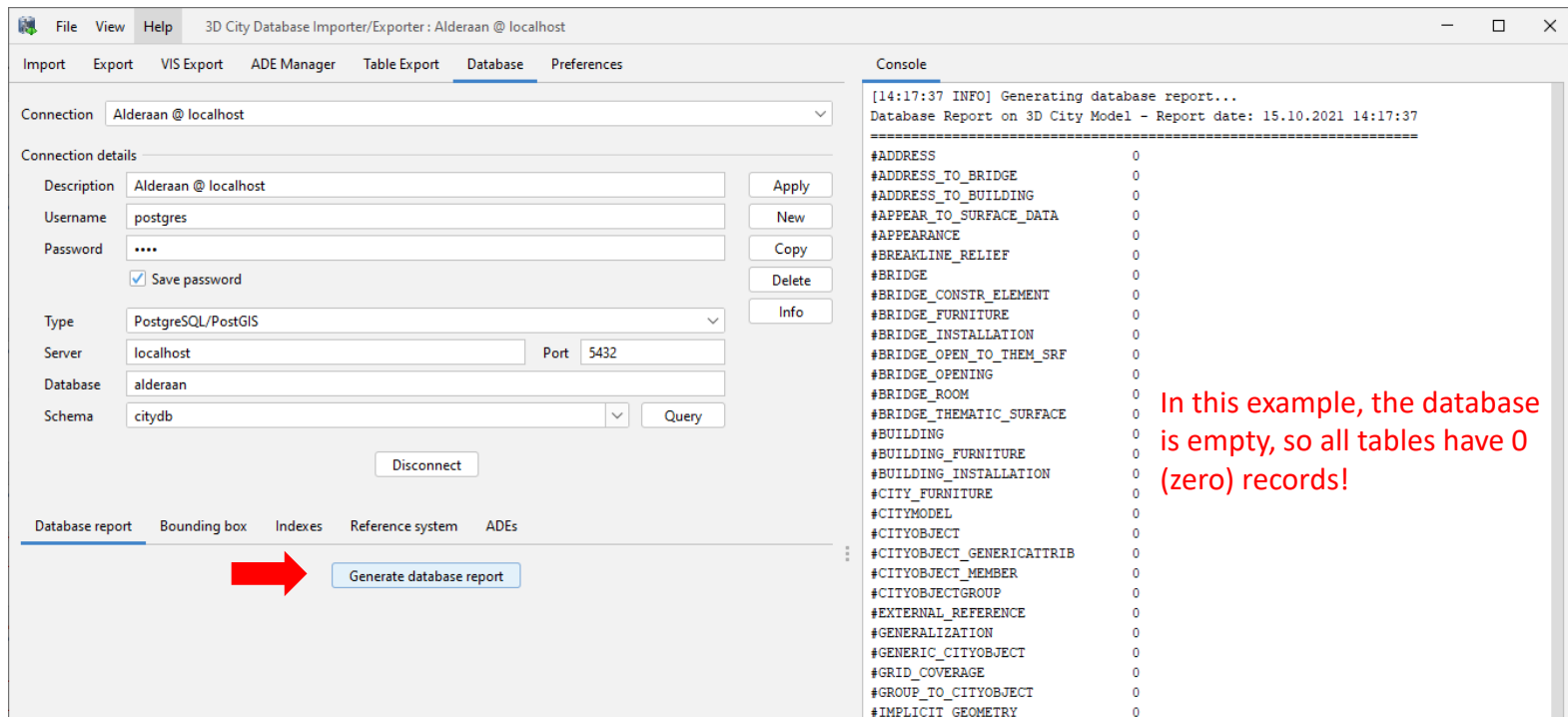
- Launch the 3DCityDB Importer/Exporter, select the "Database" tab
  - You can optionally also **Generate a database report**
  - If starting from an empty database, it will simply show that all tables are empty! 😊

Software required  
Software install  
Database setup

- Database connection
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- Check via PgAdmin

**Imp/Exp connection**

Additional schemas  
ADE plug-ins



3D City Database Importer/Exporter : Alderaan @ localhost

File View Help 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

Disconnect

Database report Bounding box Indexes Reference system ADEs

Generate database report

Console

```
