

CityGML 3DCityDB-Loader plugin for QGIS

A quick overview

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- Plugin overview
- Software installation
- Usage
- Advanced options
- Software uninstall
- Current limitations

Motivation

Motivation

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IDEA:

- Users could benefit from working with the 3DCityDB "directly"
 - No need to work with files
 - Editing of features could become easier
 - SQL/relational model are rather well-known in the user community
 - Eventually.... "3D city models belong best in a database" 😊

Motivation

BUT:

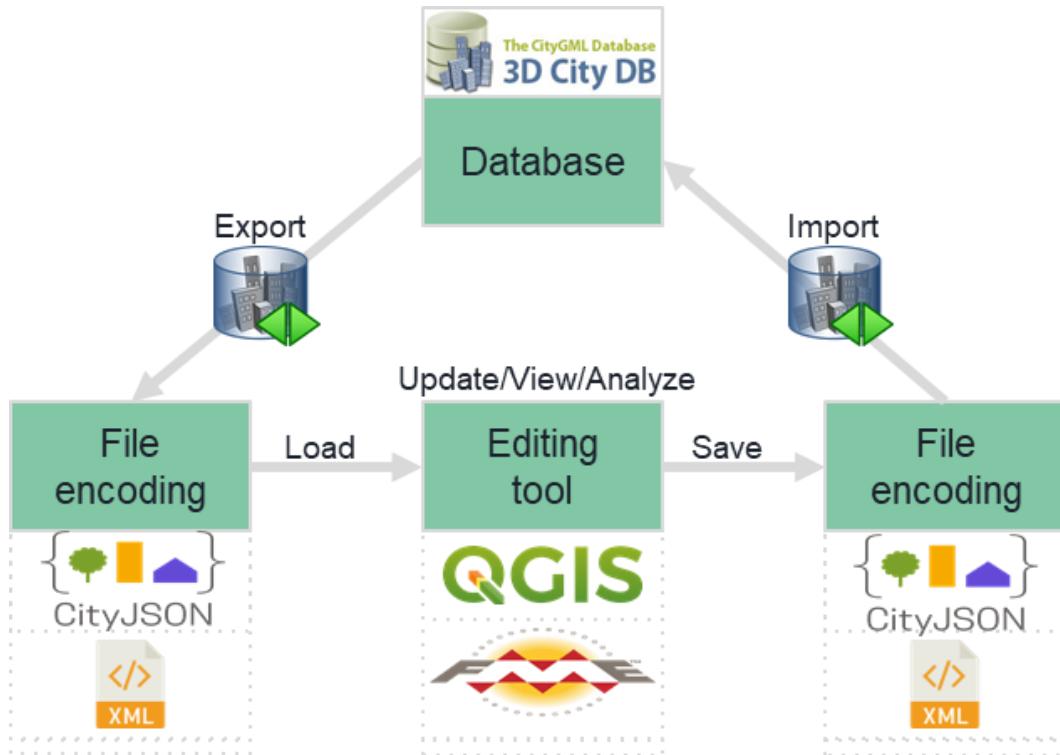
- 3DCityDB structure is rather complex
 - Lots of nested tables, complex structure
 - Data management is complex, although some functions are provided (e.g. delete functions)
 - There can be multiple "scenarios" in the same database instance ("citydb_1", "citydb_2", "citydb_3", ...)
- CityGML does not follow the Simple Feature Model (SFM)
 - Nested features
 - One feature can have multiple representations (multiple LoDs, multiple geometry types)
- The existing Importer/Exporter offers some functionalities, but its *raison d'être* is basically different (...as the name says!)

Motivation

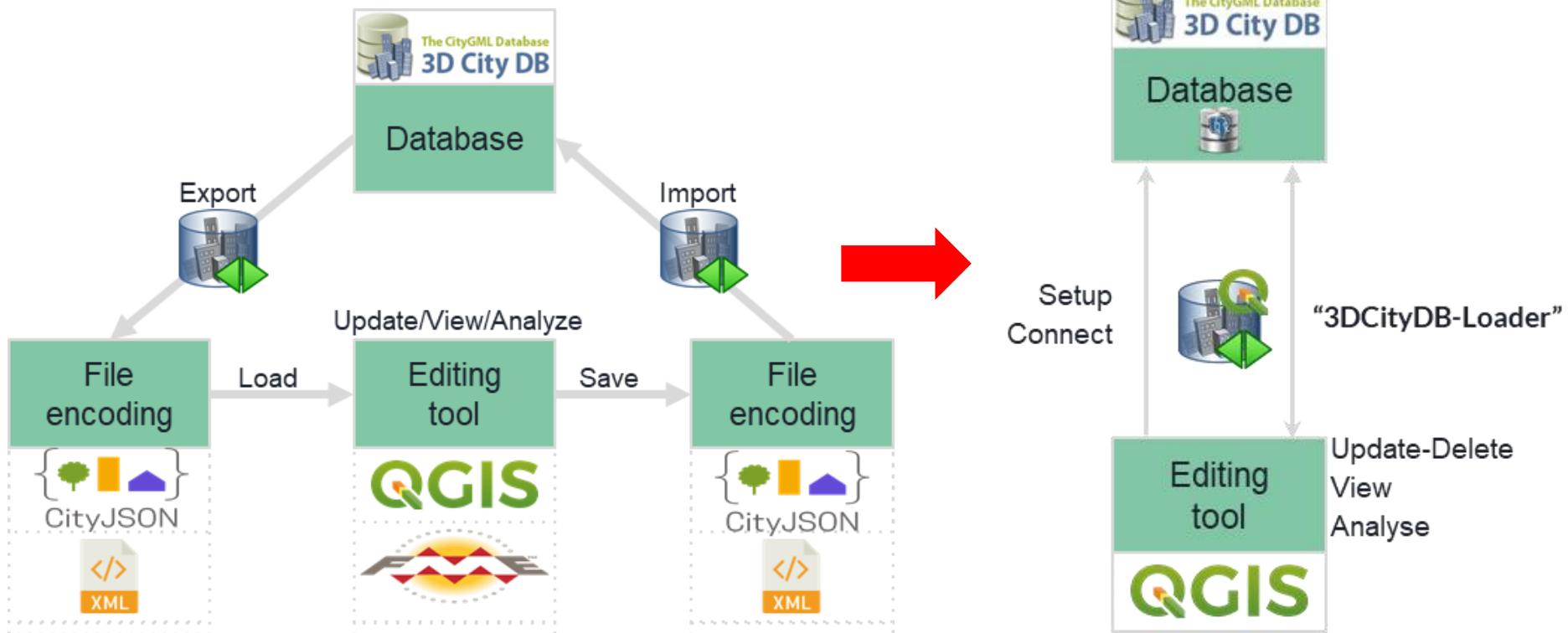
SO:

- Why not using QGIS?
 - Well-known and established open-source software
 - Rather mature, version 3.22 released in autumn 2021, well documented
 - Native support for PostgreSQL/PostGIS, support also for Oracle Spatial
 - Has strong 2D and some (less mature) 3D visualisation functionalities
 - Can be extended with Python-based plugins

Motivation



Motivation



Plugin overview

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Main functionalities

- Create “layers” to hide 3DCityDB complexity when interacting with data
 - Deal with multi-LoD / different geometries / implicit representations
 - Merge all standard attributes of a cityobject into a single “table”
- Support for multiple users with different privileges (read-only, read-write)
- Editing of attributes: possible
- Deletion of features: possible
- Editing of geometries: NOT possible
- Support for multiple 3DCityDB scenarios (aka “citydb” schemas)

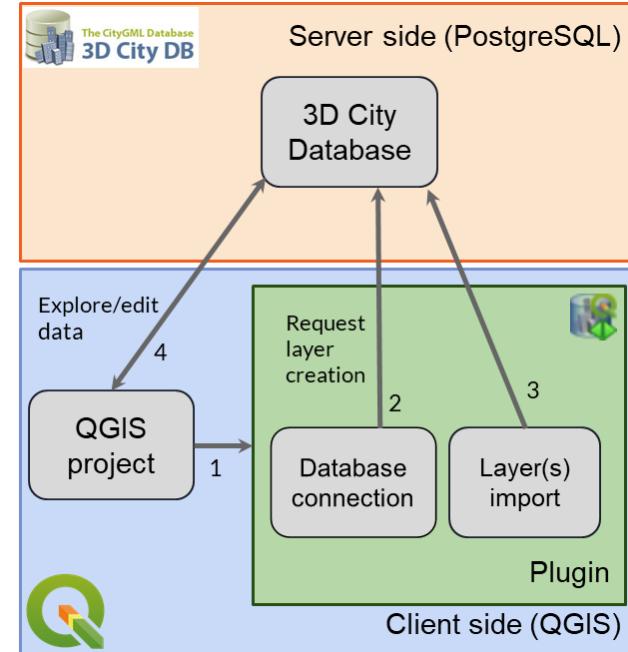
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Server-side

PostgreSQL "QGIS Package" ("qgis_pkg")

- Create and manage layers as views (for attributes) linked to materialized views (for geometry) following the SFM
- Manage users and privileges
- Manage multiple scenarios (“citydb” schemas)
- Add default users with ro & rw privileges



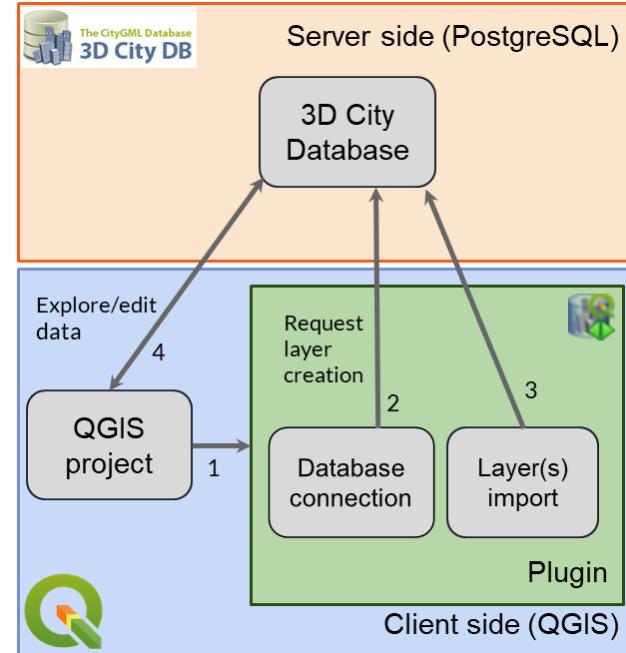
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Client-side

QGIS plugin “3DCityDB-Loader”

- Manage database connections + “qgis_pkg” installation
- GUI-based layer creation and management
- GUI-based management of multiple scenarios
- GUI-based attribute editing via “attribute forms”
- Include CityGML enumerations and children tables (e.g. generic attributes) + optionally codelists
- Create a hierarchical QGIS Table of Contents
- Apply standard colours per feature type



BEWARE

The following slides assume that you are already familiar with the 3DCityDB Suite

In particular you must:

- Have an already installed 3DCityDB database instance
- Be able to use the 3DCityDB Importer/Exporter
- Be able to import CityGML data into the 3DCityDB
- (Optionally) be able to create additional citydb schemas (aka "scenarios")

Otherwise, here a tutorial: <https://github.com/3dcitydb/tutorials>

Last but not least...

- You need at least a basic knowledge of the main CityGML concepts ☺
- Otherwise, here a crash course: <http://www.urbangeobigdata.it/?p=195>

Installation

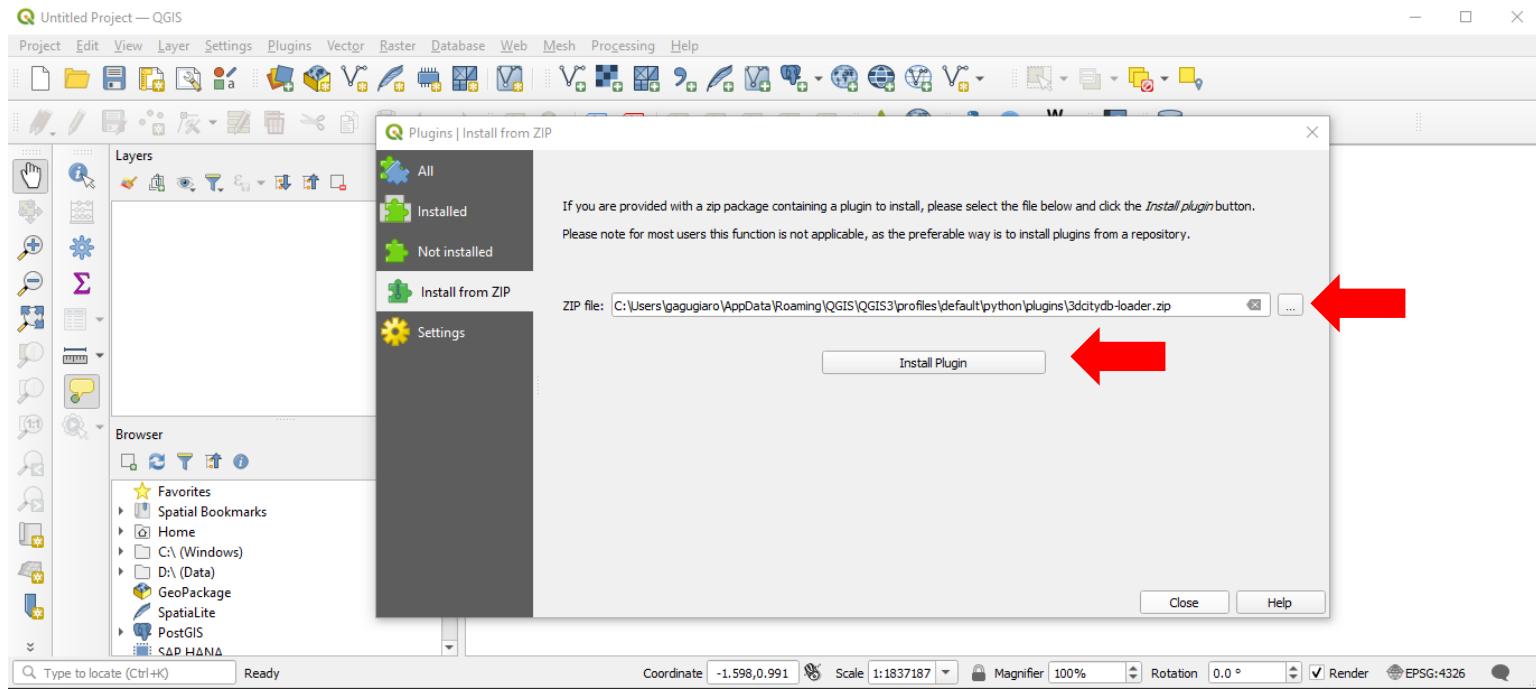
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Software requirements

- CityGML 3D City Database v. 4.x or higher
 - Works on all currently supported versions of PostgreSQL and PostGIS
 - <https://github.com/3dcitydb/3dcitydb-suite/releases>
 - <https://3dcitydb-docs.readthedocs.io/en/latest/>
 - **BEWARE:** 3DCityDB v. 3.x and older NOT supported!
- QGIS 3.22
 - Currently testing on older versions
 - <https://qgis.org/en/site/forusers/download.html>
- PgAdmin (suggested, not required)
 - <https://www.pgadmin.org/download/>

Installation

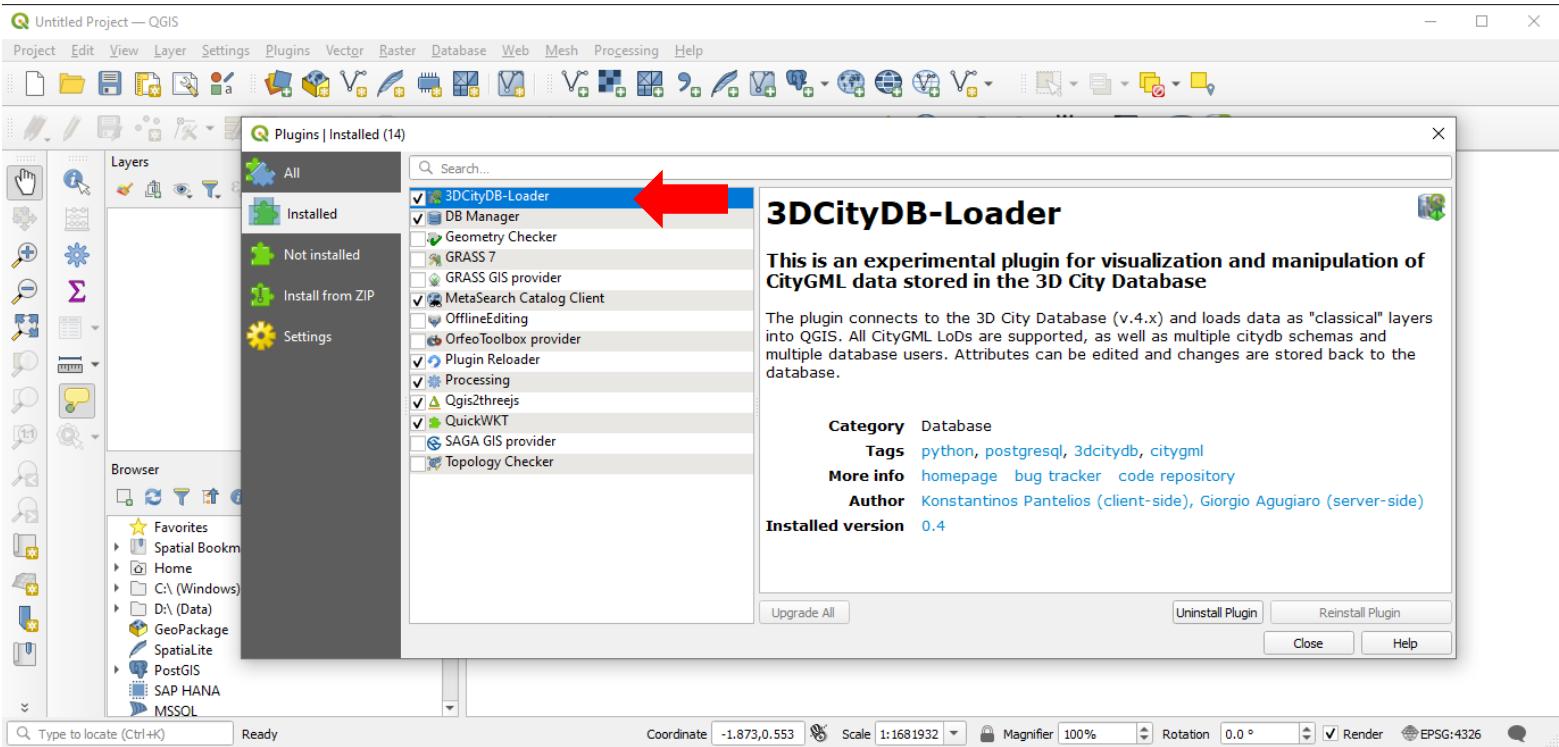
- The "3DCityDB-Loader" for QGIS is currently available as zip file
- In QGIS, open the Plugins\Manage and install plugins window, and choose "Install from ZIP". Select the provided zip file and click the "Install Plugin" button



