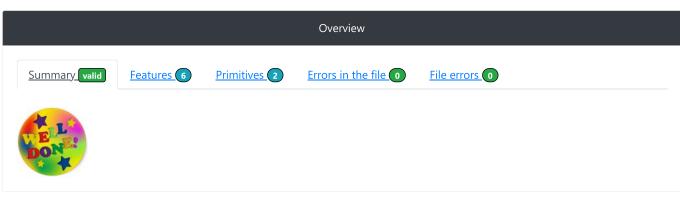
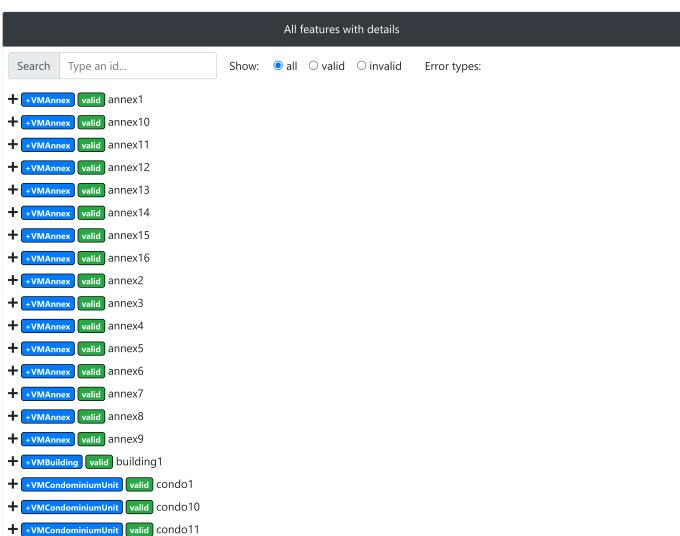


Input	
input file	/var/www/geovalidation/val3dity/uploads/3D_Valuation.json
input file type	CityJSON
val3dity version	2.4.0
validation time	Mon Apr 1 11:34:00 2024 CEST
overlap_tol	-1
planarity_d2p_tol	0.01
planarity_n_tol	20
snap_tol	0.001





```
+ VMCondominiumUnit valid condo12
+ VMCondominiumUnit valid condo13
+ VMCondominiumUnit valid condo14
+ +VMCondominiumUnit valid condo15
+ VMCondominiumUnit valid condo16
+ VMCondominiumUnit valid condo2
+ +VMCondominiumUnit valid condo3
+ vMCondominiumUnit valid condo4
+ VMCondominiumUnit valid condo5
+ VMCondominiumUnit valid condo6
+ VMCondominiumUnit valid condo7
+ VMCondominiumUnit valid condo8
+ +VMCondominiumUnit valid condo9
+ + vMMainUnit valid mainunit1
+ + VMMainUnit valid mainunit10
+ + VMMainUnit valid mainunit11
+ +VMMainUnit valid mainunit12
+ + VMMainUnit valid mainunit13
+ + VMMainUnit valid mainunit14
+ + VMMainUnit valid mainunit15
+ + VMMainUnit valid mainunit16
+ +VMMainUnit valid mainunit2
+ +VMMainUnit valid mainunit3
+ + VMMainUnit valid mainunit4
+ +VMMainUnit valid mainunit5
+ (+VMMainUnit) valid mainunit6
+ +VMMainUnit valid mainunit7
+ + VMMainUnit valid mainunit8
+ +VMMainUnit valid mainunit9
+ vMSharedFacility valid sharedfacility1
+ +VMSharedFacility valid sharedfacility2
+ +VMSharedFacility valid sharedfacility3
+ VMSharedFacility valid sharedfacility4
+ +VMSharedFacility valid sharedfacility5
+ +VMSharedFacility valid sharedfacility6
+ VMSharedFacility valid sharedfacility7
+ +VMSharedFacility valid sharedfacility8
+ + VMValuationUnit | valid | valuationunit1
+ + VMValuationUnit valid valuationunit10
+ VMValuationUnit valid valuationunit11
+ +VMValuationUnit valid valuationunit12
+ +VMValuationUnit valid valuationunit13
+ + VMValuationUnit valid valuationunit14
+ + VMValuationUnit valid valuationunit15
+ +VMValuationUnit valid valuationunit16
+ + VMValuationUnit valid valuationunit17
+ + VMValuationUnit | valid | valuationunit2
```

+ \*VMValuationUnit valid valuationunit3

+ \*VMValuationUnit valid valuationunit4

+ \*VMValuationUnit valid valuationunit5

+ \*VMValuationUnit valid valuationunit7

+ \*VMValuationUnit valid valuationunit8

+ \*VMValuationUnit valid valuationunit9

**C** Start over