[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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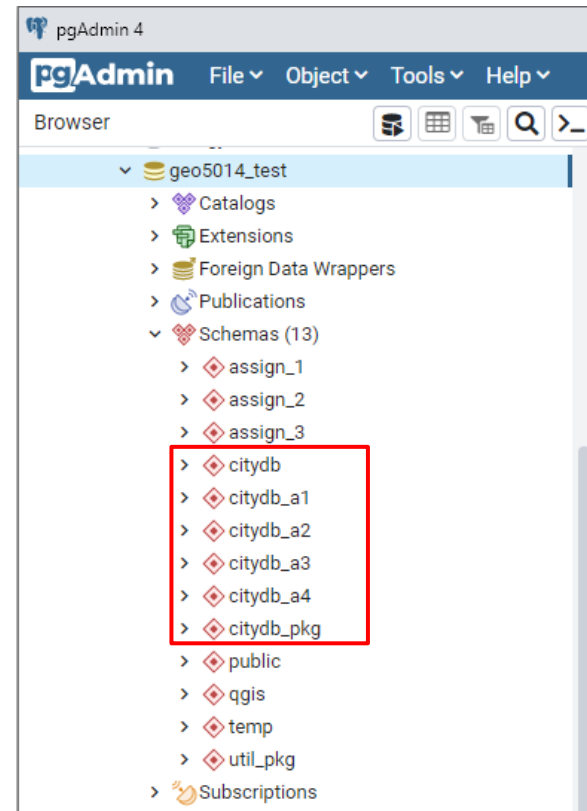
**Add additional  
database schemas  
(Optional)**

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

# 3D City Database: additional schemas

- 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



Software required  
Software install  
Database setup

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

Imp/Exp connection

**Additional schemas**

ADE plug-ins

# 3D City Database: additional schemas

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

Software required

Software install

Database setup

- Database connection

- Database creation

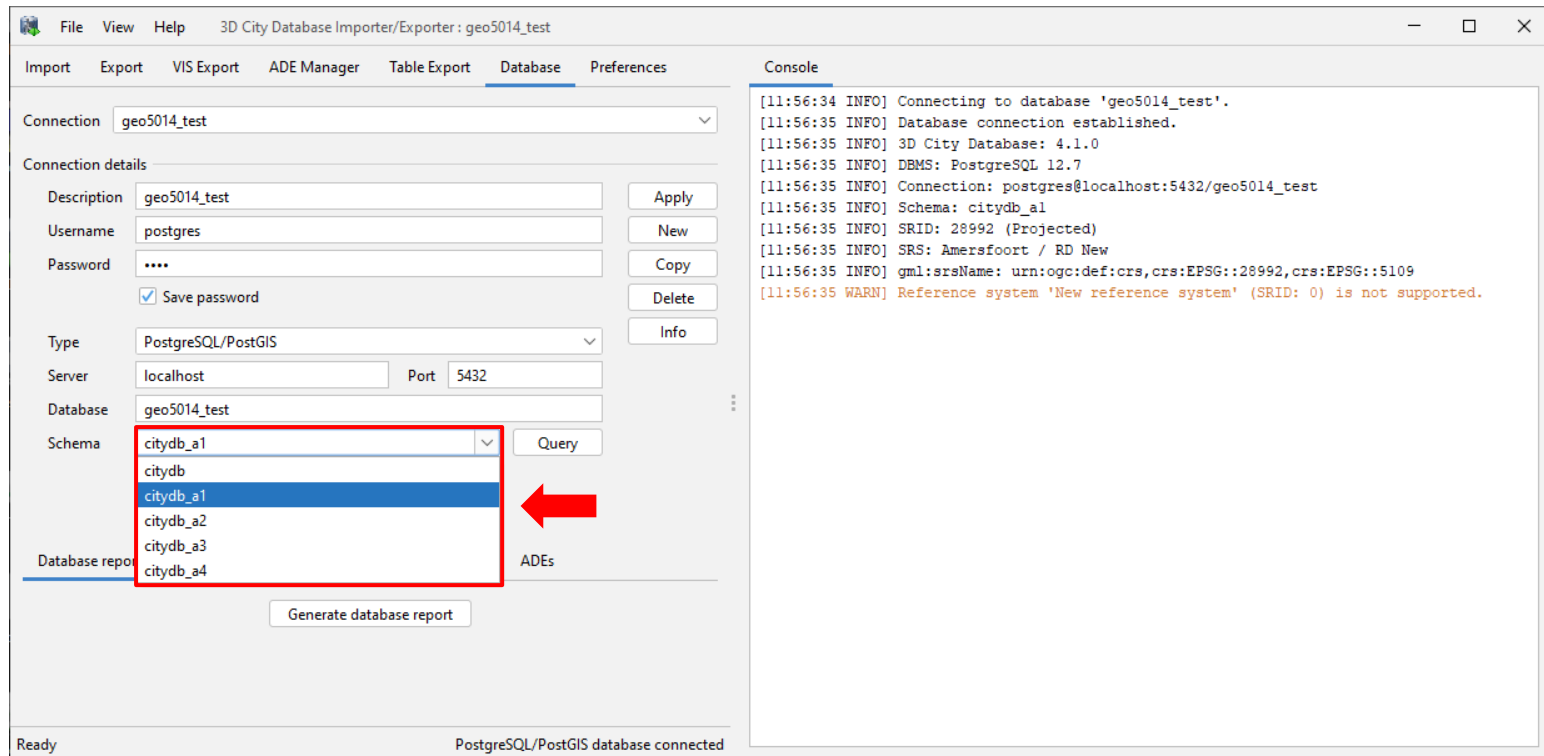
- Create tables etc.