Installation

- Upon installation, you must activate the plugin

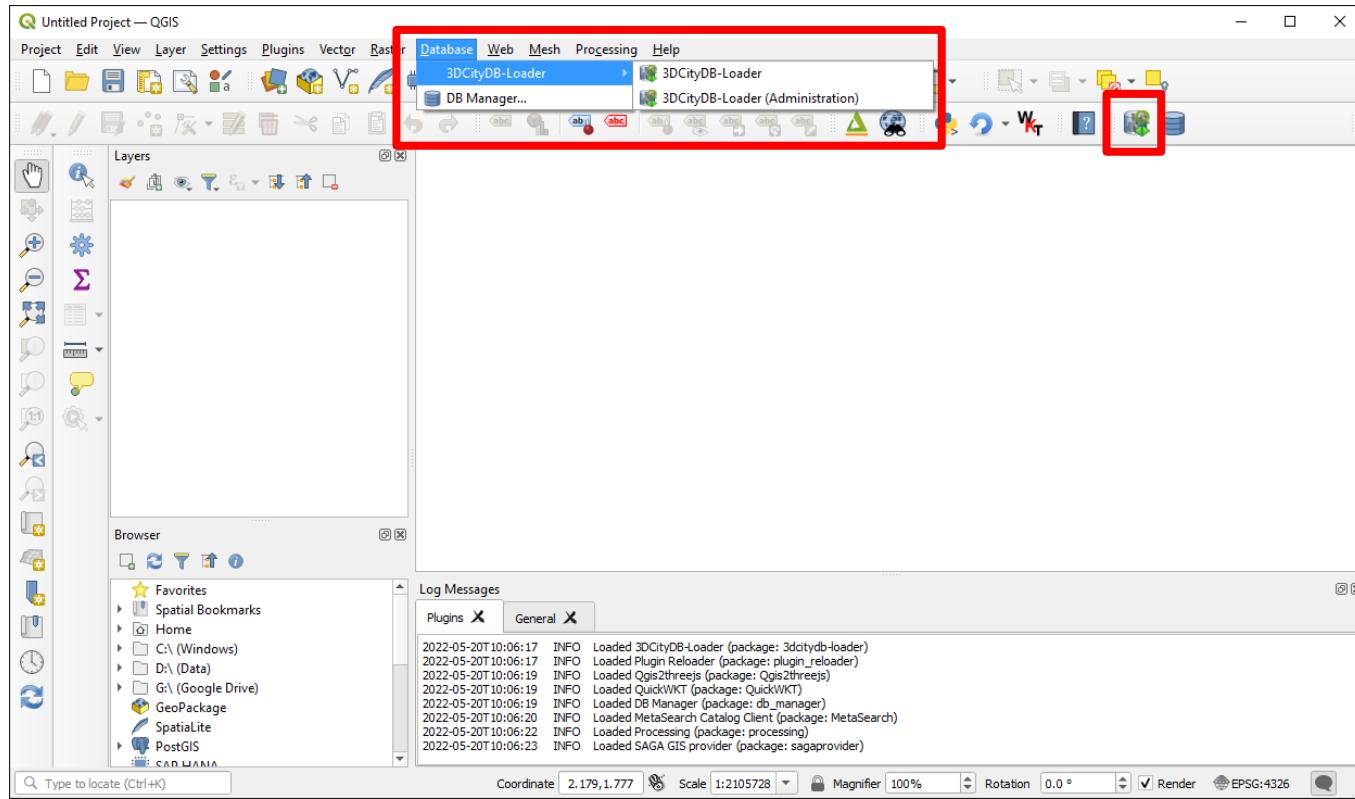
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Installation

The Database menu will now contain a new entry, and the icon will be visible in the database icon bar (if the icon bar is activated)

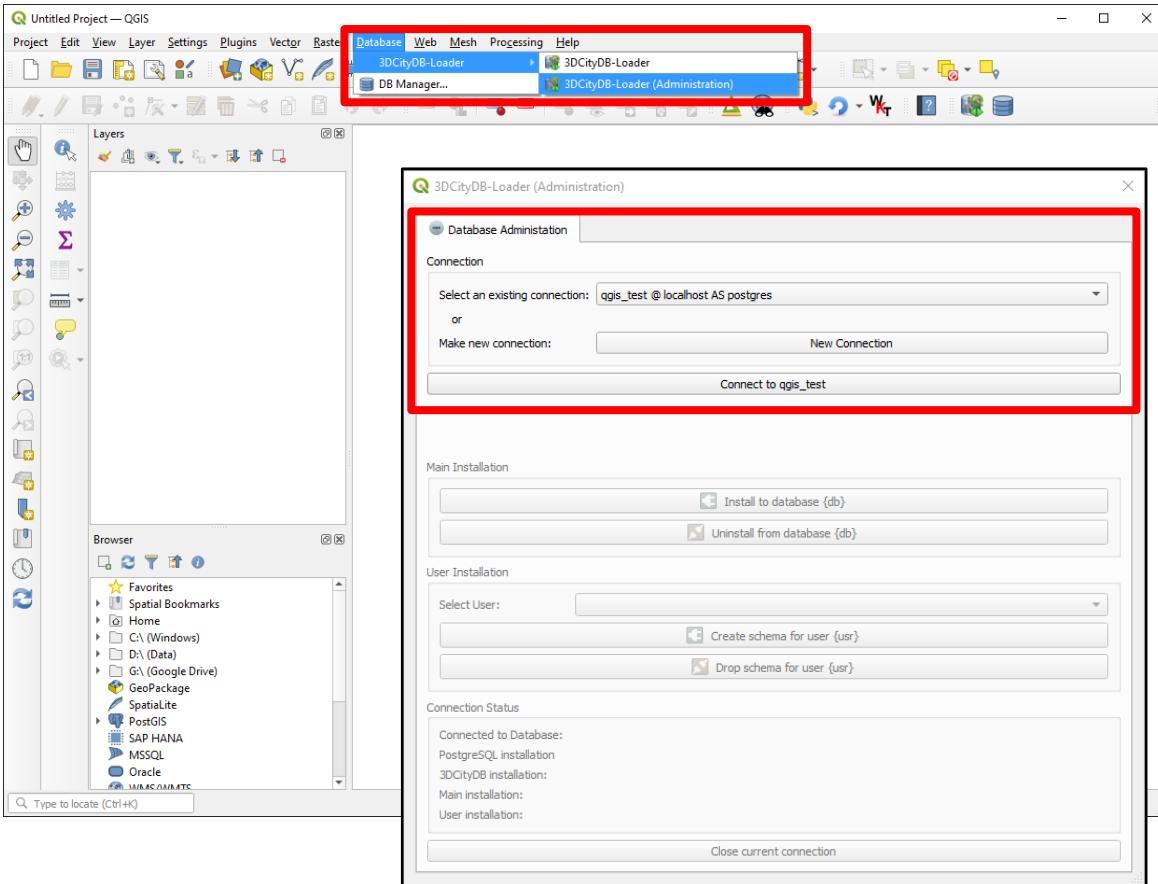
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Usage: As database administrator

The database administrator (superuser) is responsible for setting up in advance the server-side part of the plugin for *any* user

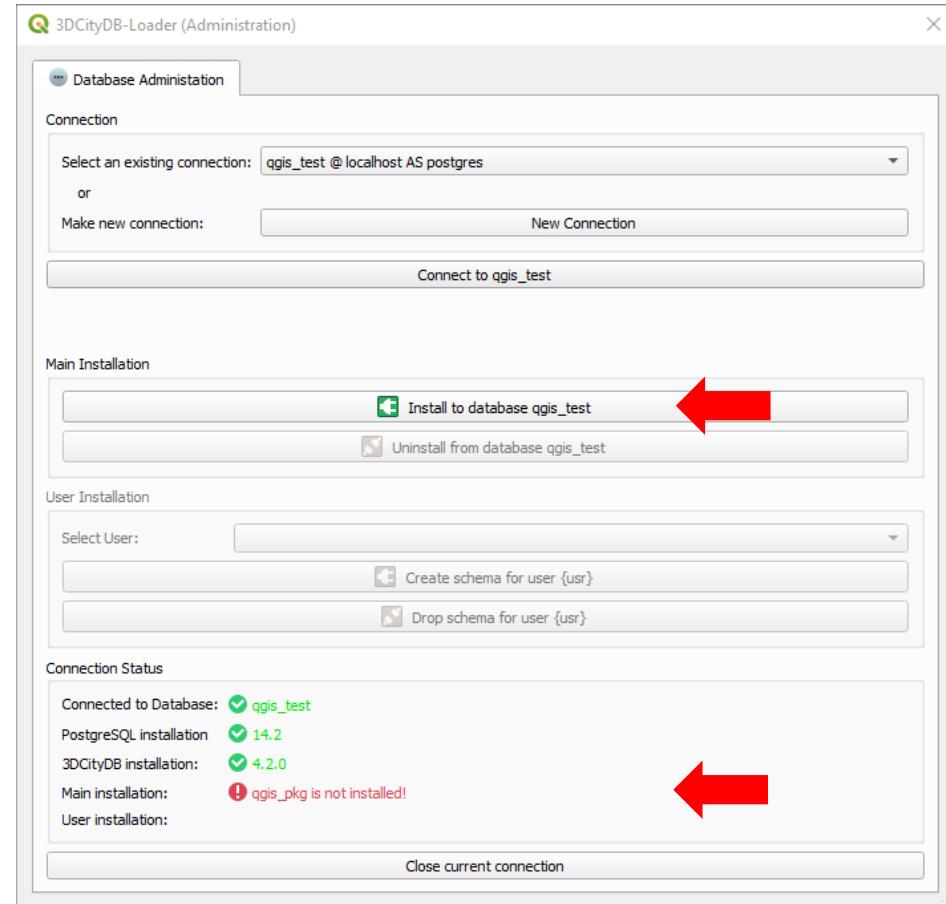
- 1) Create a new connection or use an existing one to the desired 3DCityDB instance (here: "qgis_test")



Usage: As database administrator

2) Install the qgis_pk ("Main installation")

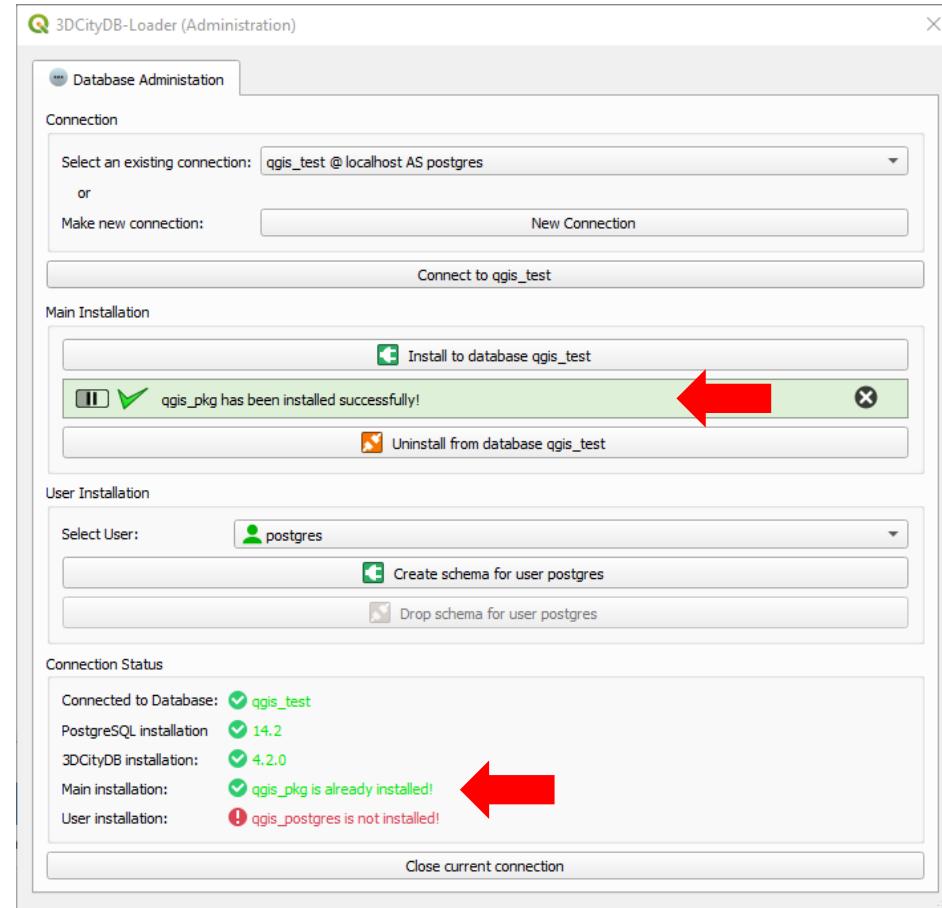
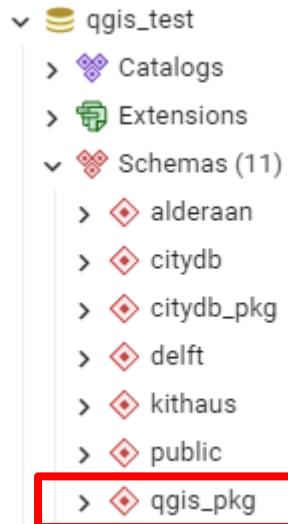
Upon successful installation, in the 3DCityDB, a "qgis_pkg" database schema is created



Usage: As database administrator

2) Install the "qgis_pkg" ("Main installation")

In the 3DCityDB, a "qgis_pkg" database schema is created

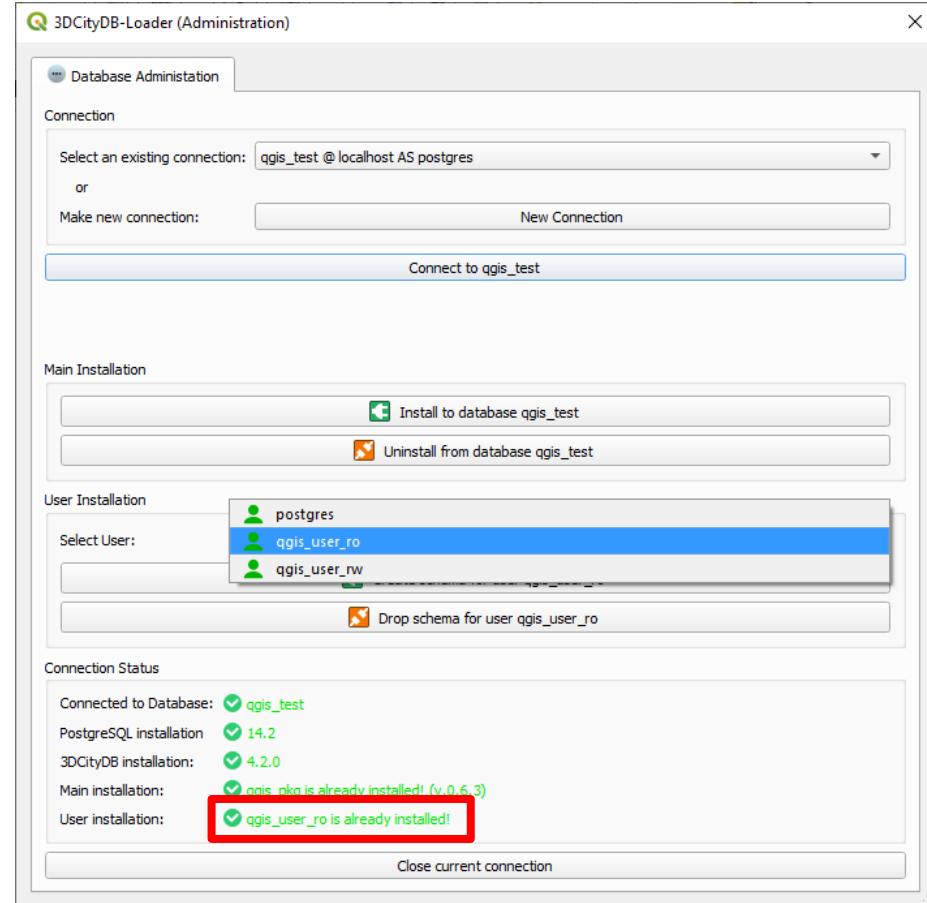


Usage: As database administrator

3) (Optionally) create user schemas.

In order to use the plugin, a user needs a schema, named "qgis_" + username

- 2 users are **automatically** added, and their schemas created by default (qgis_user_ro, qgis_user_rw)
- You can also create the user schema for database user postgres (NOT recommended!)
- For other database users, see advanced options (later on)



Usage: As database administrator

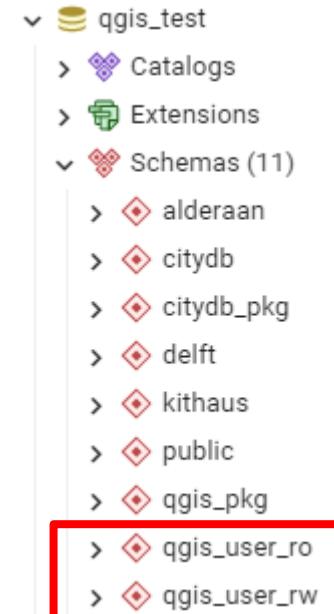
- 3) (Optionally) create user schemas.

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- For other database users, see advanced options (later on)

Connection parameter:

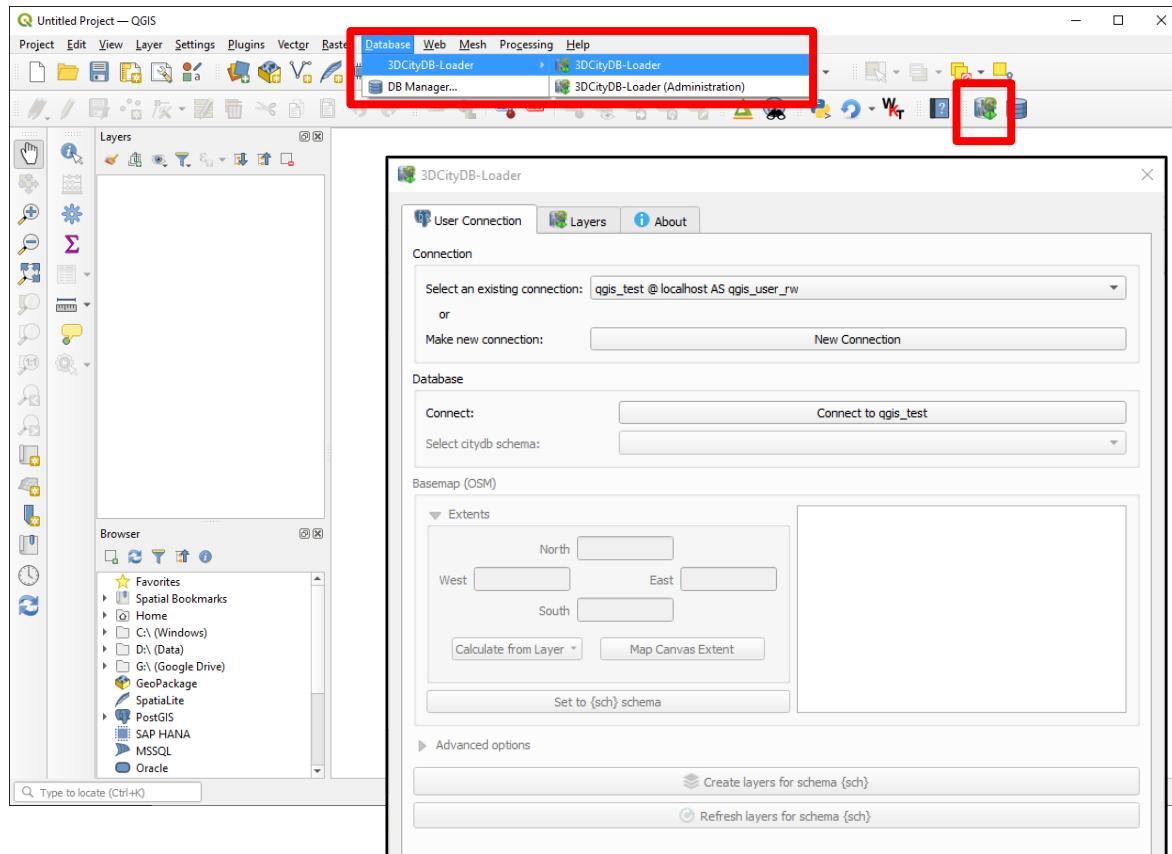
- Login/password: "qgis_user_ro"
- Login/password: "qgis_user_rw"