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

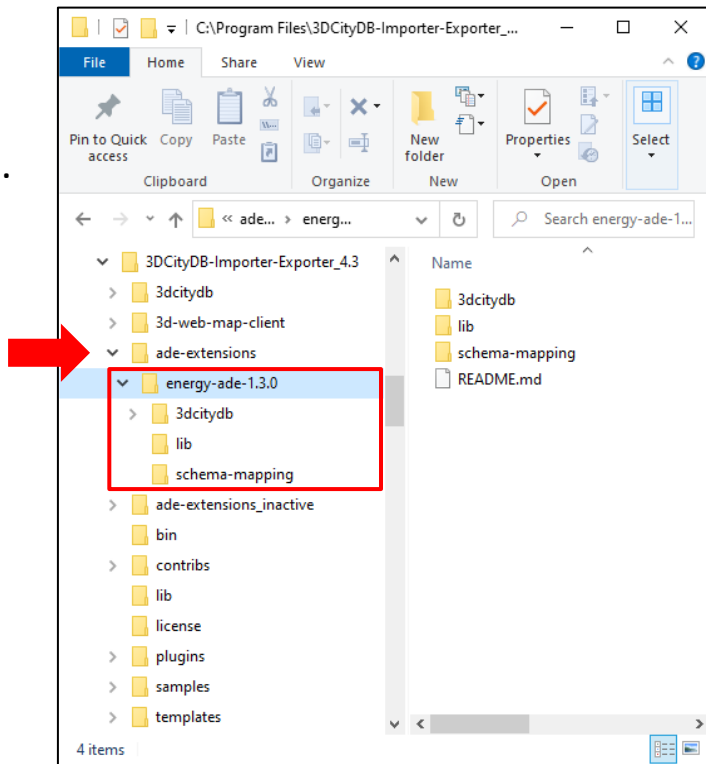
**Add additional  
database schemas  
(Optional)**

**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

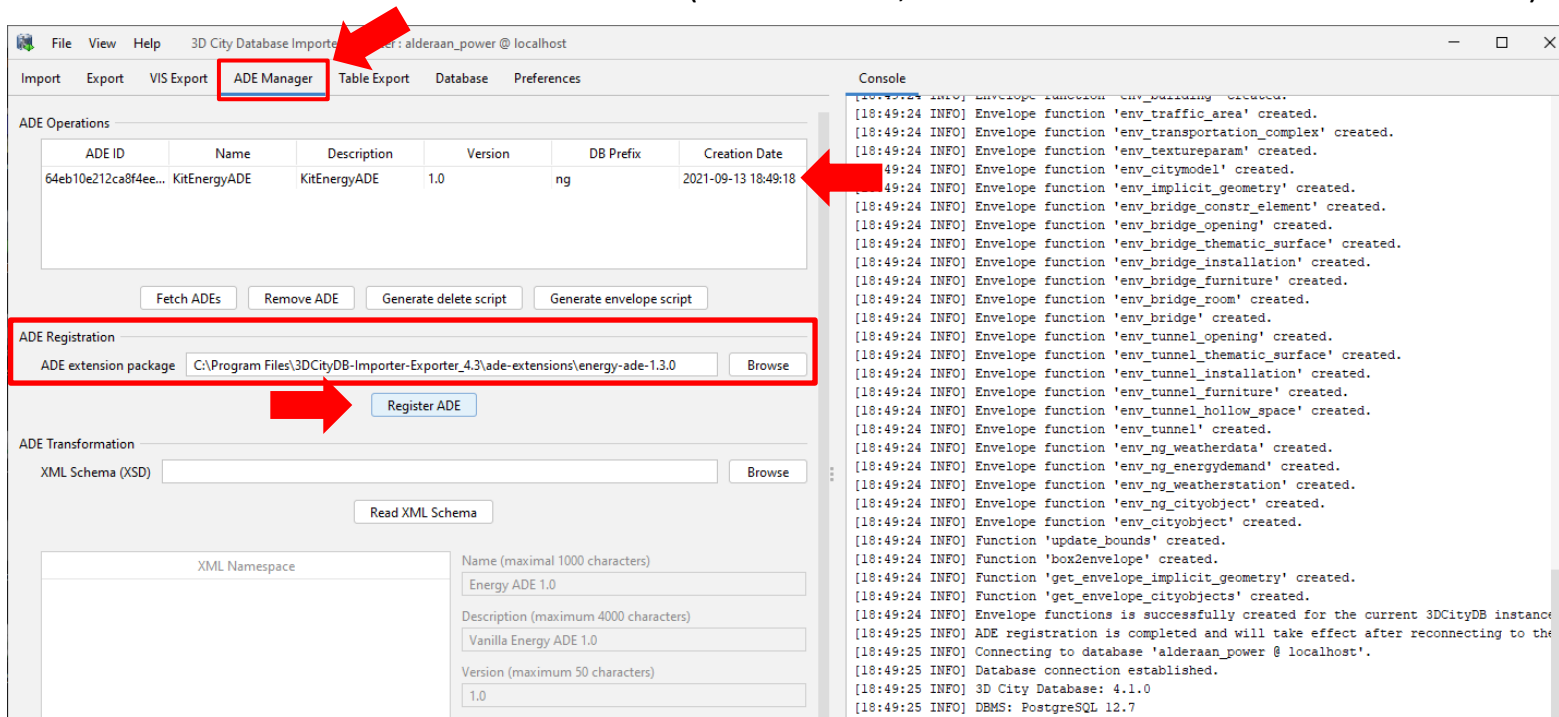
- <https://3dcitydb-docs.readthedocs.io/en/latest/plugins/ade-manager/index.html>

Software required  
Software install  
Database setup  
Imp/Exp connection  
Additional schemas  
**ADE plug-ins**  
• Installation  
• Data import  
• Data export

# 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)

Software required  
Software install  
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The screenshot shows the '3D City Database Importer/Exporter' application window. The 'ADE Manager' tab is selected, and the 'ADE Registration' section is highlighted with a red box. A red arrow points to the 'Register ADE' button. Another red arrow points to the 'ADE extension package' field, which contains the path 'C:\Program Files\3DCityDB-Importer-Exporter\_4.3\ade-extensions\energy-ade-1.3.0'. The 'Console' window on the right shows a list of created envelope functions and a message indicating that ADE registration is completed.