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Usage: As user

As "normal" user
open the plugin
from the menu or
by clicking on the
icon



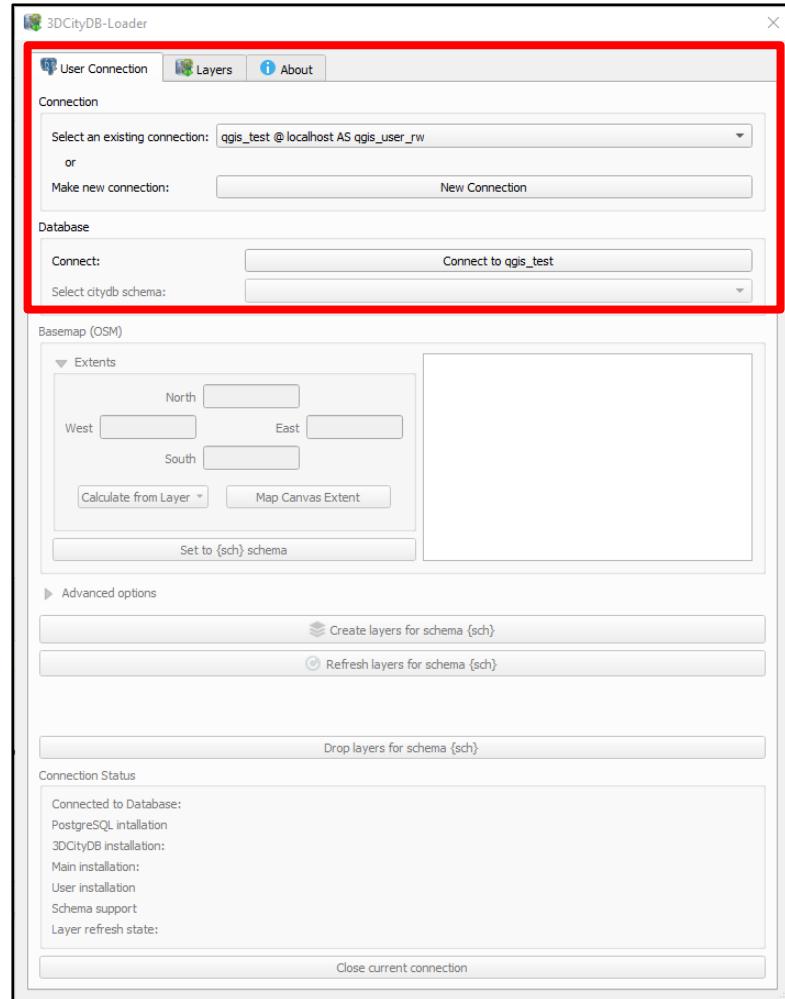
Usage: As user

In the "User connection" tab

- 1) Create a new connection or use an existing one to the desired 3DCityDB instance (here: "qgis_test")

- 2) Use the credentials of the default users:
 - "qgis_user_ro" has read-only privileges
 - "qgis_user_rw" has read-write privileges

(You may also connect with your own credentials if the administrator has set up your user schema)



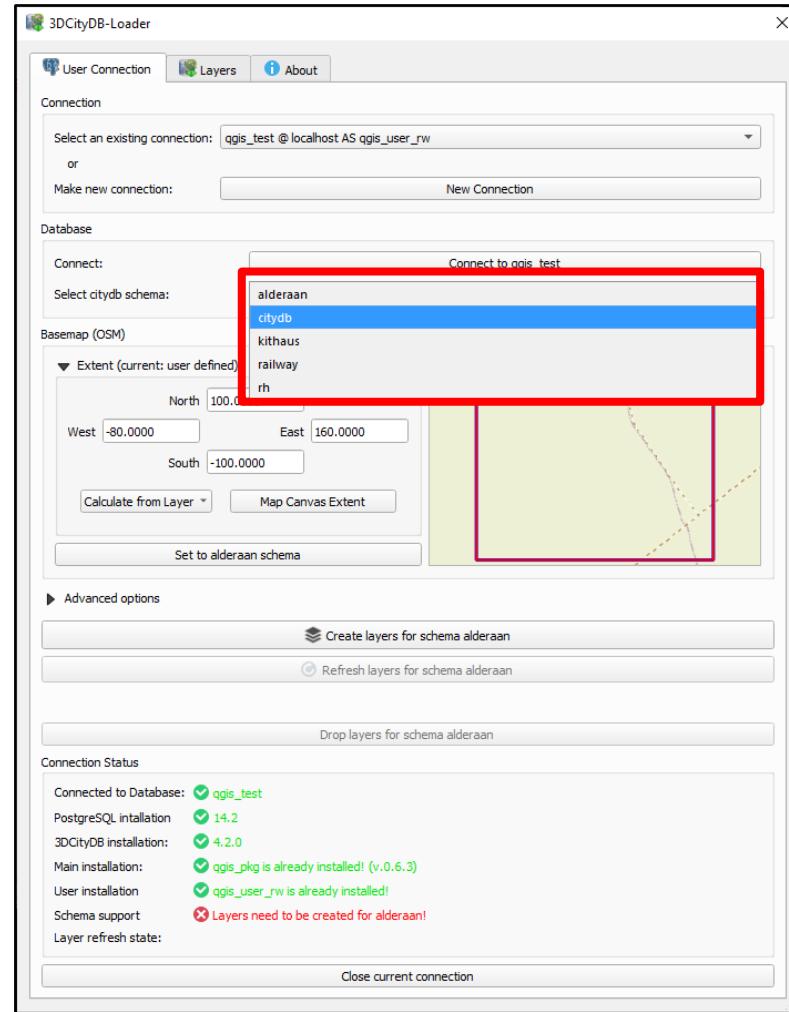
Usage: As user

In the "User connection" tab

3) Choose one of the existing scenarios (i.e. citydb schemas). If they contain CityGML data, they will be listed.
The "citydb" one is the most common one

Nota bene: the next slides refer to the "rh" schema

How to create additional schemas
<https://3dcitydb-docs.readthedocs.io/en/latest/3dcitydb/multi-schema.html>

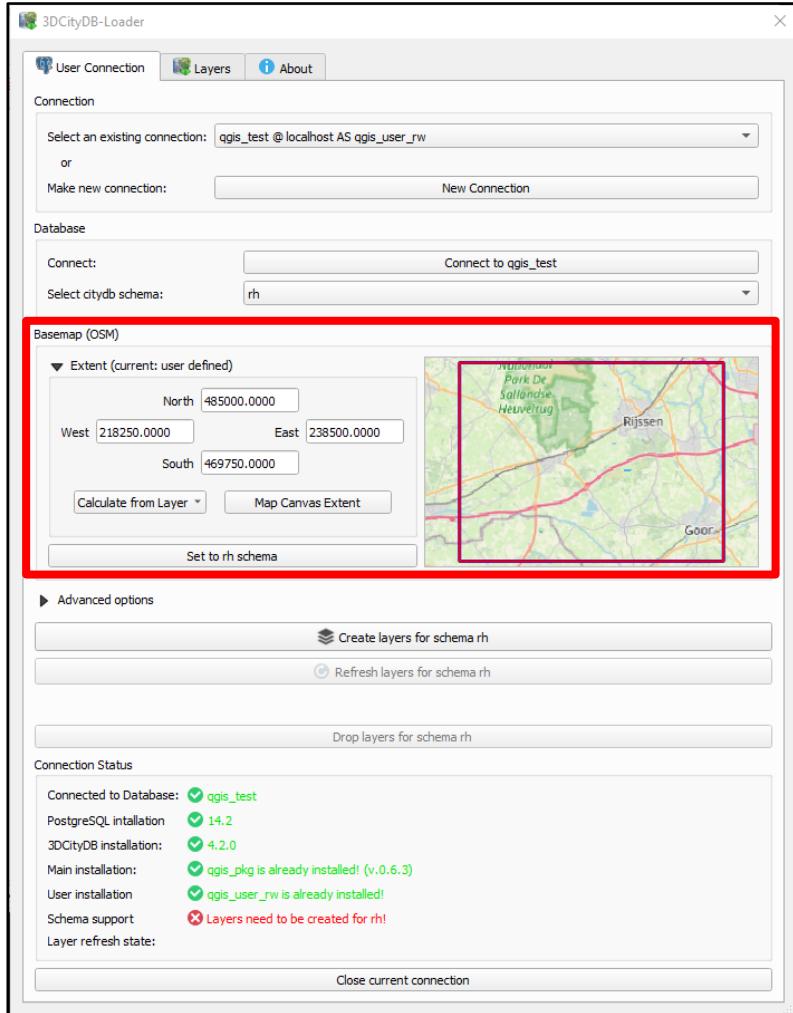


Usage: As user

In the "User connection" tab

4) Upon selection of the database schema, you will see the extents of the dataset

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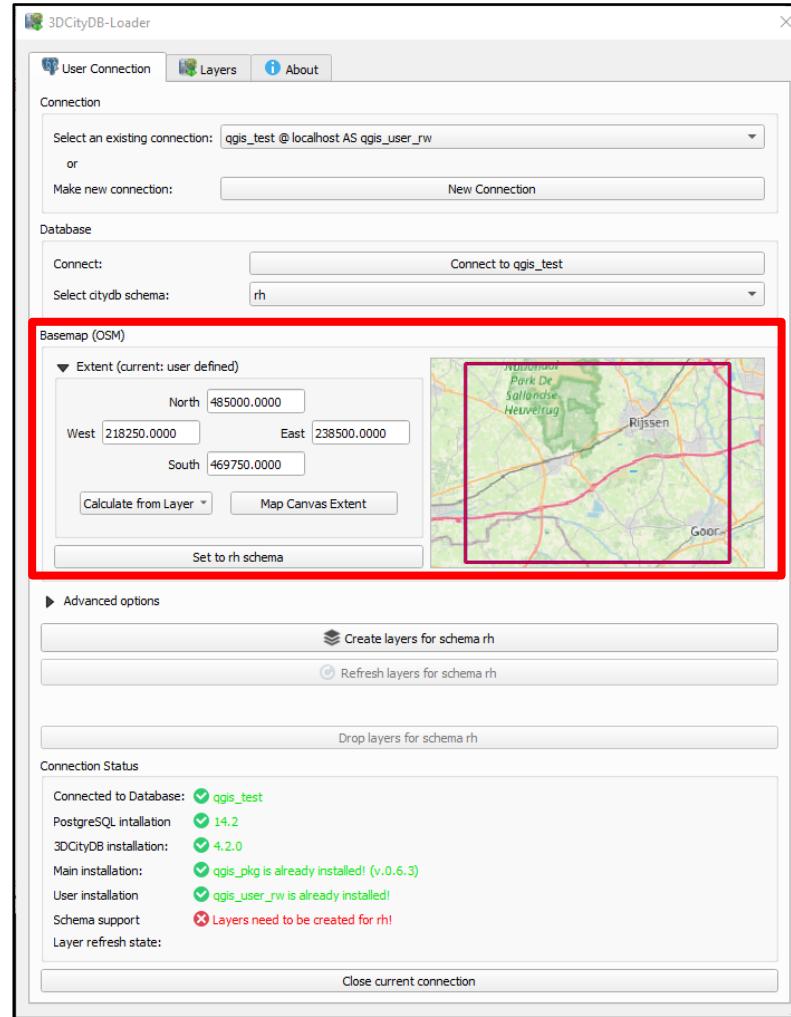
Usage: As user

In the "User connection" tab

- 5) Depending on your needs, you can set the spatial extents of the study area for which the layers will be created
- Default: same size of the whole dataset
 - Otherwise: zoom in the map and choose your own area

Beware: the bigger the size, the more time it will take to populate the layers!

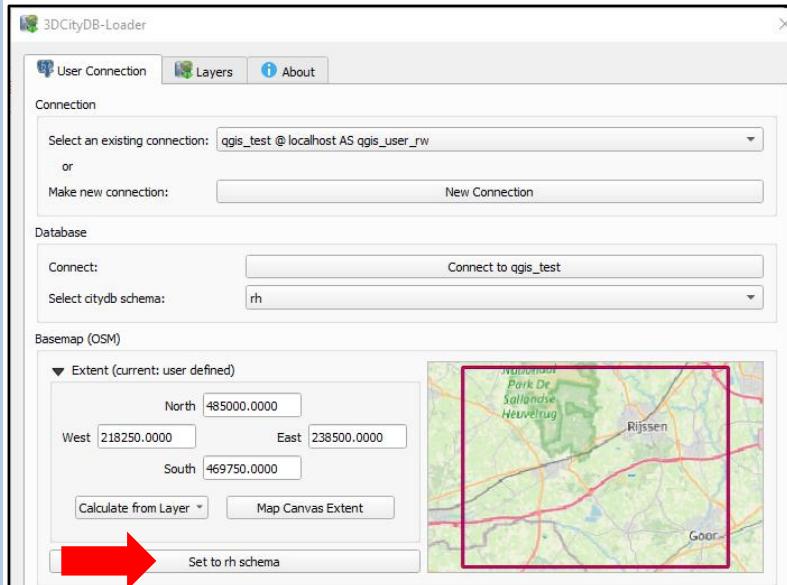
Behind the scenes: In the database, materialized views of the geometries will be generated according to the selected extents. In case of very large cities, it might take a long time (and a lot of space on the server)!



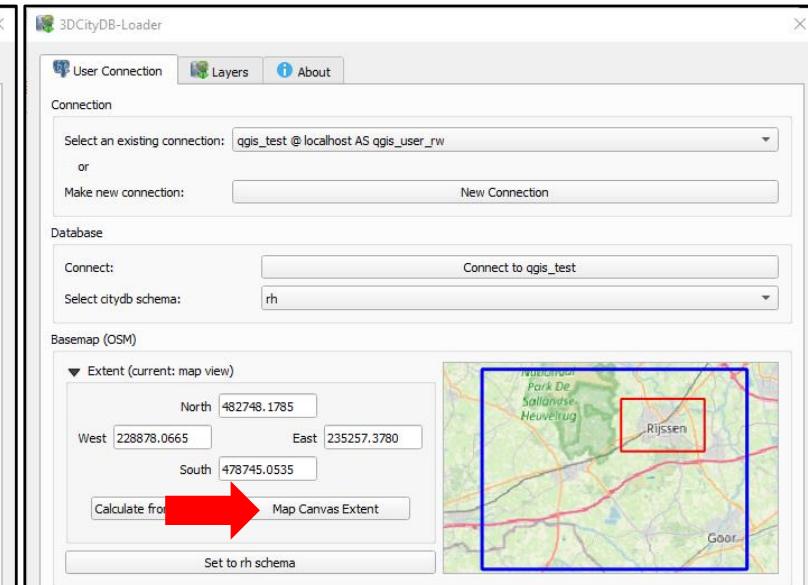
Usage: As user

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Blue: database schema extents (i.e. extents of the whole city model/dataset)
Red: database-side layers extents (i.e. extents of the materialised views)



Both areas coincide (default)



User-selected layers extents

Usage: As user

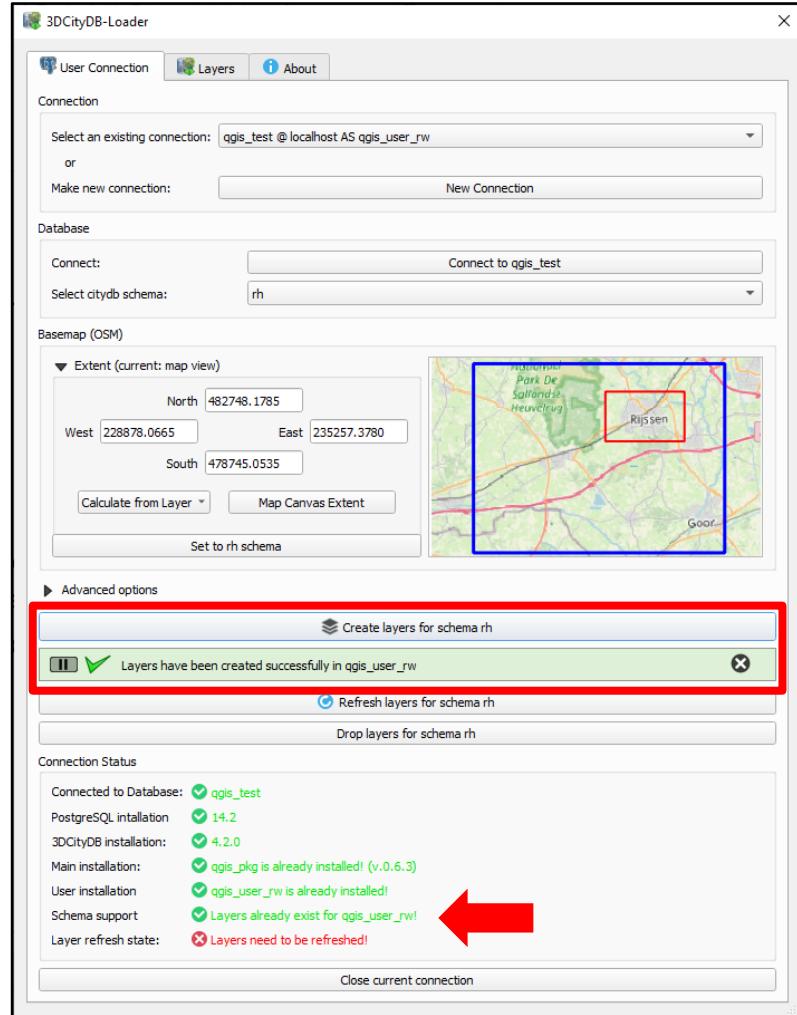
In the "User connection" tab

6) Create the layers

Otherwise, if available, layers created in a previous session can be used

Behind the scenes: In the database, (empty) materialized views of the geometries and views (for the attributes) will be created and joined into layers.

Only layers for *existing* data will be created.



Usage: As user

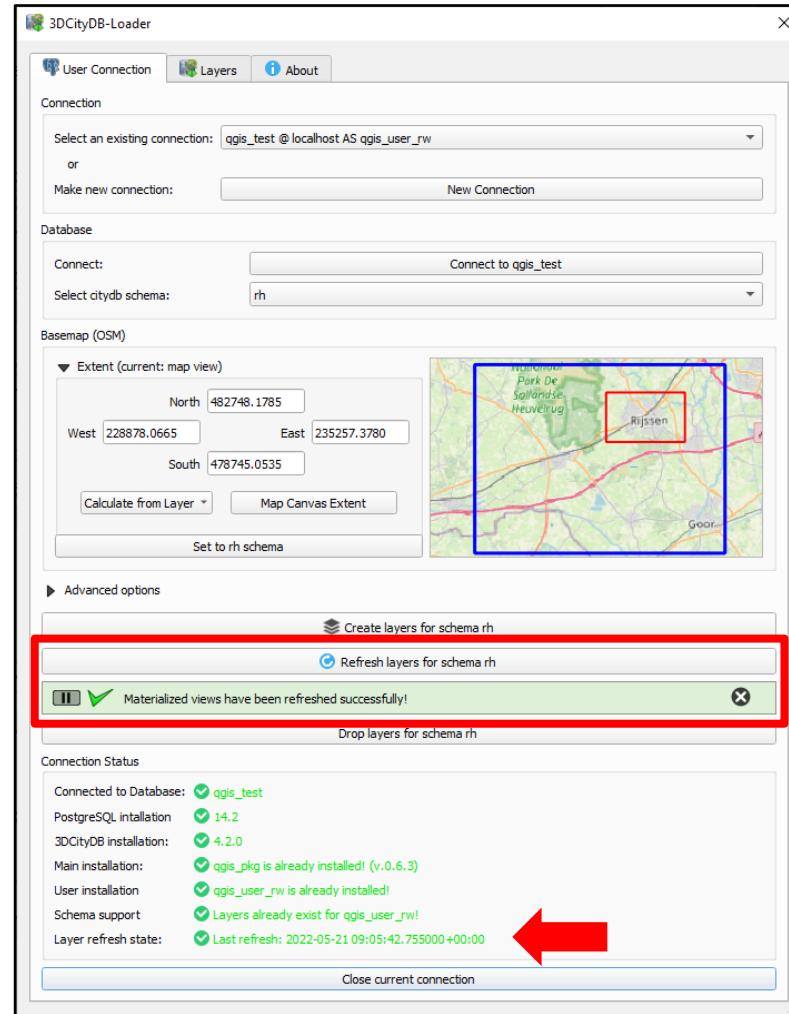
In the "User connection" tab

7) Populate/refresh the layers

Otherwise, if available, layers created in a previous session can be used (or refreshed again)

Beware: depending on the size of the selected area, and the amount of data in the city model, this operation might take long.

Behind the scenes: In the database, the materialized views of the geometries are refreshed.



Usage: As user

Behind the scenes:

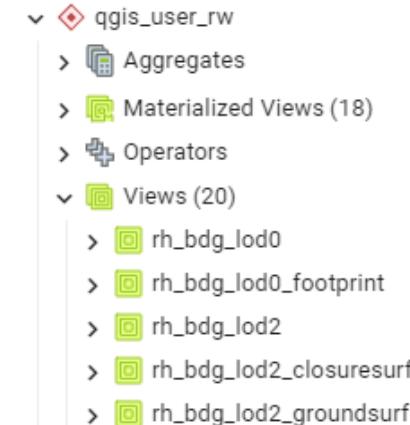
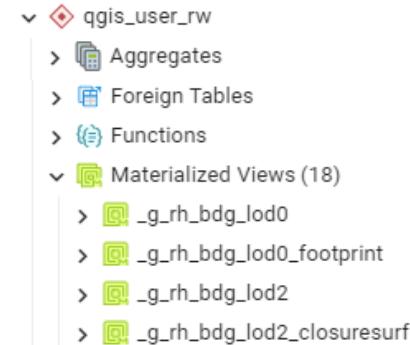
In the database user schema, both materialised views (containing the feature geometries) and the layers (as views, containing the feature attributes linked to the corresponding geometries in the materialised views) can be accessed.