**ADE Operations**

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

**ADE Registration**

ADE extension package: C:\Program Files\3DCityDB-Importer-Exporter\_4.3\ade-extensions\energy-ade-1.3.0

**ADE Transformation**

XML Schema (XSD):

**XML Namespace**

Name (maximal 1000 characters)	Description (maximum 4000 characters)	Version (maximum 50 characters)
Energy ADE 1.0	Vanilla Energy ADE 1.0	1.0

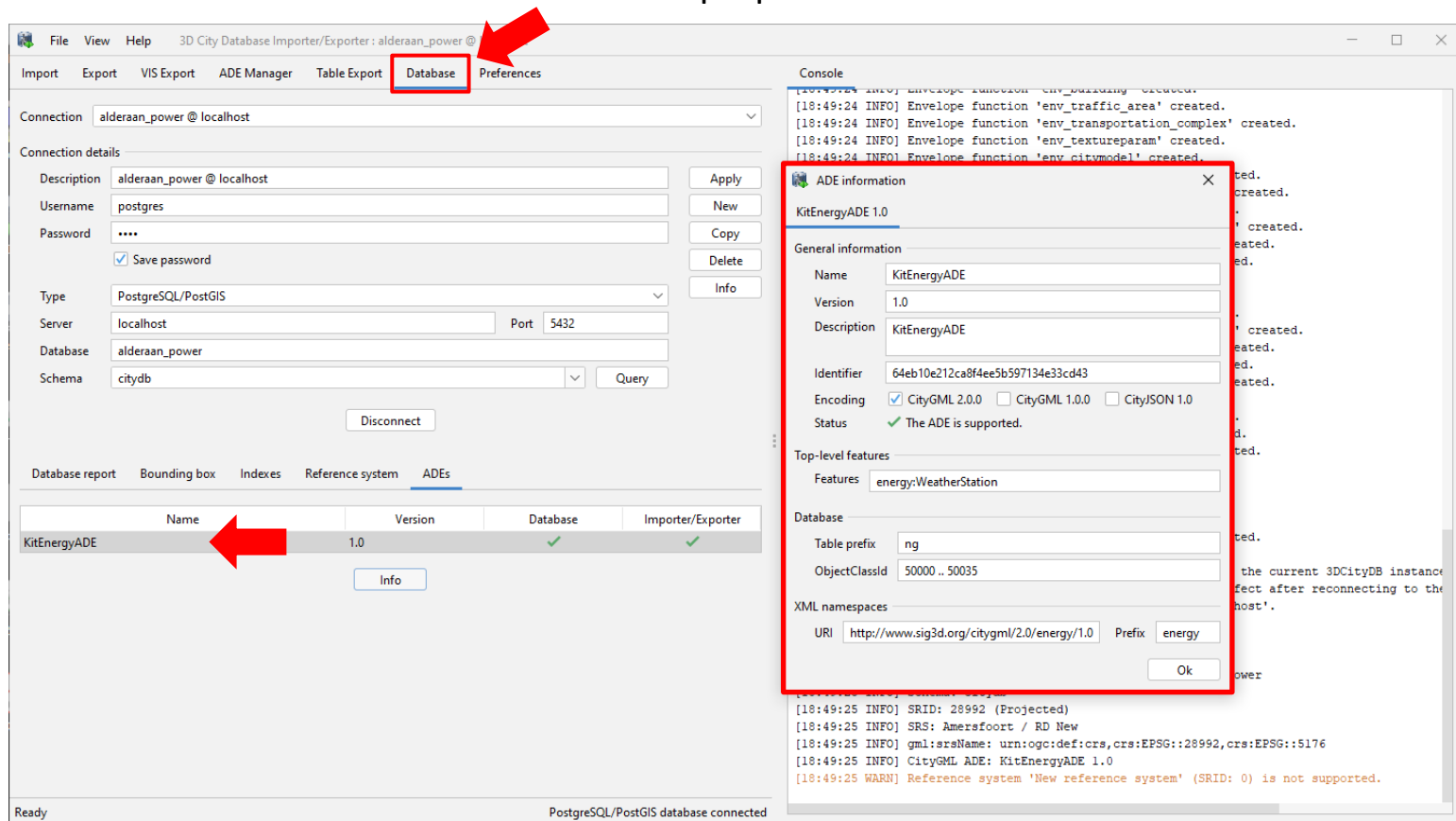
**Console**

```
[18:49:24 INFO] Envelope function 'env_building' created.
[18:49:24 INFO] Envelope function 'env_traffic_area' created.
[18:49:24 INFO] Envelope function 'env_transportation_complex' created.
[18:49:24 INFO] Envelope function 'env_textureparam' created.
[18:49:24 INFO] Envelope function 'env_citymodel' created.
[18:49:24 INFO] Envelope function 'env_implicit_geometry' created.
[18:49:24 INFO] Envelope function 'env_bridge_constr_element' created.
[18:49:24 INFO] Envelope function 'env_bridge_opening' created.
[18:49:24 INFO] Envelope function 'env_bridge_thematic_surface' created.
[18:49:24 INFO] Envelope function 'env_bridge_installation' created.
[18:49:24 INFO] Envelope function 'env_bridge_furniture' created.
[18:49:24 INFO] Envelope function 'env_bridge_room' created.
[18:49:24 INFO] Envelope function 'env_bridge' created.
[18:49:24 INFO] Envelope function 'env_tunnel_opening' created.
[18:49:24 INFO] Envelope function 'env_tunnel_thematic_surface' created.
[18:49:24 INFO] Envelope function 'env_tunnel_installation' created.
[18:49:24 INFO] Envelope function 'env_tunnel_furniture' created.
[18:49:24 INFO] Envelope function 'env_tunnel_hollow_space' created.
[18:49:24 INFO] Envelope function 'env_tunnel' created.
[18:49:24 INFO] Envelope function 'env_ng_weatherdata' created.
[18:49:24 INFO] Envelope function 'env_ng_energydemand' created.
[18:49:24 INFO] Envelope function 'env_ng_weatherstation' created.
[18:49:24 INFO] Envelope function 'env_ng_cityobject' created.