Materialised views name coding:

- "_g" prefixed + citydb schema name + feature name + lodx + (optional) semantic details

Views name coding:

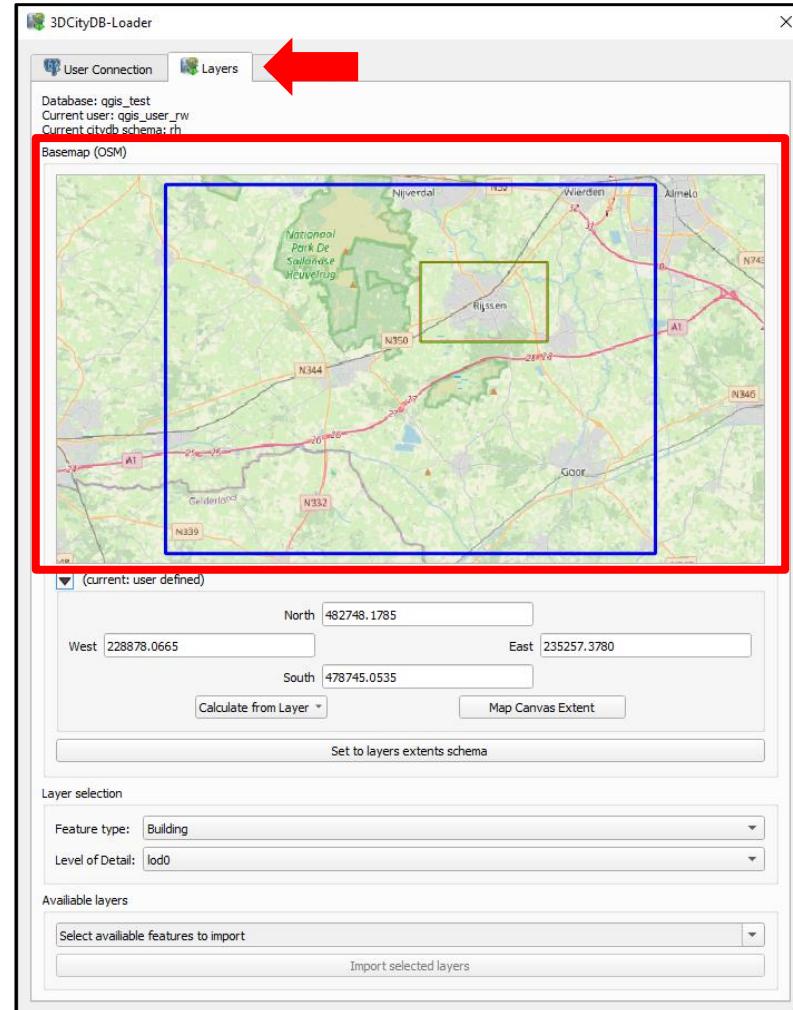
- citydb schema name + feature name + lodx + (optional) semantic details
- Linked via column co_id (PK and FK to the materialised views)



Usage: As user

In the "Layers" tab

- 8) The dataset and the (database-side) layer extents are shown again in the map

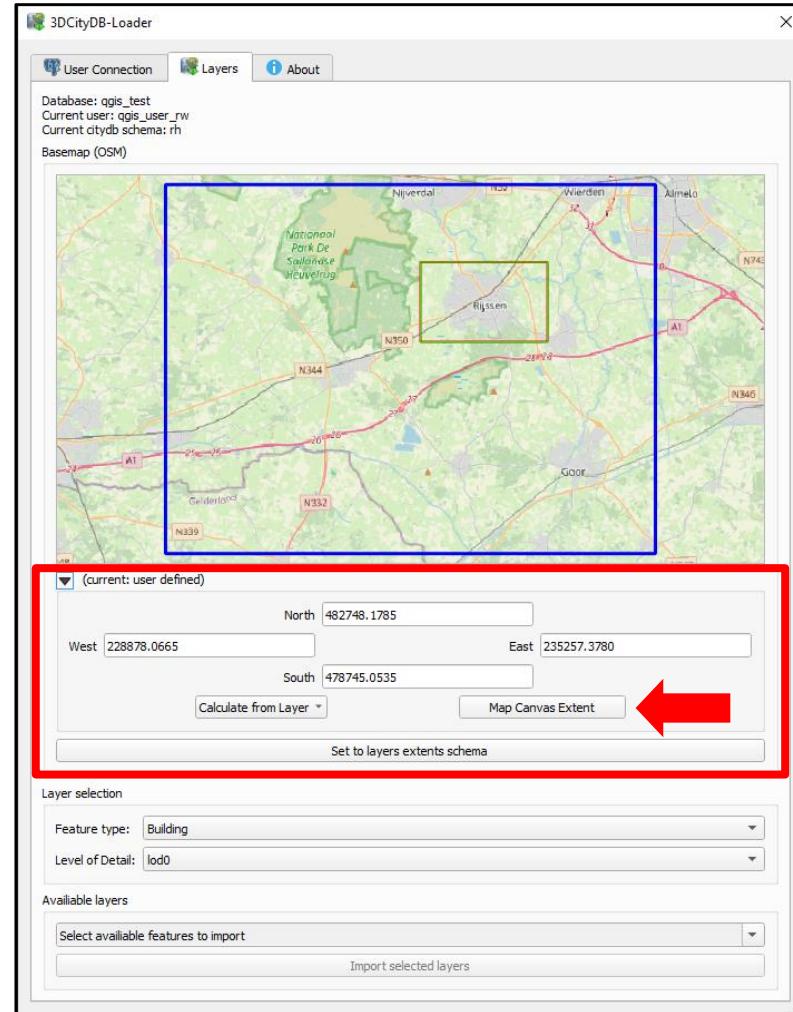


Usage: As user

In the "Layers" tab

9) Depending on your needs, you can further reduce the extents of the layers to be loaded into QGIS

- Default: same size of the materialised view extents
- Otherwise: zoom in the map and choose your own area



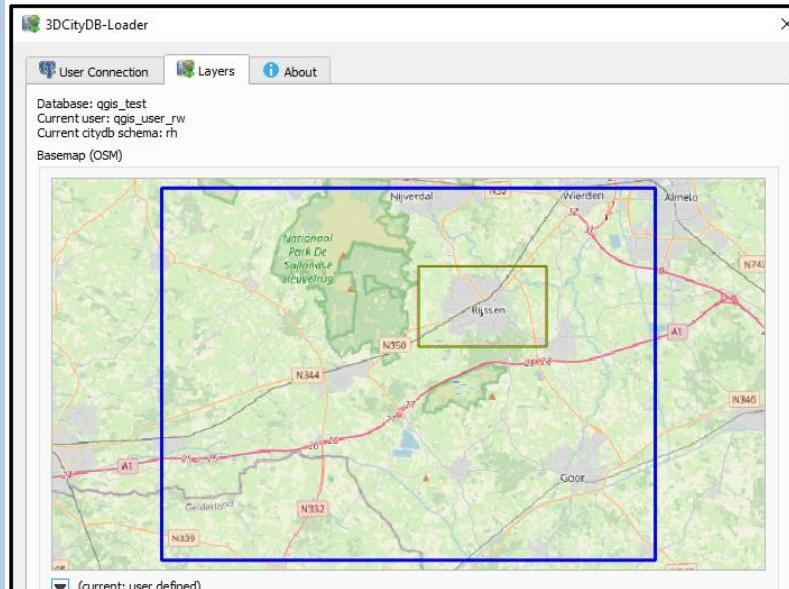
Usage: As user

Blue: database schema extents (i.e. extents of the whole city model/dataset)

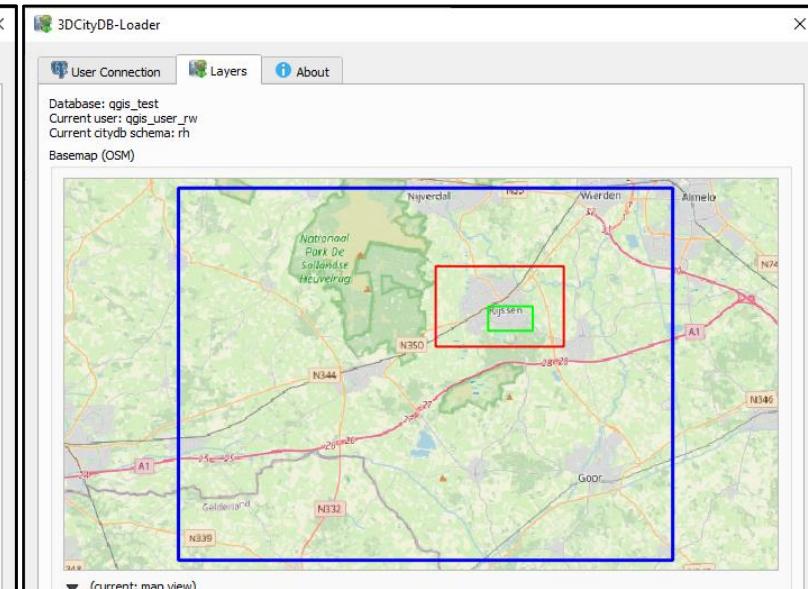
Red: database-side layers extents (i.e. extents of the materialised views)

Green: QGIS-side layers extents (i.e. extents of the data loaded into QGIS)

Remember: **QGIS-extents \subseteq Mat. views extents \subseteq City model extents**



Database- and QGIS-side extents coincide (default)



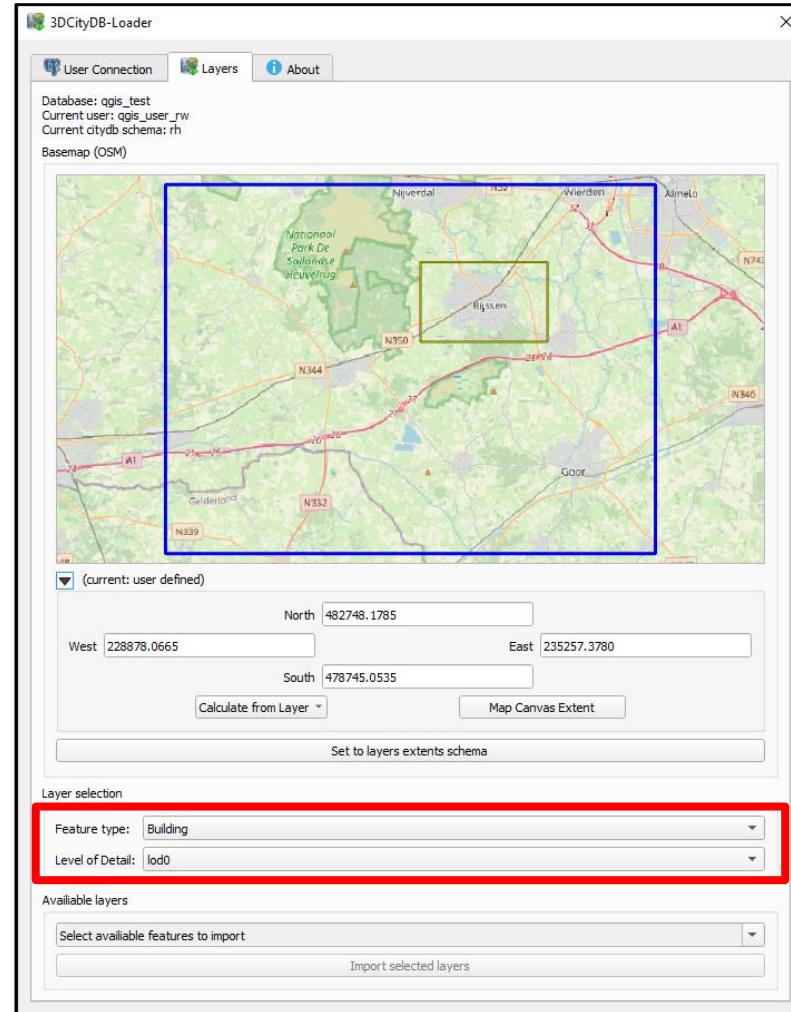
User-selected QGIS-layers extents

Usage: As user

In the "Layers" tab

10) Select feature type and LoD

- Layers are grouped according to the CityGML modules (or "Feature Types", such as "Bridge", "Building", "Tunnel", "Relief", etc.)
- Depending on the data stored in the database, only certain Feature Types and LoDs will be selectable



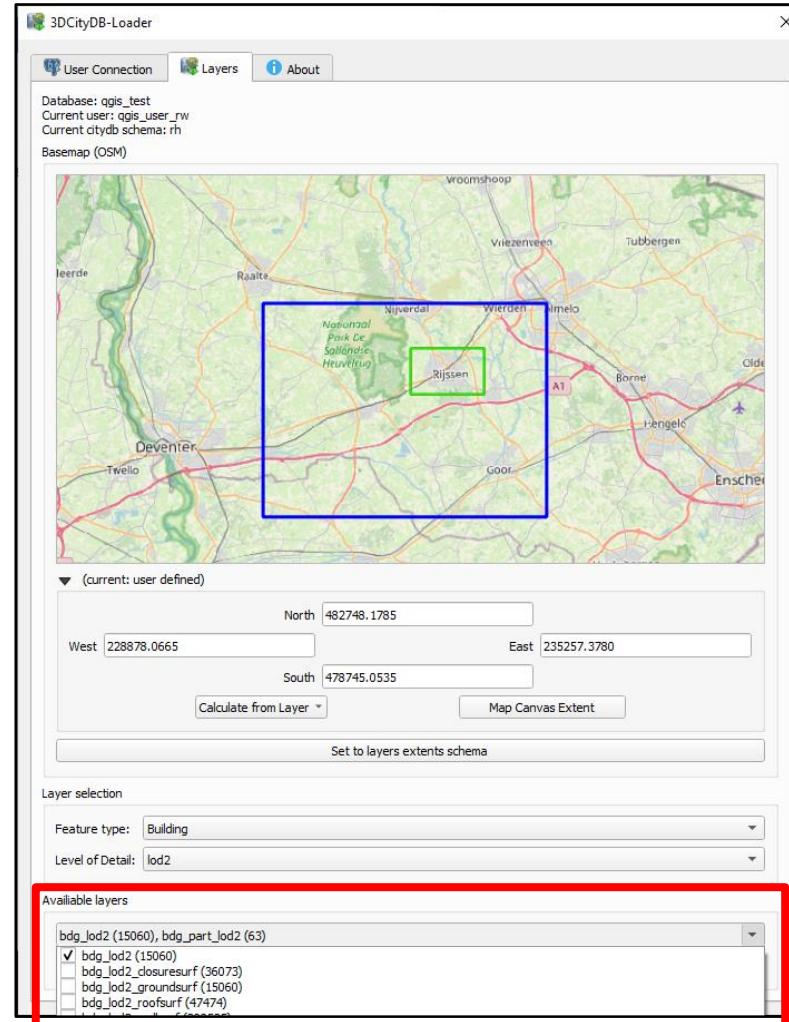
Usage: As user

In the "Layers" tab

11) Select the layer(s) to import in QGIS

- The number of features available is shown next to the layer name

Behind the scenes: Depending on the QGIS layers extents, the plugin shows only the available layers for which there are data in the selected area.

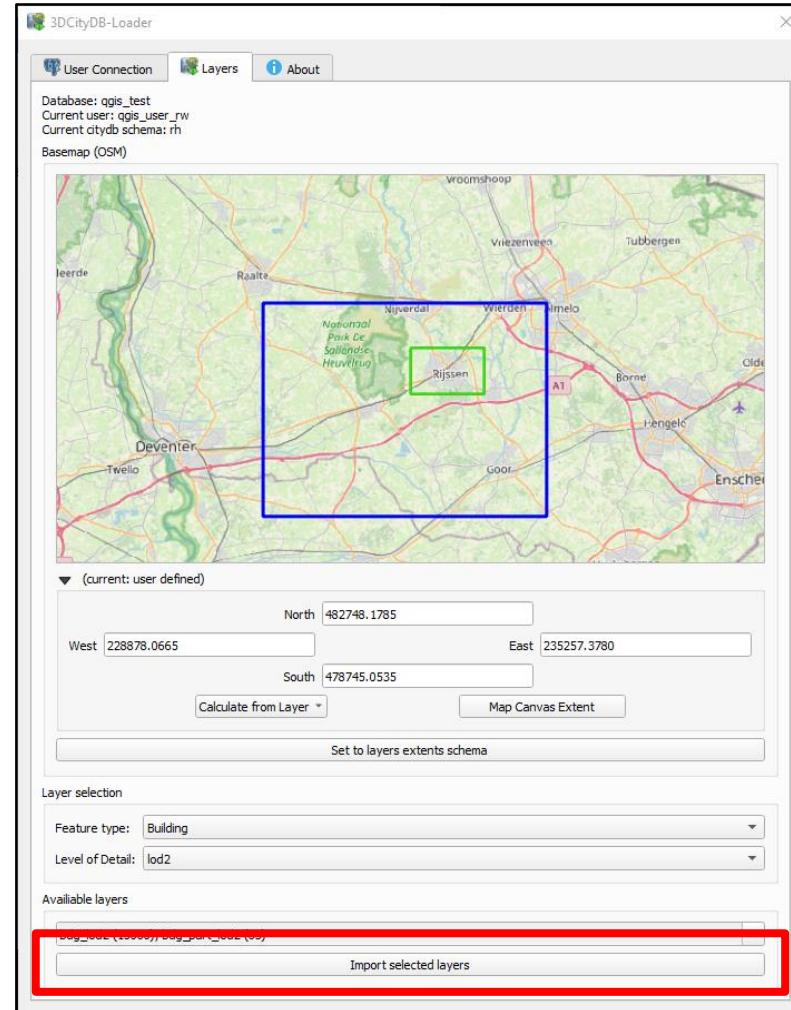


Usage: As user

In the "Layers" tab

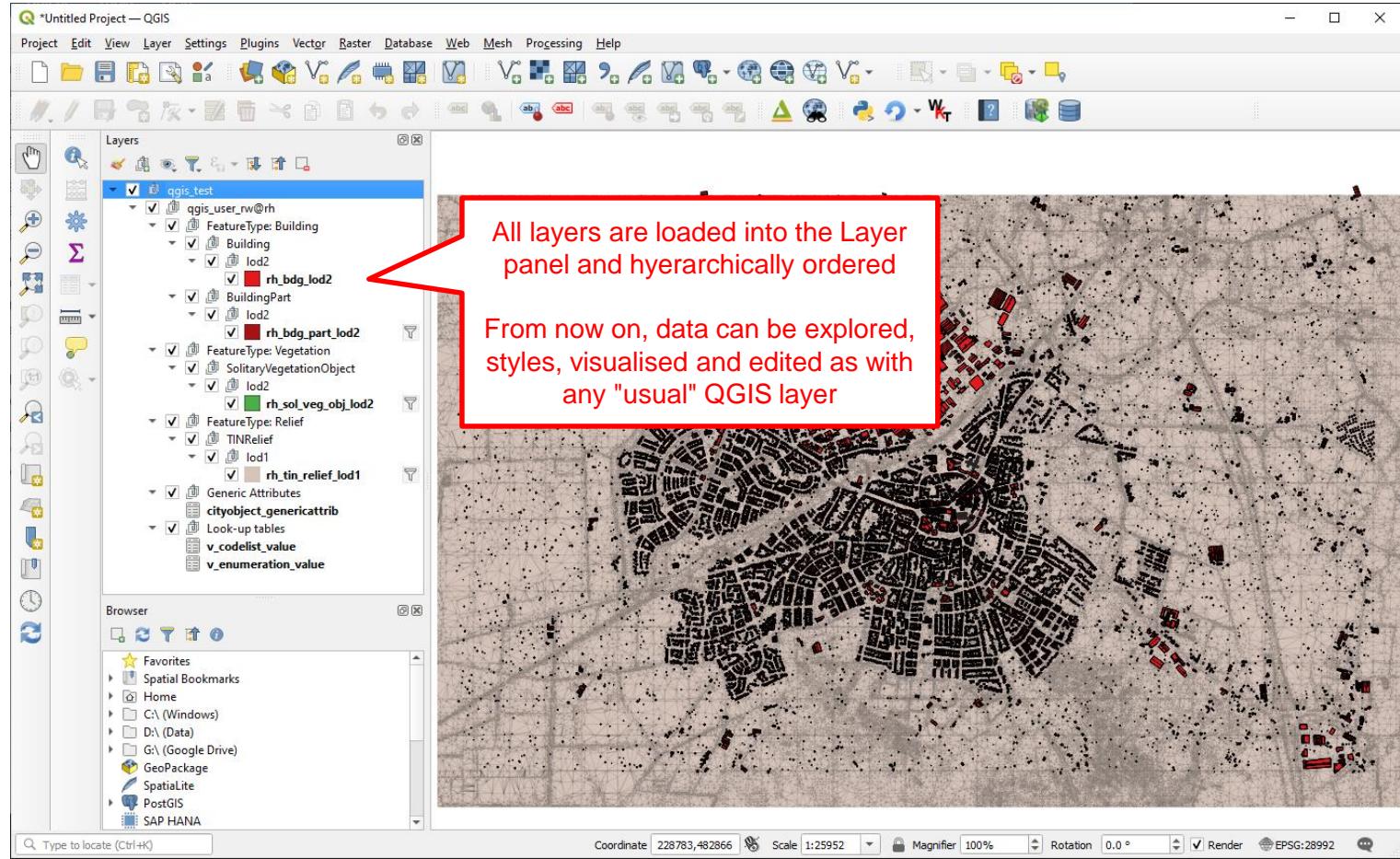
12) Import the selected layers into QGIS