[18:49:24 INFO] Envelope function 'env_cityobject' created.
[18:49:24 INFO] Function 'update_bounds' created.
[18:49:24 INFO] Function 'box2envelope' created.
[18:49:24 INFO] Function 'get_envelope_implicit_geometry' created.
[18:49:24 INFO] Function 'get_envelope_cityobjects' created.
[18:49:24 INFO] Envelope functions is successfully created for the current 3DCityDB instance
[18:49:25 INFO] ADE registration is completed and will take effect after reconnecting to the
[18:49:25 INFO] Connecting to database 'alderaan_power @ localhost'.
[18:49:25 INFO] Database connection established.
[18:49:25 INFO] 3D City Database: 4.1.0
[18:49:25 INFO] DBMS: PostgreSQL 12.7
```

# ADE plugin installation

- Check also in the database tab the ADEs properties

Software required  
Software install  
Database setup  
Imp/Exp connection  
Additional schemas  
**ADE plug-ins**  
• Installation  
• Data import  
• Data export



The screenshot shows the '3D City Database Importer/Exporter' application window. The 'Database' tab is selected, and the 'ADEs' sub-tab is active. A red arrow points to the 'Database' tab, and another red arrow points to the 'ADEs' sub-tab. The 'ADEs' sub-tab displays a table with the following data:

Name	Version	Database	Importer/Exporter
KitEnergyADE	1.0	✓	✓

An 'Info' button is located below the table. To the right, the 'ADE information' dialog box is open, showing details for 'KitEnergyADE 1.0'. The dialog includes sections for 'General information', 'Top-level features', and 'Database'. The 'General information' section shows:

- 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.

The 'Top-level features' section shows:

- Features: energy:WeatherStation

The 'Database' section shows:

- Table prefix: ng
- ObjectClassId: 50000 .. 50035
- XML namespaces: URI  Prefix

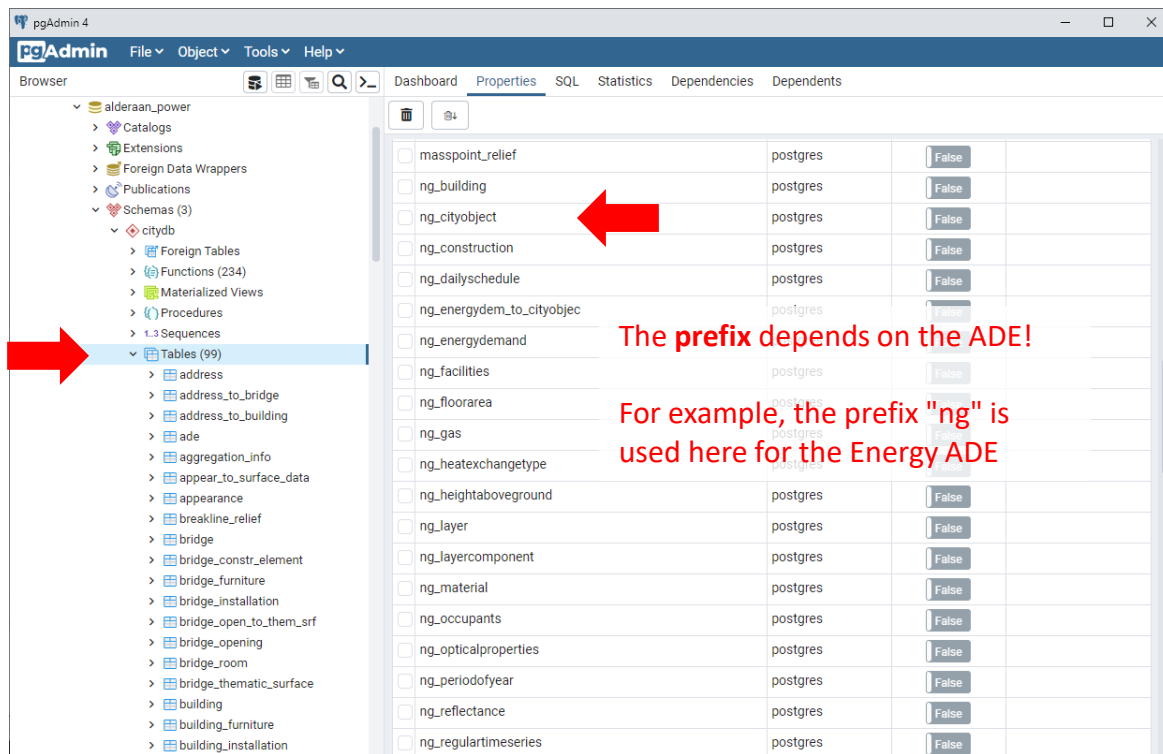
The 'Console' window on the right shows log messages, including:

```
[18:49:24 INFO] Envelope function 'env_traffic_area' created.
[18:49:24 INFO] Envelope function 'env_transportation_complex' created.
[18:49:24 INFO] Envelope function 'env_textureparam' created.
[18:49:24 INFO] Envelope function 'env_citymodel' created.
[18:49:25 INFO] SRID: 28992 (Projected)
[18:49:25 INFO] SRS: Amersfoort / RD New
[18:49:25 INFO] gml:srsName: urn:ogc:def:crs:EPSG::28992,crs:EPSG::5176
[18:49:25 INFO] CityGML ADE: KitEnergyADE 1.0
[18:49:25 WARN] Reference system 'New reference system' (SRID: 0) is not supported.
```

# ADE plugin installation

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

Software required  
Software install  
Database setup  
Imp/Exp connection  
Additional schemas  
**ADE plug-ins**  
• Installation  
• Data import  
• Data export



The screenshot shows the pgAdmin 4 interface. In the left sidebar, the 'citydb' schema is expanded, and the 'Tables (99)' folder is selected. A red arrow points to this folder. In the main pane, a list of tables is displayed. A red arrow points to the 'ng\_cityobject' table. Red text annotations are present:

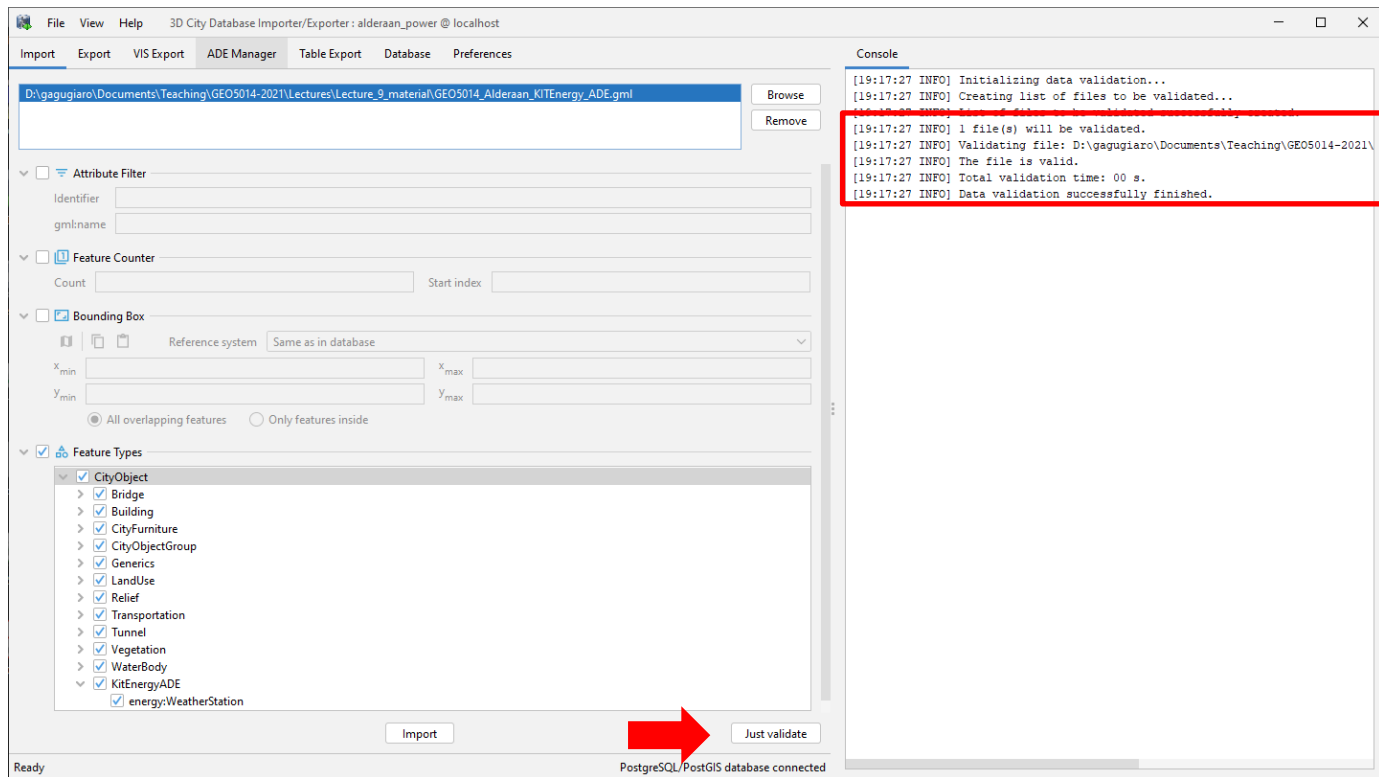
- The prefix depends on the ADE!**
- For example, the prefix "ng" is used here for the Energy ADE**