- The import operation can be repeated with different layers
- The layers will be automatically added to the QGIS Table of Contents
- The Plugin window can be closed, the connection parameters and settings will be kept until the connection is intentionally closed by the user (in the "User connection" tab)



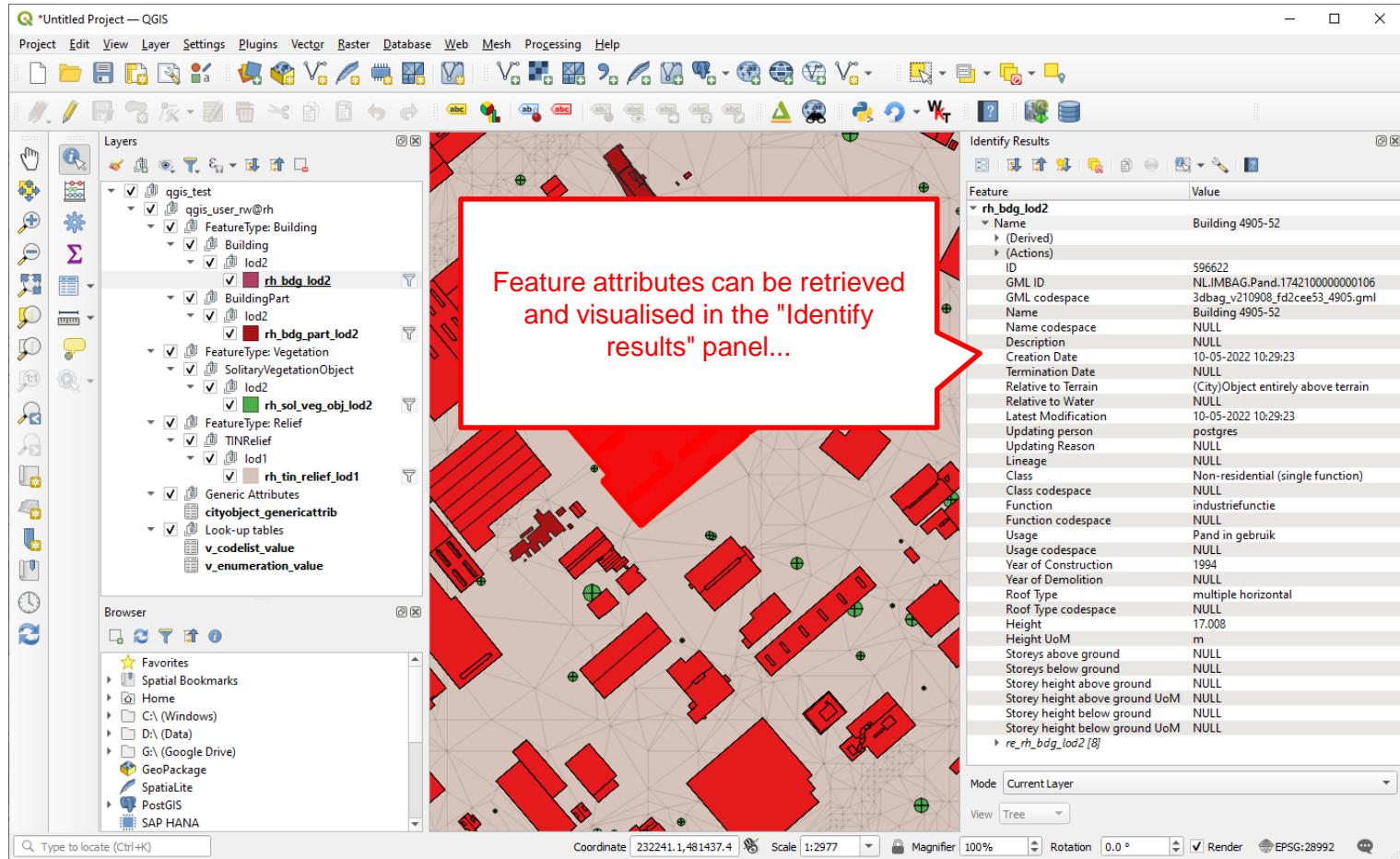
Usage in QGIS: Layers

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Usage in QGIS: Attributes

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The screenshot shows the QGIS application interface with several panels visible:

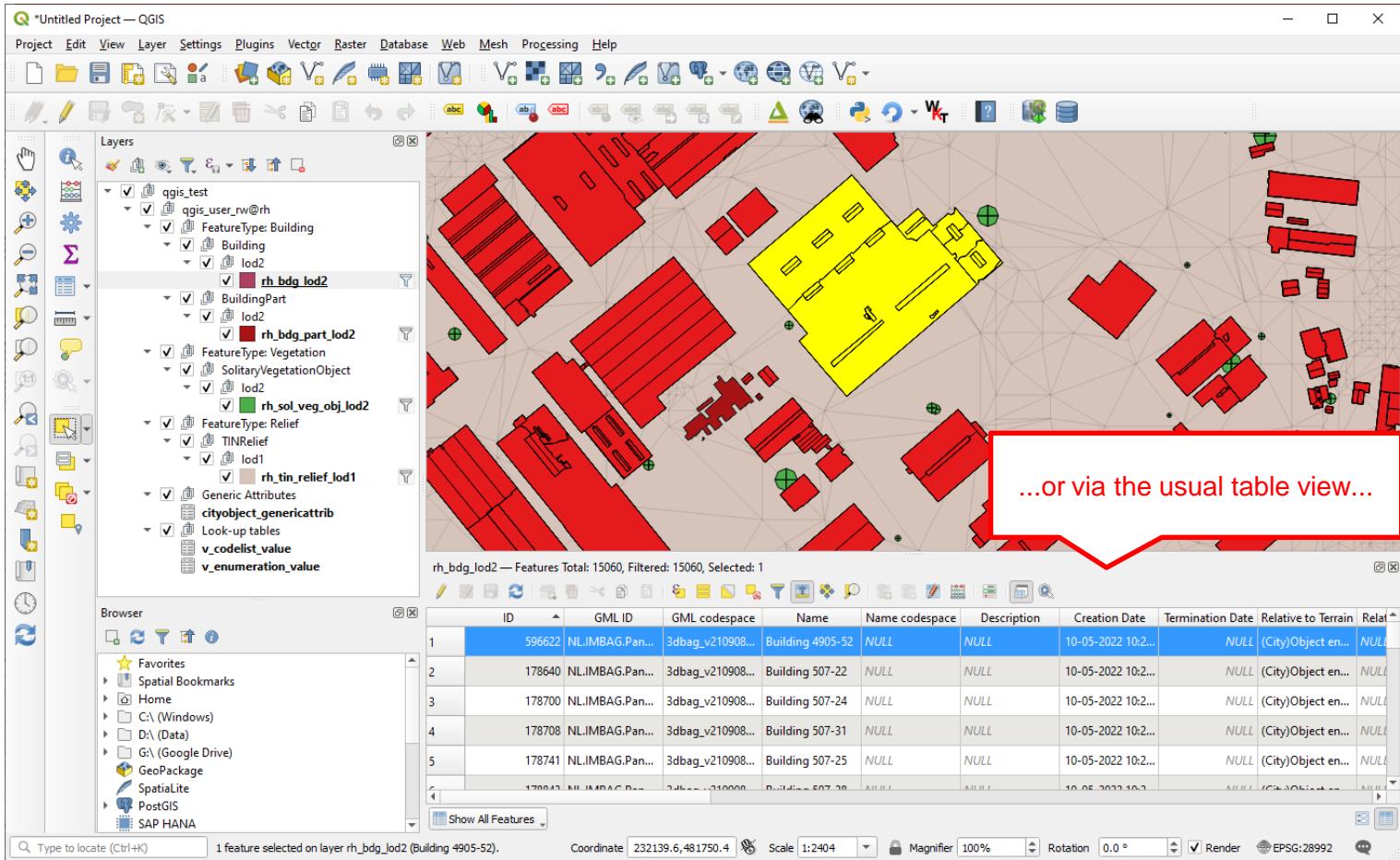
- Layers Panel:** Shows a tree view of layers. One layer is expanded to show sub-layers like "Building", "rh_bdg_lod2", "rh_bdg_part_lod2", etc.
- Identify Results Panel:** Located on the right side, it displays the attributes of a selected feature. A red callout box points from the text below to this panel.
- Text Callout:** A red box contains the text: "Feature attributes can be retrieved and visualised in the 'Identify results' panel..."
- Map View:** The main map area shows red polygonal buildings on a light brown background.
- Browser Panel:** Shows favorite locations and file paths.
- Bottom Status Bar:** Displays coordinates (232241.1, 481437.4), scale (1:2977), and other metadata.

Identify Results Panel Data (Building 4905-52):

Feature	Value
rh_bdg_lod2	Building 4905-52
Name	(Derived)
ID	596622
GML ID	NLIMBAG.Pand.174210000000106
GML codespace	3dbag_v210908_fd2ceef53_4905.gml
Name	Building 4905-52
Name codespace	NULL
Description	NULL
Creation Date	10-05-2022 10:29:23
Termination Date	NULL
Relative to Terrain	(City)Object entirely above terrain
Relative to Water	NULL
Latest Modification	10-05-2022 10:29:23
Updating person	postgres
Updating Reason	NULL
Lineage	NULL
Class	Non-residential (single function)
Class codespace	NULL
Function	industriefunctie
Function codespace	NULL
Usage	Pand in gebruik
Usage codespace	NULL
Year of Construction	1994
Year of Demolition	NULL
Roof Type	multiple horizontal
Roof Type codespace	NULL
Height	17.008
Height UoM	m
Storeys above ground	NULL
Storeys below ground	NULL
Storey height above ground	NULL
Storey height above ground UoM	NULL
Storey height below ground	NULL
Storey height below ground UoM	NULL
re_rh_bdg_lod2 [8]	NULL

Usage in QGIS: Attributes

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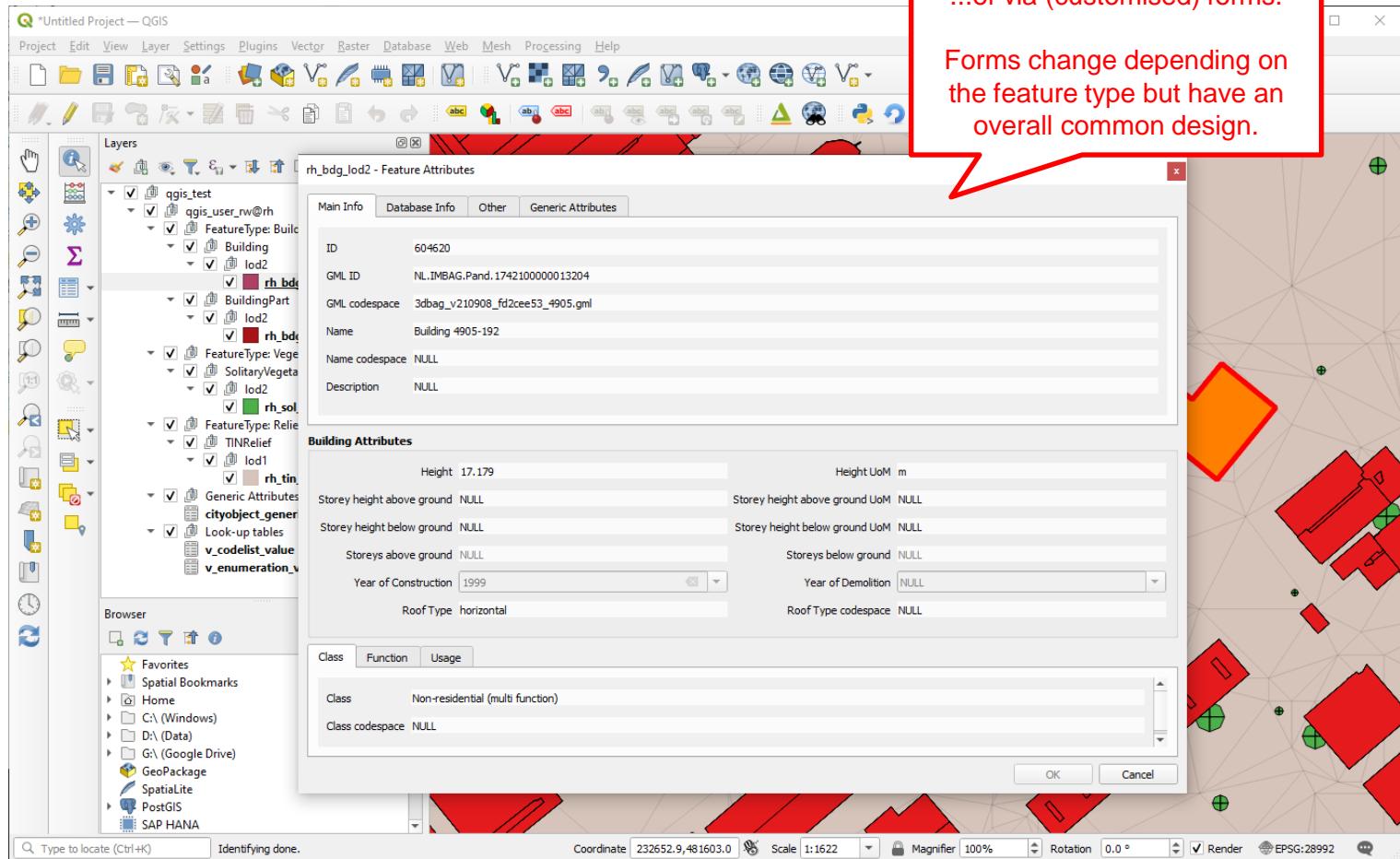
The screenshot shows the QGIS interface with a map of a residential area. Buildings are represented by red polygons, and a single building is highlighted in yellow. A red callout box points to the attribute table at the bottom right of the interface.

...or via the usual table view...

ID	GML ID	GML codespace	Name	Name codespace	Description	Creation Date	Termination Date	Relative to Terrain	Relat...
1	596622	NL.3DGeoInfo.3dbag_v210908...	Building 4905-52	NULL	NULL	10-05-2022 10:2...	NULL	(City)Object en...	NULL
2	178640	NL.3DGeoInfo.3dbag_v210908...	Building 507-22	NULL	NULL	10-05-2022 10:2...	NULL	(City)Object en...	NULL
3	178700	NL.3DGeoInfo.3dbag_v210908...	Building 507-24	NULL	NULL	10-05-2022 10:2...	NULL	(City)Object en...	NULL
4	178708	NL.3DGeoInfo.3dbag_v210908...	Building 507-31	NULL	NULL	10-05-2022 10:2...	NULL	(City)Object en...	NULL
5	178741	NL.3DGeoInfo.3dbag_v210908...	Building 507-25	NULL	NULL	10-05-2022 10:2...	NULL	(City)Object en...	NULL
...	178040	NL.3DGeoInfo.3dbag_v210908...	Building 507-30	NULL	NULL	10-05-2022 10:2...	NULL	(City)Object en...	NULL

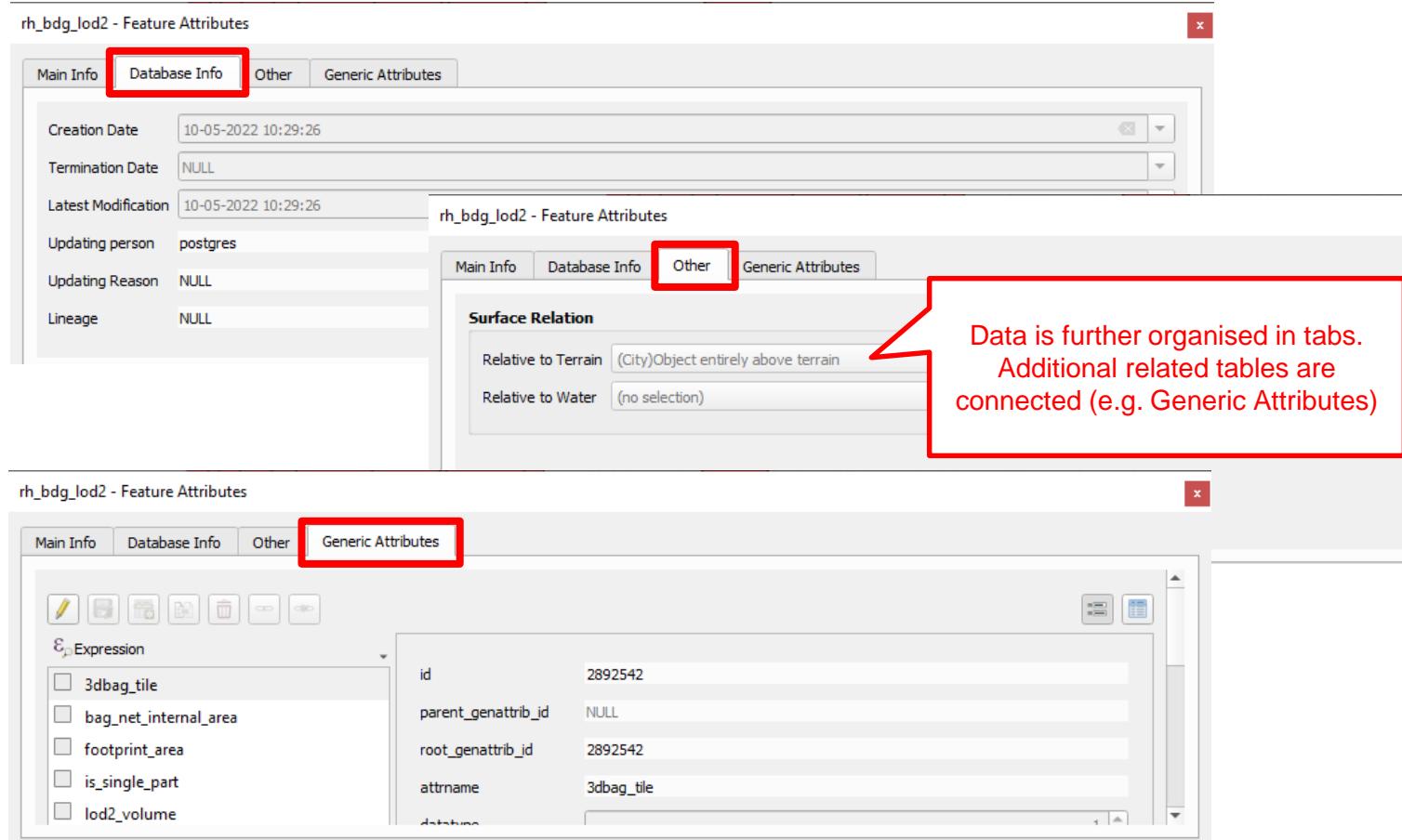
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The screenshot shows three separate windows of the QGIS Attribute Manager for a feature named "rh_bdg_lod2".

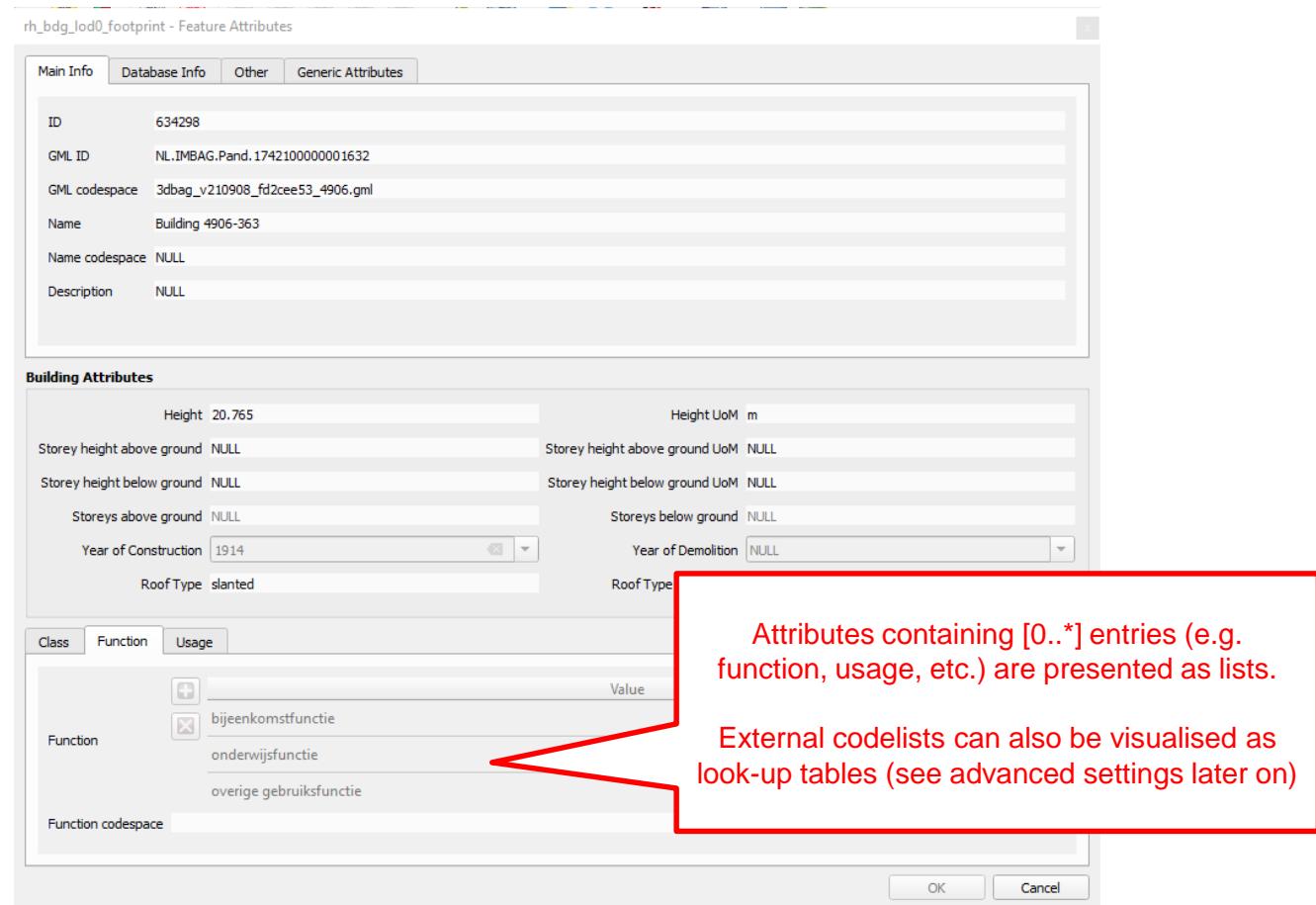
- Top Window:** Shows the "Database Info" tab selected. It contains fields for Creation Date (10-05-2022 10:29:26), Termination Date (NULL), Latest Modification (10-05-2022 10:29:26), Updating person (postgres), Updating Reason (NULL), and Lineage (NULL).
- Middle Window:** Shows the "Other" tab selected. It contains sections for "Surface Relation" with fields for "Relative to Terrain" (City)Object entirely above terrain and "Relative to Water" (no selection).
- Bottom Window:** Shows the "Generic Attributes" tab selected. It includes an "Expression" section with checkboxes for "3dbag_tile", "bag_net_internal_area", "footprint_area", "is_single_part", and "lod2_volume". To the right is a table with the following data:

id	2892542
parent_genattrib_id	NULL
root_genattrib_id	2892542
attrname	3dbag_tile
datatype	

A red box highlights the "Database Info" tab in the top window, and another red box highlights the "Other" tab in the middle window. A red callout box points from the "Other" tab to a text annotation: "Data is further organised in tabs. Additional related tables are connected (e.g. Generic Attributes)".

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rh_bdg_lod0_footprint - Feature Attributes

Main Info Database Info Other Generic Attributes

ID 634298
GML ID NL.1MBAG.Pand.1742100000001632
GML codespace 3dbag_v210908_fd2cee53_4906.gml
Name Building 4906-363
Name codespace NULL
Description NULL

Building Attributes

Height 20.765 Height UoM m
Storey height above ground NULL Storey height above ground UoM NULL
Storey height below ground NULL Storey height below ground UoM NULL
Storeys above ground NULL Storeys below ground NULL
Year of Construction 1914 Year of Demolition NULL
Roof Type slanted Roof Type

Class Function Usage

Function	Value
bijeenkomstfunctie	
onderwijsfunctie	
overige gebruiksfunctie	

Function codespace

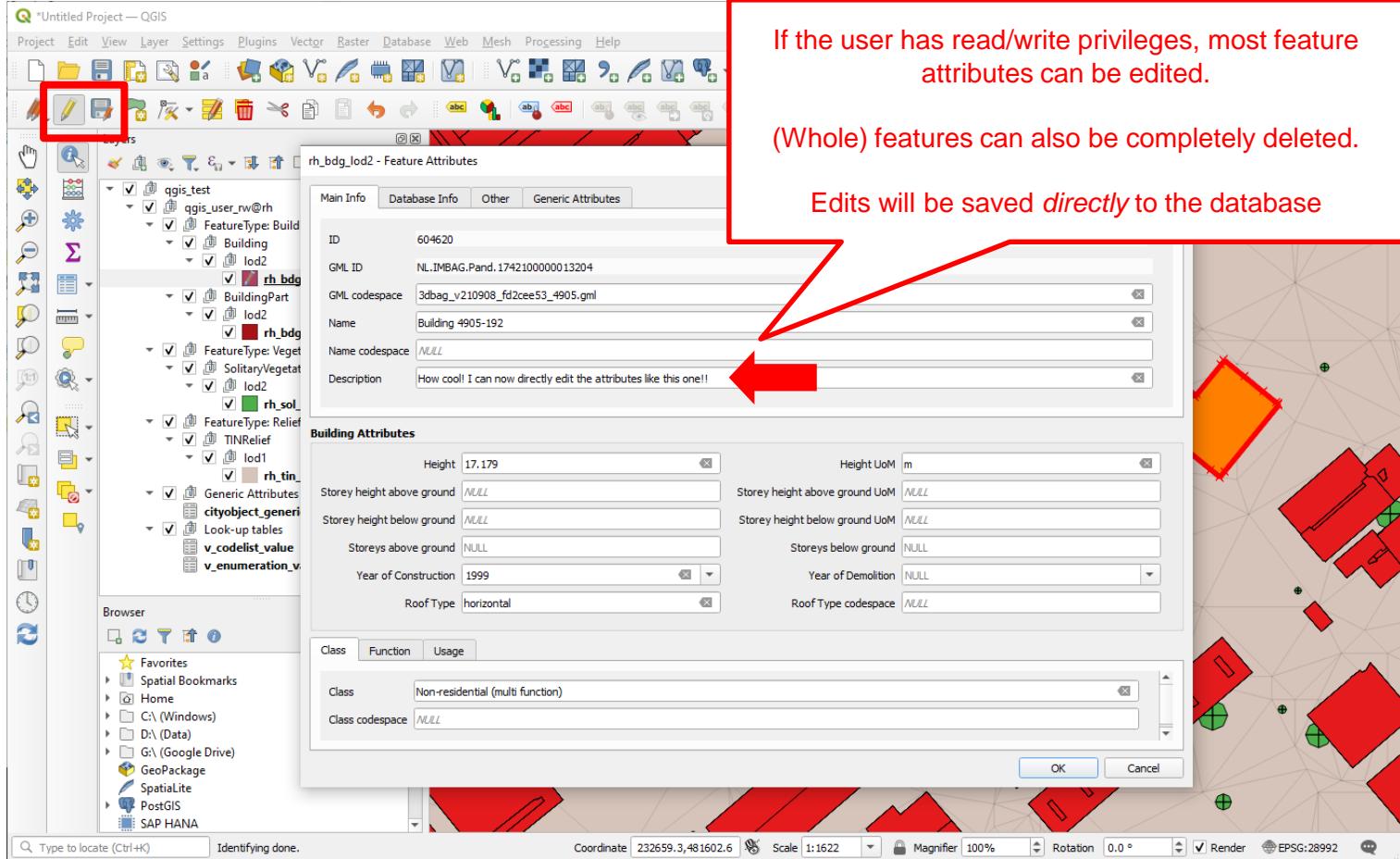
OK Cancel

Attributes containing [0..*] entries (e.g. function, usage, etc.) are presented as lists.

External codelists can also be visualised as look-up tables (see advanced settings later on)

Usage in QGIS: Attribute editing

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The screenshot shows the QGIS interface with a red box highlighting the edit tool icon in the toolbar. A red callout box points to the attribute table for a selected building feature, stating: "If the user has read/write privileges, most feature attributes can be edited." Another red callout box points to the "OK" button in the bottom right of the dialog, stating: "(Whole) features can also be completely deleted. Edits will be saved *directly* to the database".

rh_bdg_lod2 - Feature Attributes

ID	604620
GML ID	NL.UMBAG.Pand.1742100000013204
GML codespace	3dbag_v210908_fd2ce53_4905.gml
Name	Building 4905-192
Name codespace	NULL
Description	How cool! I can now directly edit the attributes like this one!!

Building Attributes

Height	17.179	Height UoM	m
Storey height above ground	NULL	Storey height above ground UoM	NULL
Storey height below ground	NULL	Storey height below ground UoM	NULL
Storeys above ground	NULL	Storeys below ground	NULL
Year of Construction	1999	Year of Demolition	NULL
Roof Type	horizontal	Roof Type codespace	NULL

Class

Class	Non-residential (multi function)
Class codespace	NULL

Buttons: OK, Cancel

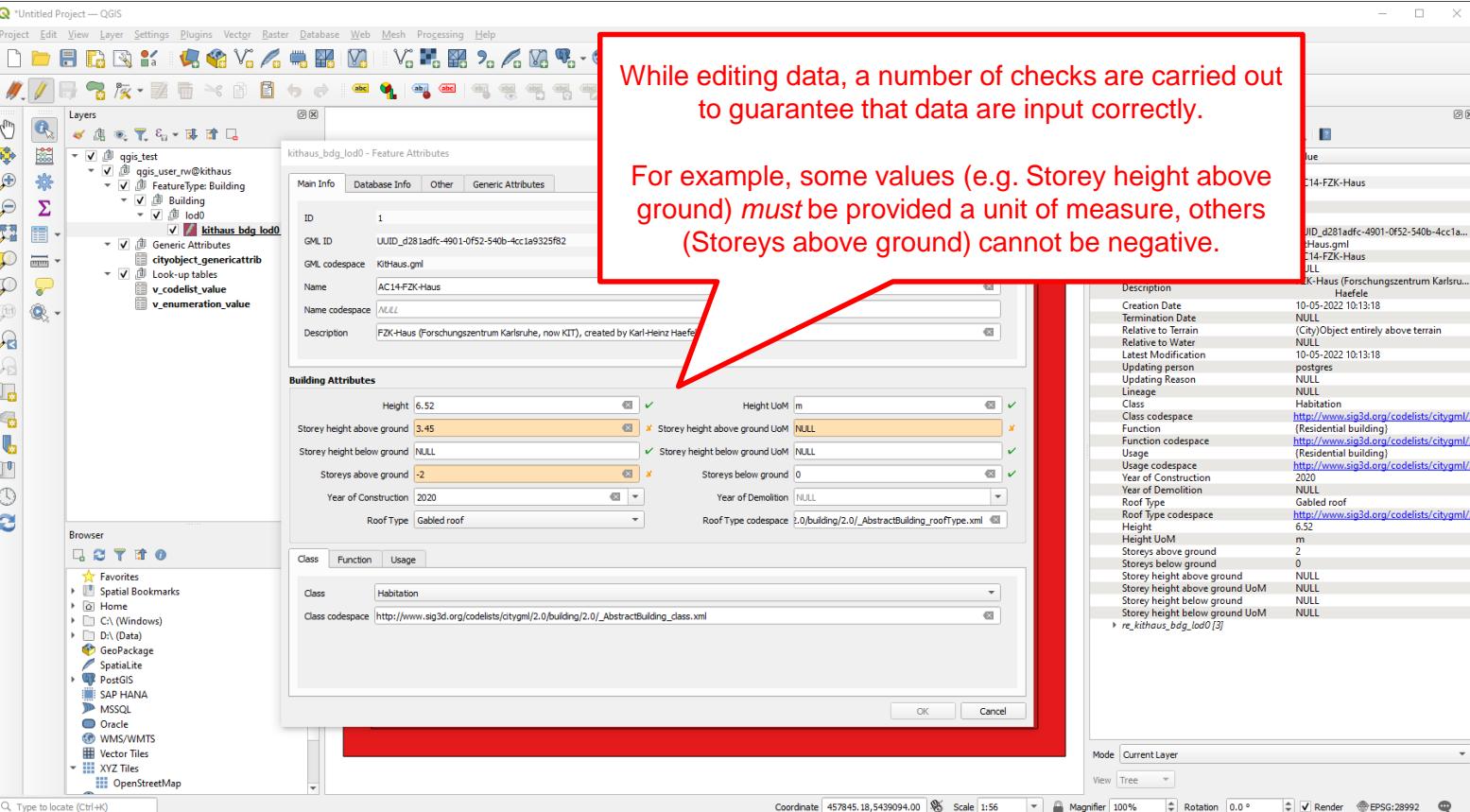
Map view on the right shows buildings colored orange and red.

Usage in QGIS: Attribute editing

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While editing data, a number of checks are carried out to guarantee that data are input correctly.

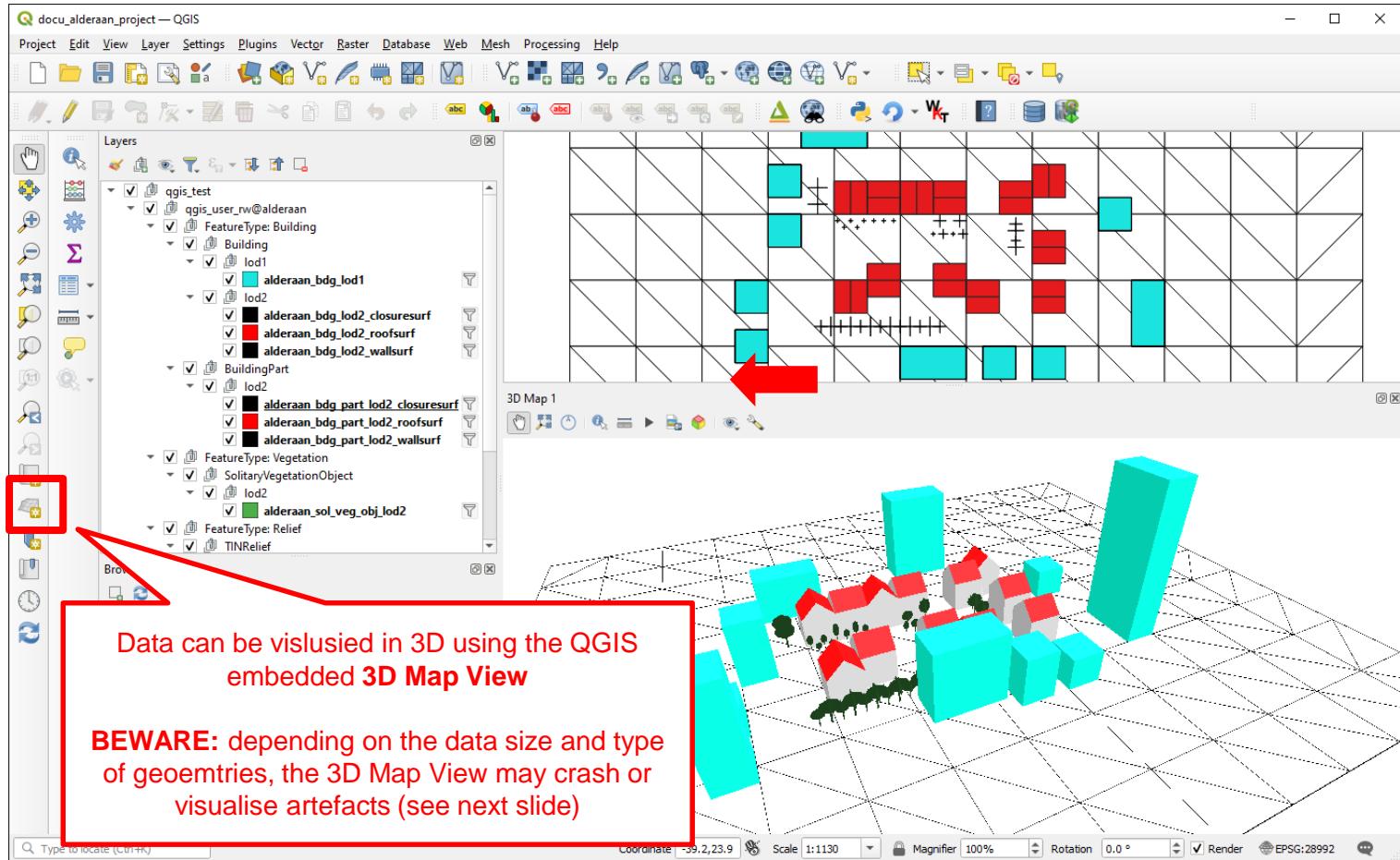
For example, some values (e.g. Storey height above ground) *must* be provided a unit of measure, others (Storeys above ground) cannot be negative.



Attribute	Value	Unit	Status
Height	6.52	m	Valid
Storey height above ground	3.45	m	Invalid (must be positive)
Storey height below ground	NULL	m	Valid
Storeys above ground	-2	m	Invalid (must be non-negative)
Year of Construction	2020		Valid
Roof Type	Gabled roof		Valid
Height UoM	m		Valid
Storey height above ground UoM	NULL		Valid
Storey height below ground UoM	NULL		Valid
Storeys below ground	0	m	Valid
Year of Demolition	NULL		Valid
Roof Type codespace	2.0/building/2.0/_AbstractBuilding_roofType.xml		Valid

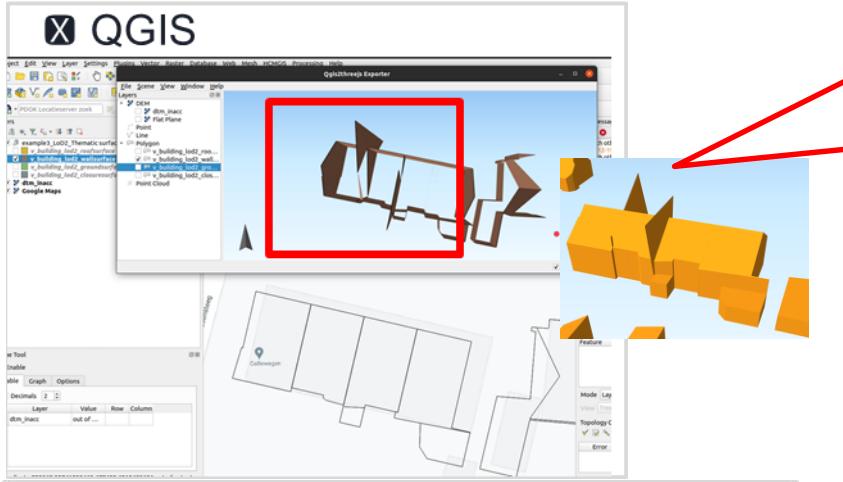
Usage in QGIS: 3D visualisation

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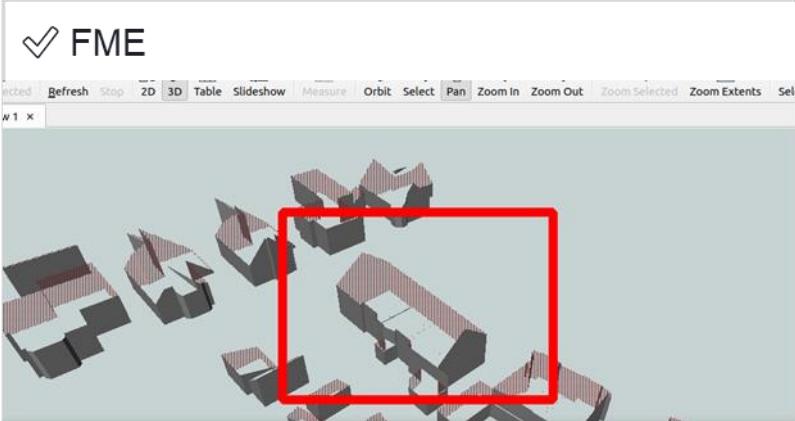
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Usage in QGIS: 3D visualisation



In our tests, such artefacts are however a 3D visualisation issue (QGIS 3D renderer?) and *not* related to the data. 3D visualisation in FME and in Google Earth show indeed correct results.