Table Name	Schema	Is System
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

# 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

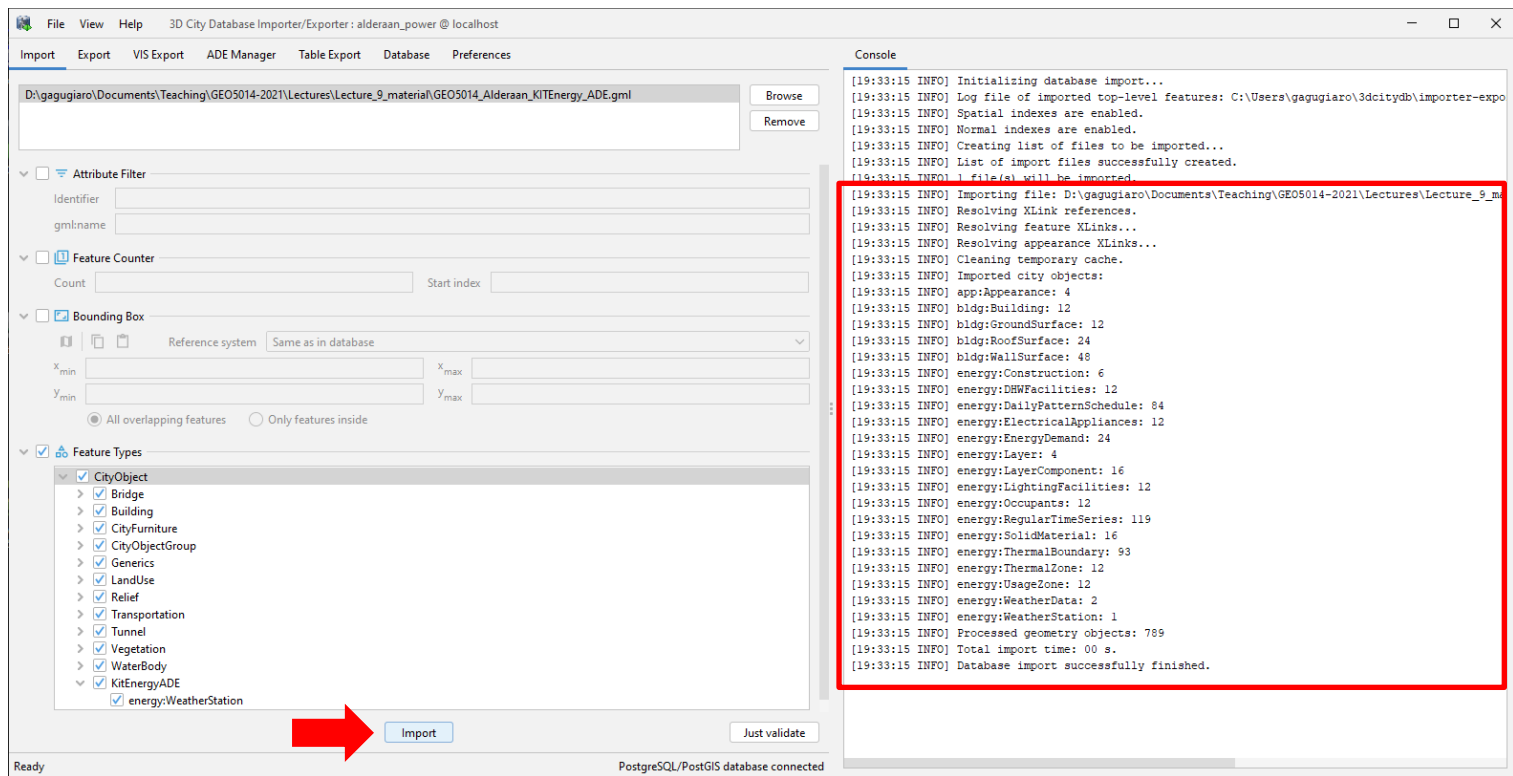
Software required  
Software install  
Database setup  
Imp/Exp connection  
Additional schemas  
**ADE plug-ins**  
• Installation  
• **Data import**  
• Data export



# 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

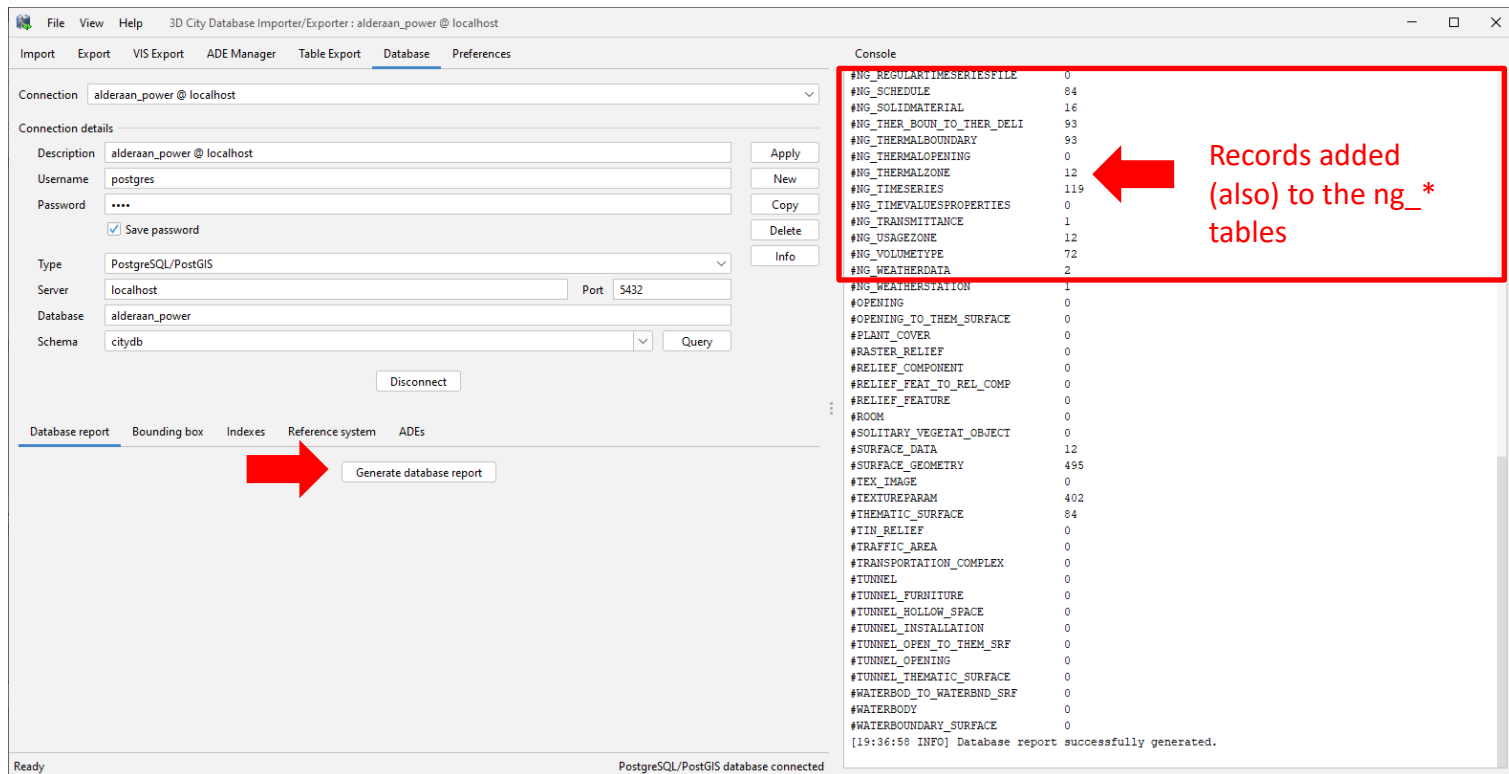
Software required  
Software install  
Database setup  
Imp/Exp connection  
Additional schemas  
**ADE plug-ins**  
• Installation  
• **Data import**  
• Data export



# ADE data import

- Check also the database report in the database tab!