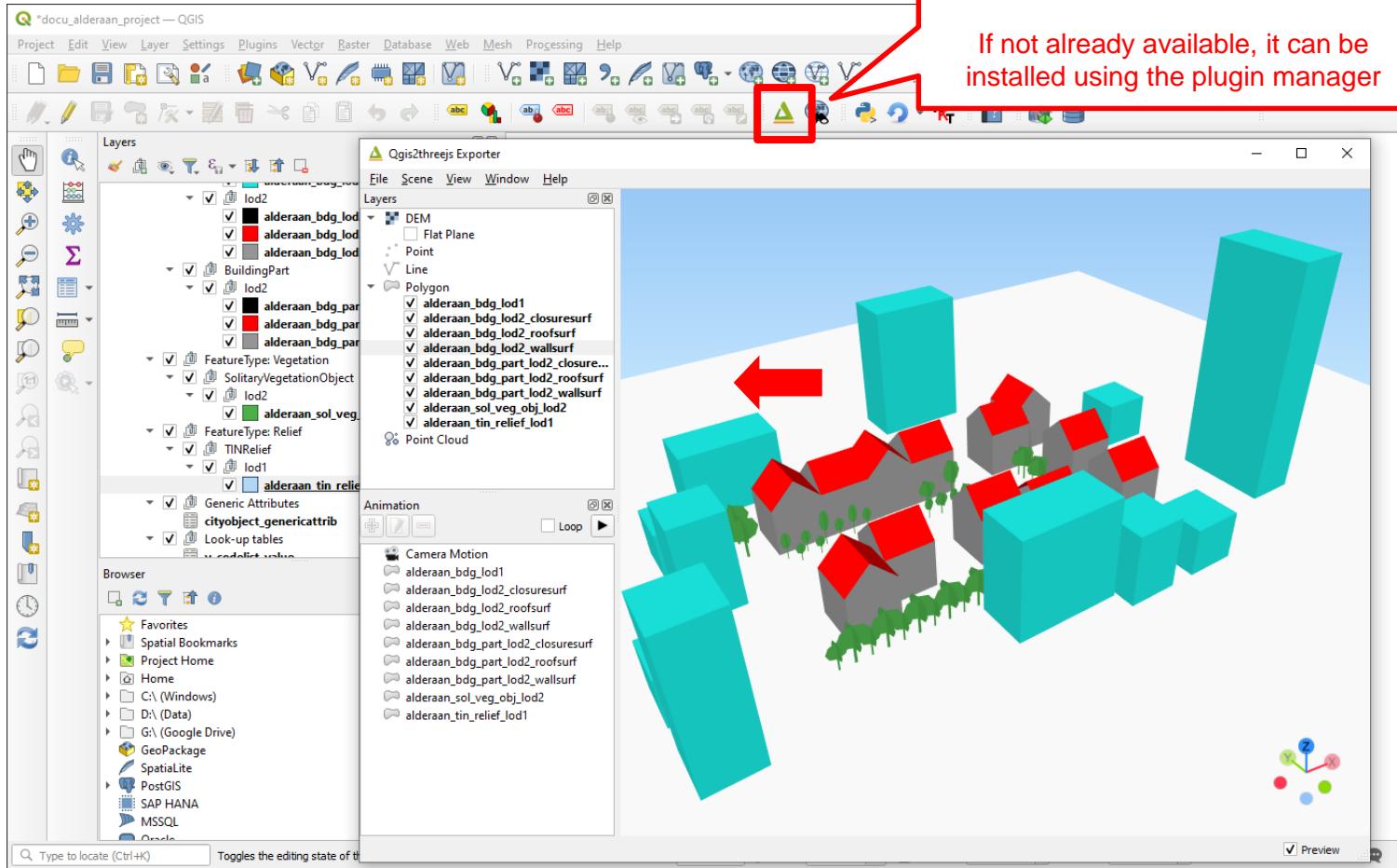
In order to minimise this problem, please refer to advanced options (see later)



✓
Google
earth
(as KML)

Usage in QGIS: 3D visualisation

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Advanced options

- As administrator
 - Add and manage non-default database users
 - Fine-tune privileges
- As user
 - Simplify geometries in materialised views
 - Set up look-up tables in the attribute froms
 - Add personalised codelists

Database user management (as Administrator)

IMPORTANT: The following operations are currently NOT supported by the QGIS 3DCityDB-Loader plugin and must be carried out by the database administrator via a SQL-console, e.g. from PgAdmin.

In general, the database administrator (or a superuser) can:

- Allow or disallow database users to use the QGIS plugin
- Choose specifically which citydb schema(s) a user can access
- Grant/Revoke read-only or read-write privileges per user and per citydb schema
- Uninstall the default users "qgis_user_ro" and/or "qgis_user_rw"

The required SQL functions are all available in schema **qgis_pkg** and will be explained in the next slides.

Database user management (as Administrator)

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In order to be visible from the Plugin, a user must be added to the group "qgis_pkg_usrgroup". Predefined PL/pgSQL functions take care of it.

Function **qgis_pkg.grant_qgis_usr_privileges(usr_name, priv_type [,cdb_schema])** can be used and offers multiple possibilities.

SQL examples

-- database user "giorgio" is added to group "qgis_pkg_usrgroup", can access data in citydb schema "citydb" of the current database with read-only privileges

```
SELECT qgis_pkg.grant_qgis_usr_privileges('giorgio', 'ro','citydb');
```

-- database user "kostantinos" is added to group "qgis_pkg_usrgroup", can access data in citydb schema "citydb_2" of the current database with read-write privileges

```
SELECT qgis_pkg.grant_qgis_usr_privileges(' kostantinos ', 'rw','citydb_2');
```

-- database user "camilo" is added to group "qgis_pkg_usrgroup", can access data in ALL citydb schemas of the current database with read-write privileges

```
SELECT qgis_pkg.grant_qgis_usr_privileges('camilo ', 'rw');
```

Database user management (as Administrator)

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To revoke the privileges, the corresponding function is **qgis_pgk.revoke_qgis_usr_privileges(usr_name, cdb_schema)** and offers multiple possibilities.

SQL examples

-- database user "giorgio" cannot access anymore data in citydb schema "citydb" of the current database
SELECT qgis_pgk.revoke_qgis_usr_privileges('giorgio', 'citydb');

-- database user "camilo" cannot access anymore ANY citydb schemas of the current database
SELECT qgis_pgk.revoke_qgis_usr_privileges('camilo');

IMPORTANT: The database users are NOT automatically removed from the group "qgis_pkg_usrgroup", as they could still be using other database instances of the 3D City Database. If required, the administrator has to remove them manually.

-- database user "giorgio" is removed from group "qgis_pkg_usrgroup" and won't be able to use the QGIS plugin anymore
REVOKE qgis_pkg_usrgroup **FROM** giorgio;

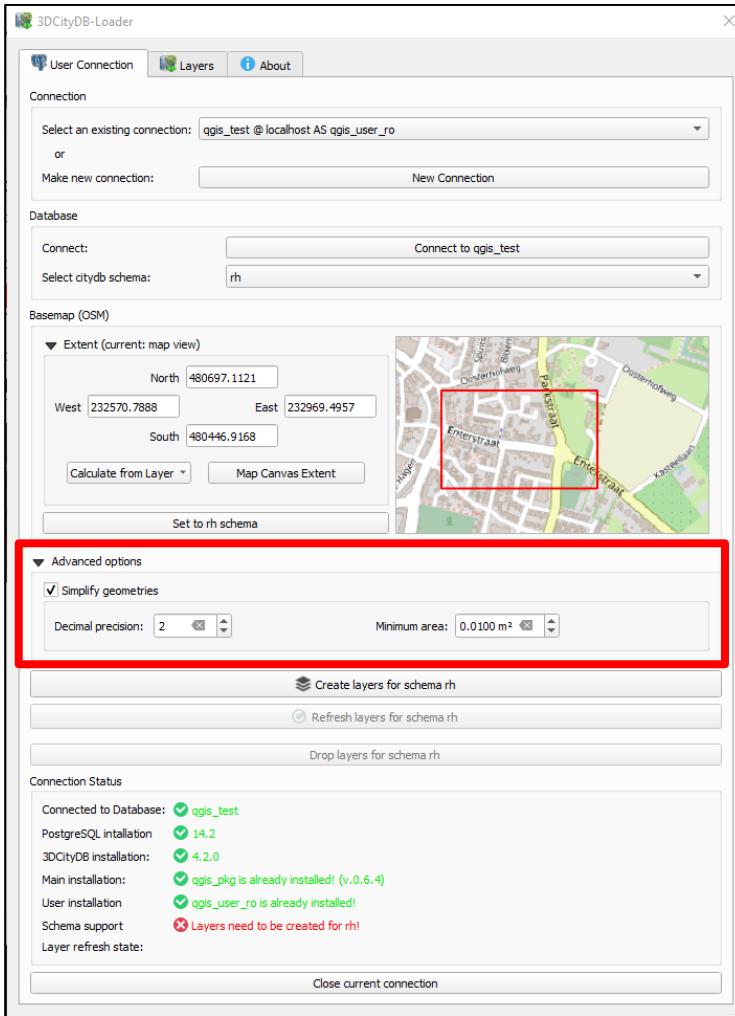
Geometry simplification

In order to simplify geometries and (partially) cope with the 3D visualisation issues of the 3D View Map in QGIS, the user can set some simplification parameters *before* generating the views.

All polygons composing the geometries will be checked. The user can set the number of decimal positions in the coordinates. Resulting degenerate geometries are skipped. The second parameter filters out all polygons smaller than the chosen threshold.

BEWARE: this operation:

- can significantly increase the time needed to refresh the layers
- does NOT change the original data in the database!



Codelists and look-up tables

For certain CityGML properties (e.g. class, function, usage, roof type, etc.) the QGIS attribute forms can be linked to look-up tables containing

- values from the non-normative CityGML specifications
- values optionally defined by the user

This applies to properties containing single (e.g. class, roof type) or, possibly, multiple values (e.g. function, usage)

If required, in this way the user does not have to "remember" specific codes, thus reducing the chances of wrong data input.

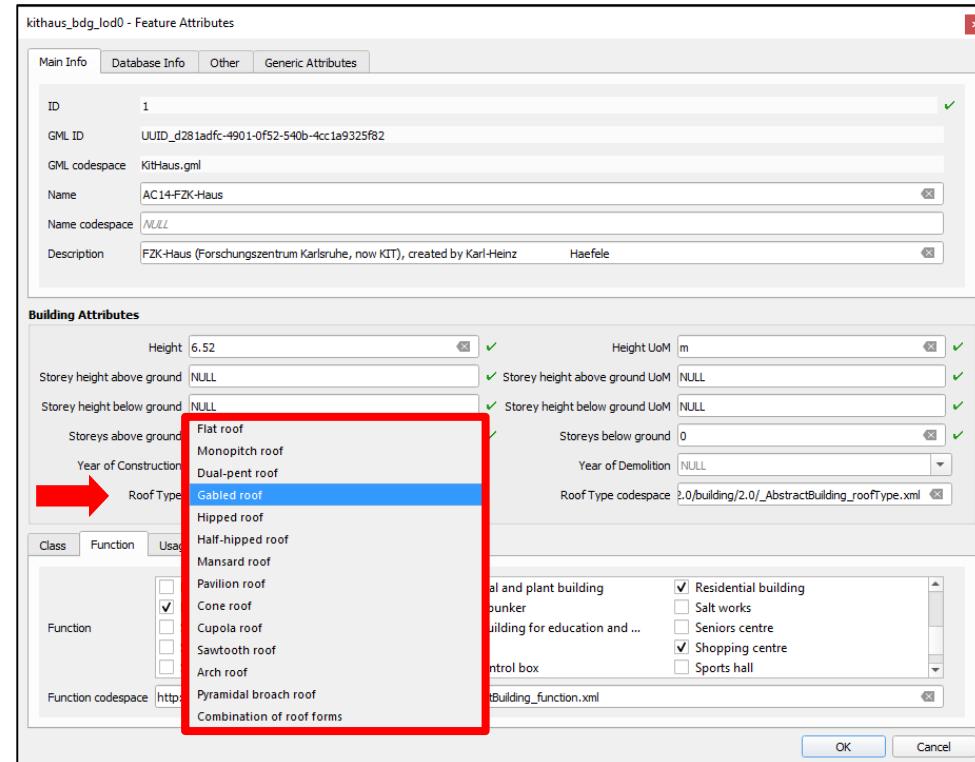
See next slide for an example

Codelists and look-up tables

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In the case of a CityGML property with cardinality [0..1], the associated codelist values are presented as a drop-down list.

Example: property **Roof type**



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In the case of a CityGML property with cardinality [0..*], the associated codelist values are presented as a multiple-selection list.

Example: property (Building) function

kithaus_bdg_Iod0 - Feature Attributes

Main Info Database Info Other Generic Attributes

ID	1	
GML ID	UUID_d281adfc-4901-0f52-540b-4cc1a9325f82	
GML codespace	KitHaus.gml	
Name	AC14-FZK-Haus	
Name codespace	NULL	
Description	FZK-Haus (Forschungszentrum Karlsruhe, now KIT), created by Karl-Heinz Haefele	

Building Attributes

Height	6.52	Height UoM	m
Storey height above ground	NULL	Storey height above ground UoM	NULL
Storey height below ground	NULL	Storey height below ground UoM	NULL
Storeys above ground	2	Storeys below ground	0
Year of Construction	2020	Year of Demolition	NULL
Roof Type	Gabled roof	Roof Type codespace	2.0/building/2.0/_AbstractBuilding_roofType.xml

Function

<input type="checkbox"/> Residential and office building	<input type="checkbox"/> Residential and plant building	<input checked="" type="checkbox"/> Residential building
<input checked="" type="checkbox"/> Restaurant	<input type="checkbox"/> Rubbish bunker	<input type="checkbox"/> Salt works
<input type="checkbox"/> Sanatorium	<input type="checkbox"/> School Building for education and ...	<input type="checkbox"/> Seniors centre
<input type="checkbox"/> Shipping terminal	<input type="checkbox"/> Shipyard	<input checked="" type="checkbox"/> Shopping centre
<input type="checkbox"/> Signal box or stop signal	<input type="checkbox"/> Signal control box	<input type="checkbox"/> Sports hall

Function codespace http://www.sig3d.org/codelists/citygml/2.0/building/2.0/_AbstractBuilding_function.xml

OK Cancel



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Behind the scenes:

In the 3DCityDB, string-based columns of attributes containing multiple values (separated by the --\-- field separator) are transformed into arrays in the QGIS Package layers.

Trigger functions take care of data conversion from/to arrays when needed.

3DCityDB table BUILDING (excerpt)

id [PK] bigint	class character varying (256)	function character varying (1000)
1531	Mixed-use	overige gebruiksfunctie--\--woonfunctie
4431	Mixed-use	winkelfunctie--\--woonfunctie
7839	Non-residential (multi function)	gezondheidszorgfunctie--\--kantoorfunctie--\--winkelfunctie
15423	Non-residential (multi function)	gezondheidszorgfunctie--\--kantoorfunctie
15499	Mixed-use	gezondheidszorgfunctie--\--kantoorfunctie--\--winkelfunctie--\--woonf...
16545	Mixed-use	overige gebruiksfunctie--\--woonfunctie
14490	Mixed-use	bijeenkomstfunctie--\--gezondheidszorgfunctie--\--kantoorfunctie--\--...
15956	Mixed-use	overige gebruiksfunctie--\--woonfunctie

QGIS Package layer BUILDING (excerpt)

function character varying[]
{"overige gebruiksfunctie", "woonfunctie"} {"winkelfunctie", "woonfunctie"} {"gezondheidszorgfunctie", "kantoorfunctie", "winkelfunctie"} {"gezondheidszorgfunctie", "kantoorfunctie", "winkelfunctie"} {"gezondheidszorgfunctie", "kantoorfunctie", "winkelfunctie", "woonfunctie"} {"overige gebruiksfunctie", "woonfunctie"} {"bijeenkomstfunctie", "gezondheidszorgfunctie", "kantoorfunctie", "overige gebruiksfunctie"} {"overige gebruiksfunctie", "woonfunctie"}



Codelists and look-up tables



- All codelists values are retrieved from the view **v_codelist_value** in the qgis schema of every user (e.g. "qgis_user_rw")
- By default, all CityGML codelists are already available
- To set up the QGIS attributes form, please refer to the next slide

[View V_CODELISTS_VALUE \(excerpt\)](#)

id bigint	data_model character varying	name character varying	value character varying	description text	name_space character varying
1	CityGML 2.0	MimeType	model/vrml	VRML97	https://www.sig3d.org/codelists/stan...
2	CityGML 2.0	MimeType	application/x-3ds	3ds max	https://www.sig3d.org/codelists/stan...
3	CityGML 2.0	MimeType	application/dxf	AutoCad DXF	https://www.sig3d.org/codelists/stan...
4	CityGML 2.0	MimeType	application/x-autocad	AutoCad DXF	https://www.sig3d.org/codelists/stan...
39	CityGML 2.0	_AbstractBuildingClass	1110	Maintainence and waste mana...	https://www.sig3d.org/codelists/stan...
40	CityGML 2.0	_AbstractBuildingClass	1120	Healthcare	https://www.sig3d.org/codelists/stan...
41	CityGML 2.0	_AbstractBuildingClass	1130	Communicating	https://www.sig3d.org/codelists/stan...
42	CityGML 2.0	_AbstractBuildingClass	1140	Security	https://www.sig3d.org/codelists/stan...
43	CityGML 2.0	_AbstractBuildingClass	1150	Storage	https://www.sig3d.org/codelists/stan...
44	CityGML 2.0	_AbstractBuildingClass	1160	Industry	https://www.sig3d.org/codelists/stan...
45	CityGML 2.0	_AbstractBuildingClass	1170	Traffic	https://www.sig3d.org/codelists/stan...
46	CityGML 2.0	_AbstractBuildingClass	1180	Other function	https://www.sig3d.org/codelists/stan...
47	CityGML 2.0	_AbstractBuildingClass	9999	Unknown	https://www.sig3d.org/codelists/stan...
48	CityGML 2.0	_AbstractBuildingFunct...	1000	Residential building	https://www.sig3d.org/codelists/stan...
49	CityGML 2.0	_AbstractBuildingFunct...	1010	Tenement	https://www.sig3d.org/codelists/stan...