Software required  
Software install  
Database setup  
Imp/Exp connection  
Additional schemas  
**ADE plug-ins**  
• Installation  
• **Data import**  
• Data export



The screenshot shows the '3D City Database Importer/Exporter' application window. The 'Database' tab is selected in the top menu. The 'Connection details' section shows a connection to 'alderaan\_power @ localhost' using 'postgres' as the username and 'citydb' as the schema. The 'Database report' sub-tab is active, showing a 'Generate database report' button. A red arrow points to this button. To the right, a 'Console' window displays a list of records with their counts. A red box highlights the top 10 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!

Software required

Software install

Database setup

Imp/Exp connection

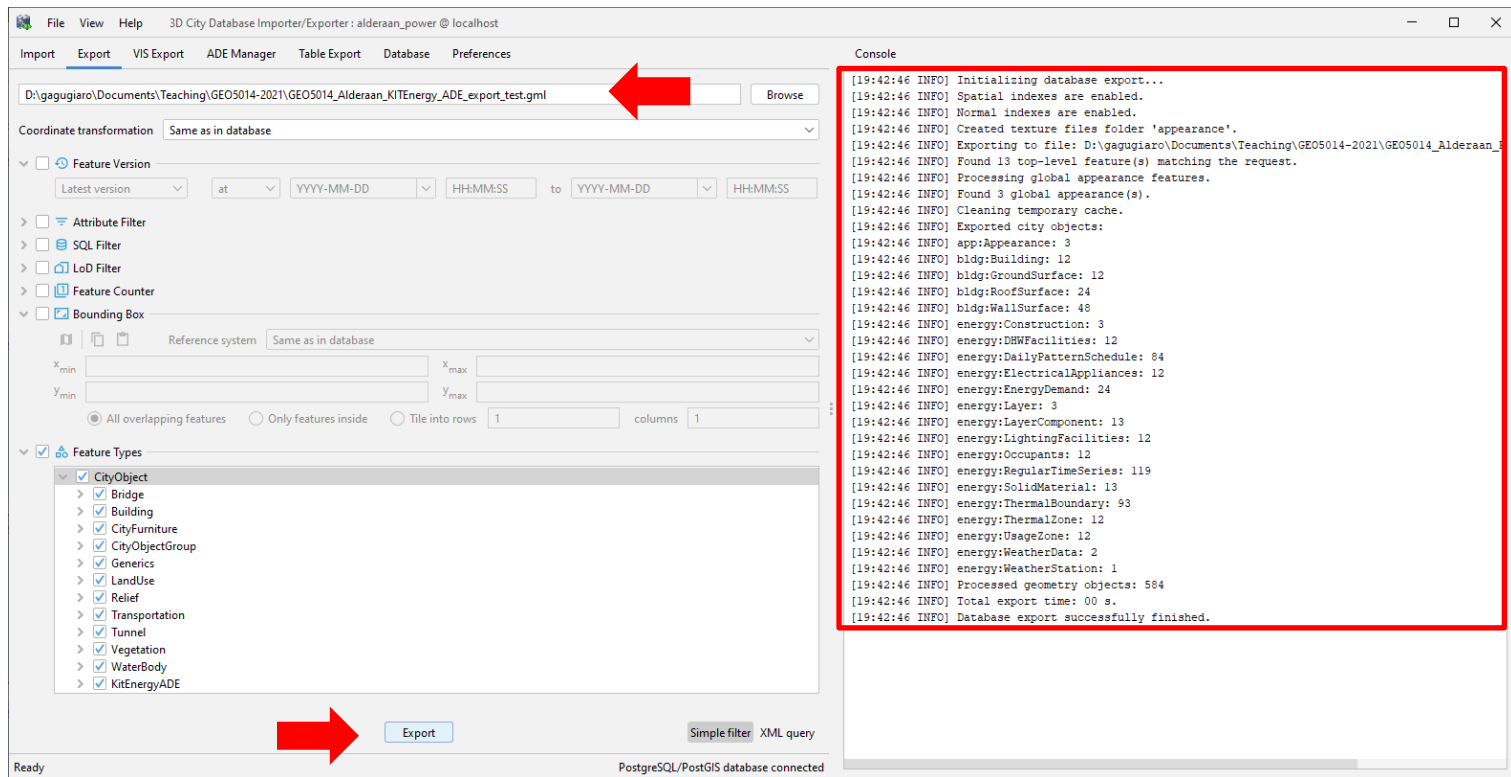
Additional schemas

**ADE plug-ins**

• Installation

• Data import

• Data export



## 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>

Software required  
PostgreSQL  
3DCityDB  
**Further resources**

# Thank you for your attention!



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