Codelists and look-up tables

Example: property **Roof type**
(cardinality [0..1])

Motivation

Principles

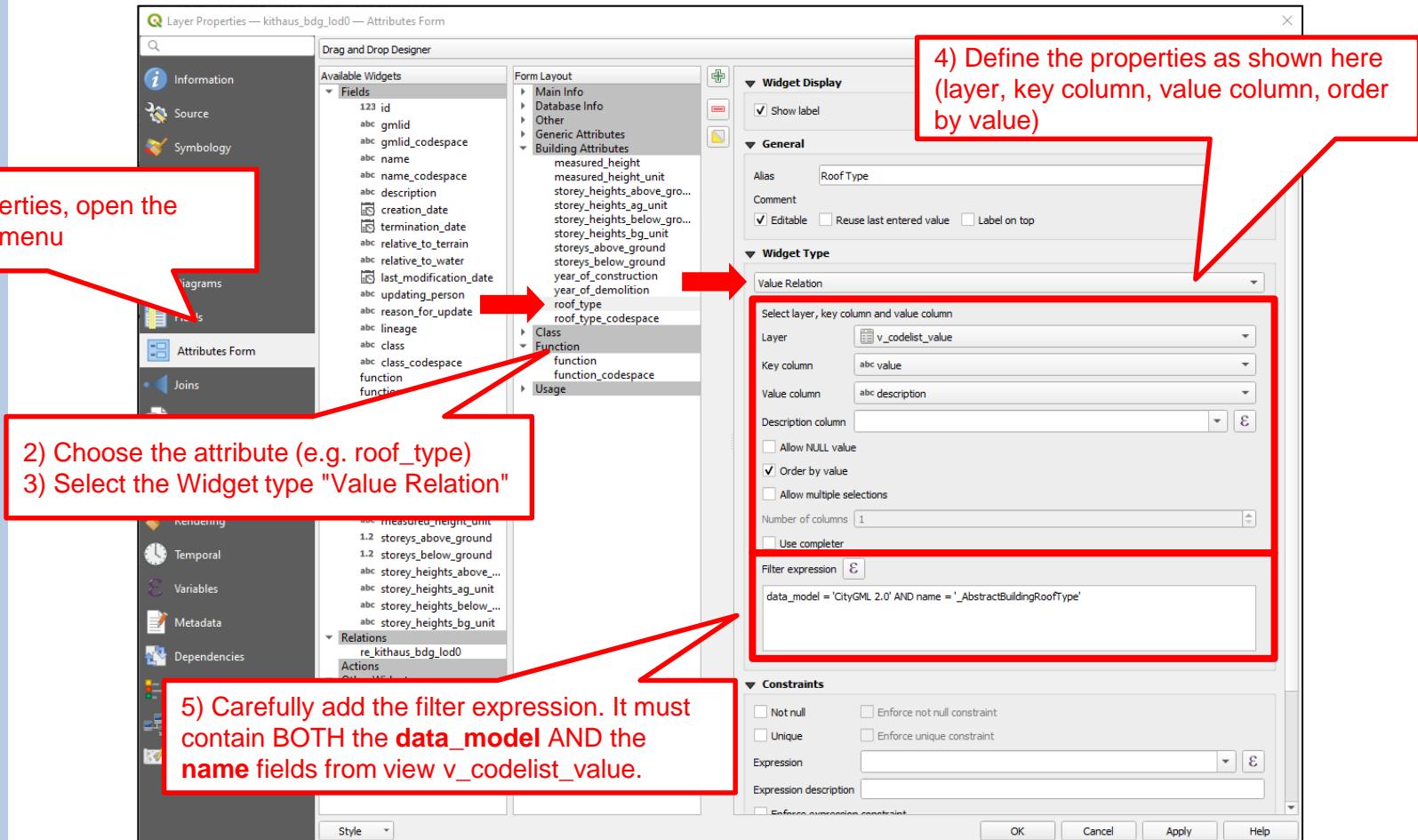
Usage

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- 1) In the Layer properties, open the Attributes Form submenu



4) Define the properties as shown here (layer, key column, value column, order by value)

2) Choose the attribute (e.g. roof_type)
 3) Select the Widget type "Value Relation"

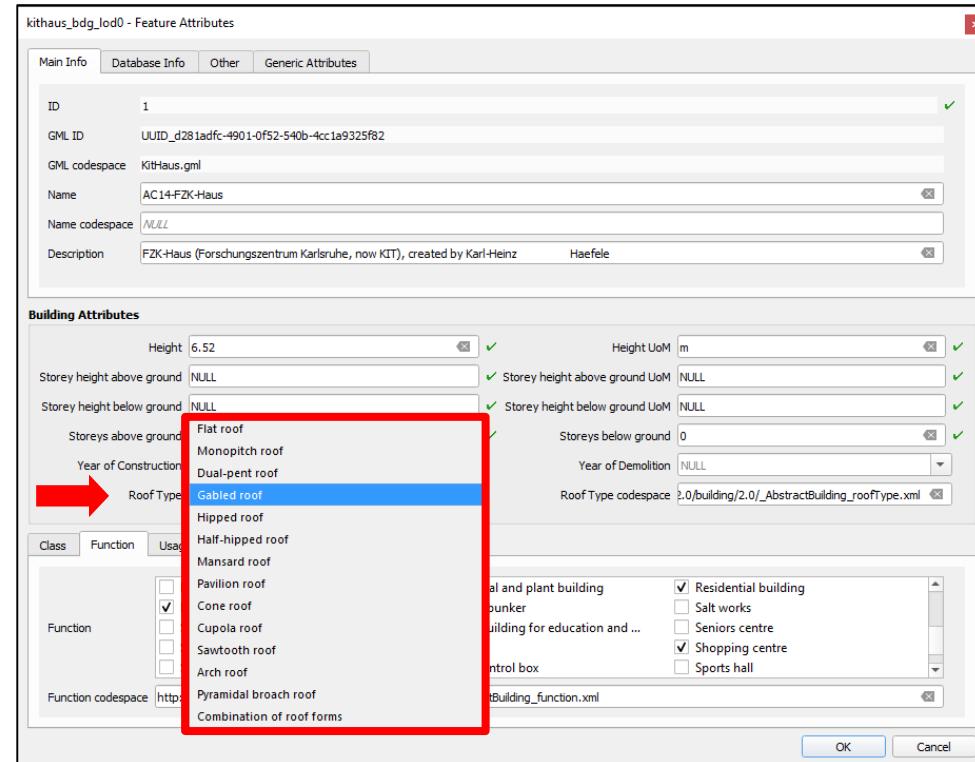
5) Carefully add the filter expression. It must contain BOTH the **data_model** AND the **name** fields from view v_codelist_value.

Codelists and look-up tables

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Close the Layer Properties,
 reload the attributes form
 from QGIS as usual.

Et voilà! 😊



Codelists and look-up tables

Example: property **(Building)** function (cardinality [0..*])

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The procedure is nearly the same as before, the only differences are in **bold**.

4) Define the properties as shown here (layer, key column, value column, order by value, **allow multiple selections** and **number of columns**)

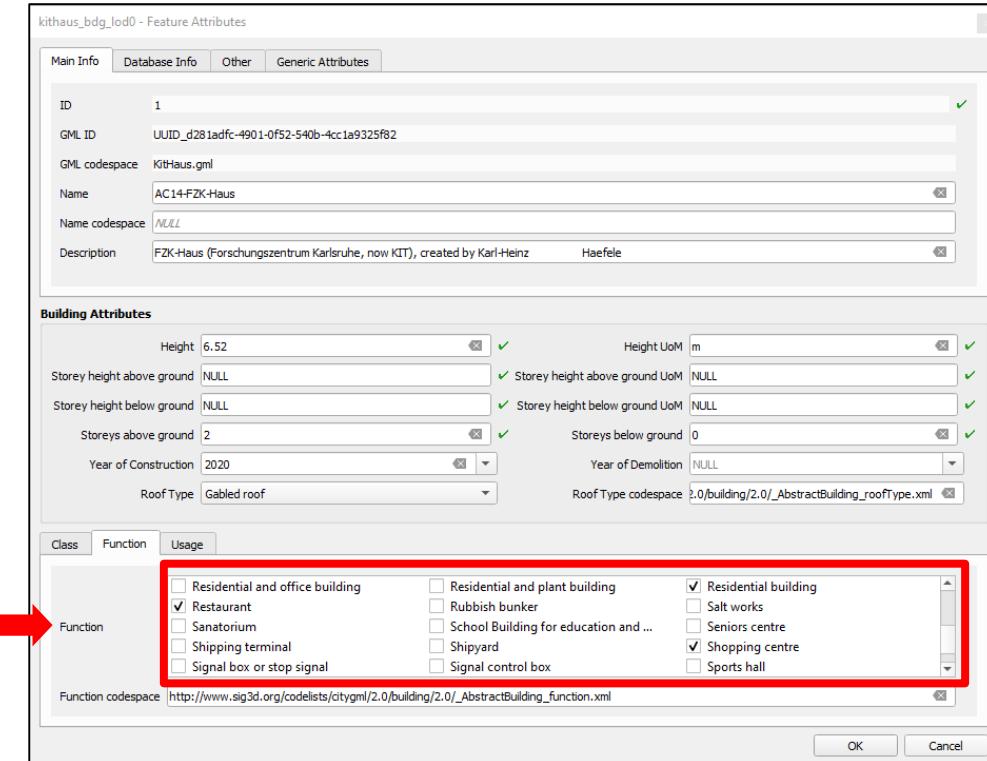
5) Carefully add the filter expression. It must contain BOTH the **data_model** AND the **name** fields from view v_codelist_value.

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Close the Layer Properties,
 reload the attributes form
 from QGIS as usual.

Et voilà! 😊



Codelists and look-up tables

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To add or customise codelist values, **two tables** in the qgis user schema must be edited: **codelist** and **codelist_value**

Table **codelist** contains some metadata values such as the codelist name, its name_space and data_model.

It is referenced by table **codelist_value** which contains the actual values.

Table CODELIST (excerpt)

id [PK] bigint	data_model character varying	name character varying	name_space character varying	description text
1	CityGML 2.0	MimeType	https://www.sig3d.org/codelists/standard/core/2.0/ImplicitGeometry_mimeType.xml	[null]
2	CityGML 2.0	_AbstractBridgeClass	https://www.sig3d.org/codelists/standard/bridge/2.0/_AbstractBridge_class.xml	
3	CityGML 2.0	_AbstractBridgeFunctionUsage	https://www.sig3d.org/codelists/standard/bridge/2.0/_AbstractBridge_function.xml	
4	CityGML 2.0	_AbstractBuildingClass	https://www.sig3d.org/codelists/standard/building/2.0/_AbstractBuilding_class.xml	
5	CityGML 2.0	_AbstractBuildingFunctionUsage	https://www.sig3d.org/codelists/standard/building/2.0/_AbstractBuilding_function.xml	
6	CityGML 2.0	_AbstractBuildingRoofType	https://www.sig3d.org/codelists/standard/building/2.0/_AbstractBuildingRoof_type.xml	
7	CityGML 2.0	RoomClass	https://www.sig3d.org/codelists/standard/building/2.0/Room_class.xml	
8	CityGML 2.0	RoomFunctionUsage	https://www.sig3d.org/codelists/standard/building/2.0/RoomFunction_usage.xml	
9	CityGML 2.0	BuildingFurnitureClass	https://www.sig3d.org/codelists/standard/building/2.0/BuildingFurniture_class.xml	
10	CityGML 2.0	BuildingFurnitureFunctionUsage	https://www.sig3d.org/codelists/standard/building/2.0/BuildingFurnitureFunction_usage.xml	

Table CODELIST_VALUE (excerpt)

id [PK] bigint	code_id integer	value character varying	description text
1	1	model/vrml	VRML97
2	1	application/x-3ds	3ds max
3	1	application/dxf	AutoCad DXF
4	1	application/x-autocad	AutoCad DXF
5	1	application/x-dxf	AutoCad DXF
6	1	application/acad	AutoCad DWG
13	1	image/tiff	*.tiff, *.tif images
14	1	image/bmp	*.bmp images
15	2	1000	Arced bridge
16	2	1010	Cable-stayed bridge
17	2	1020	Deck bridge
18	2	1030	Cable-stayed overpass

Codelists and look-up tables

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To add (or remove) values from the **codelist** and **codelist_value** tables, the user can for example issue a SQL statement such as:

```
-- Optionally, delete previously loaded values belonging to the same codelist in user schema "qgis_giorgio"  
DELETE FROM qgis_giorgio.codelist WHERE data_model = 'NL-BAG';  
-- Insert first the codelist metadata and then the values in one single SQL statement  
WITH cl AS (  
    INSERT INTO qgis_giorgio.codelist (data_model, name, name_space, description)  
    VALUES  
    ('NL-BAG', 'BAG', 'https://..some_url_here....', 'Codelist containing the values of the Dutch Basisregistratie Adressen en Gebouwen')  
    RETURNING id)  
INSERT INTO qgis_giorgio.codelist_value (code_id, value, description)  
SELECT cl.id, v.value, v.description FROM cl, (VALUES  
    ('apple' , 'Codelist value for "apple"' ),  
    ('orange' , 'Codelist value for "orange"' ),  
    ('pear' , 'Codelist value for "pear"' ),  
    ('banana' , 'Codelist value for "banana"' )  
) AS v(value, description);
```

This query can be simply adapted by changing only the parts in red

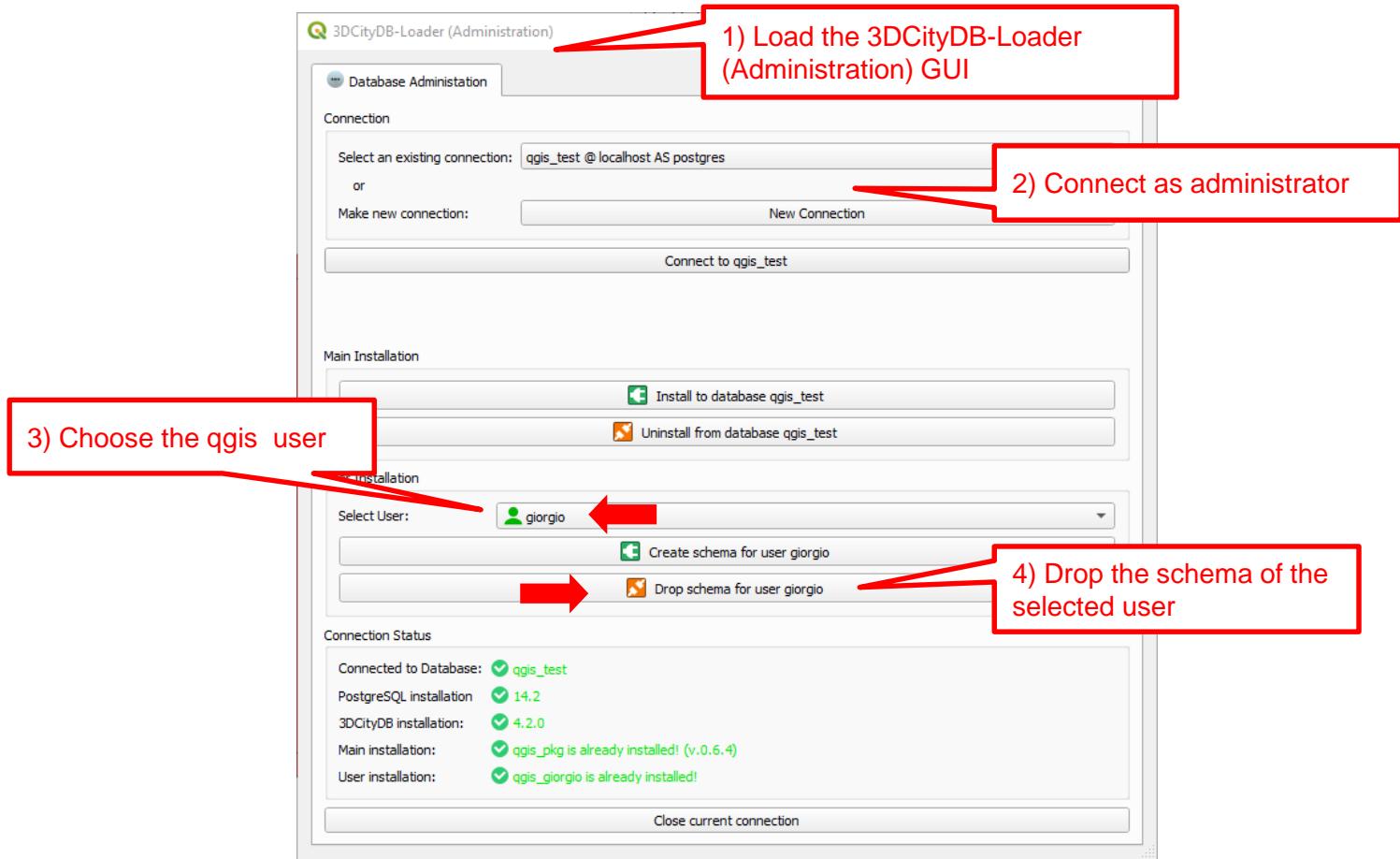
Software uninstall

Uninstallation consists of two parts:

- 1) Partial/complete removal of the QGIS Package from PostgreSQL
 - This operation can be carried out only by the database administrator
 - The administrator can drop only the schema of a selected user (e.g. "qgis_giorgio")
 - The administrator can remove all user schemas AND the qgis_pkg schema
- 2) Removal of the 3DCityDB-Loader plugin from QGIS
 - This operation can be carried out by any user
 - The plugin can be uninstalled from the \Plugins\Manage and Install Plugins... Menu in QGIS
 - Alternatively, it can be uninstalled manually by simply removing the plugin folder

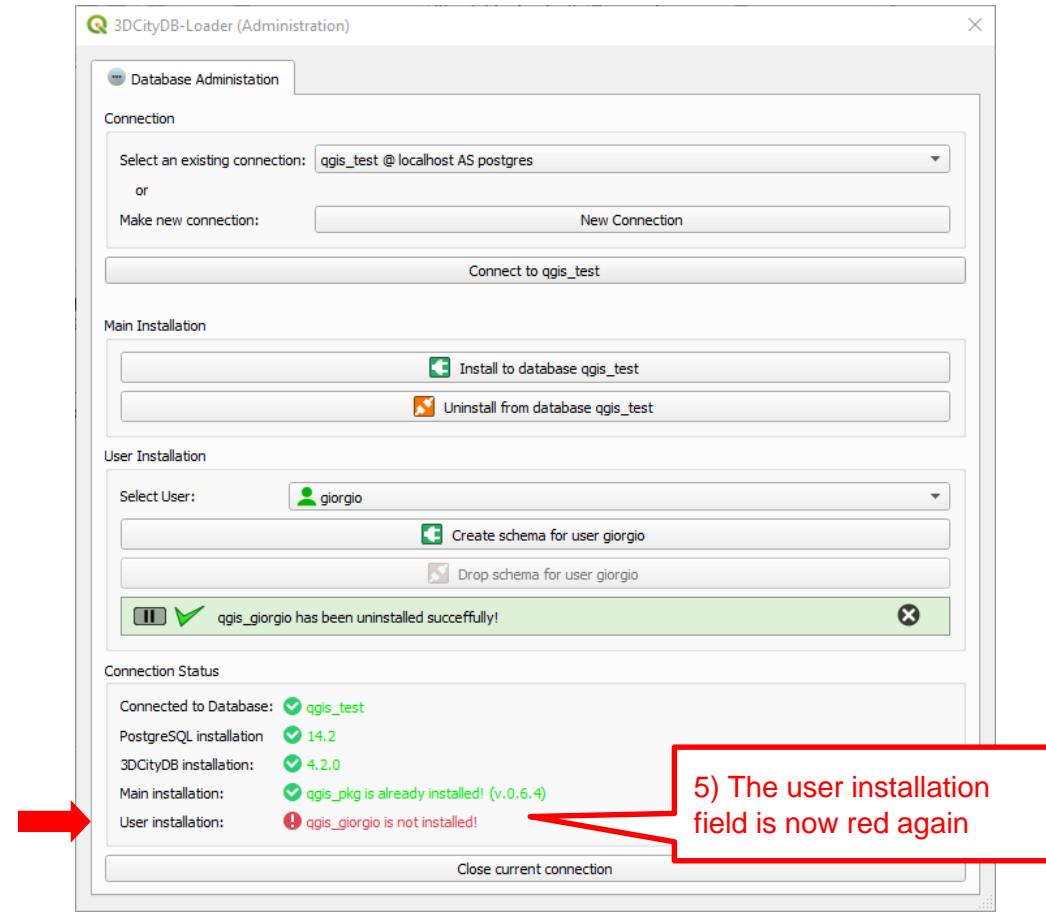
Software uninstall: Drop user schema

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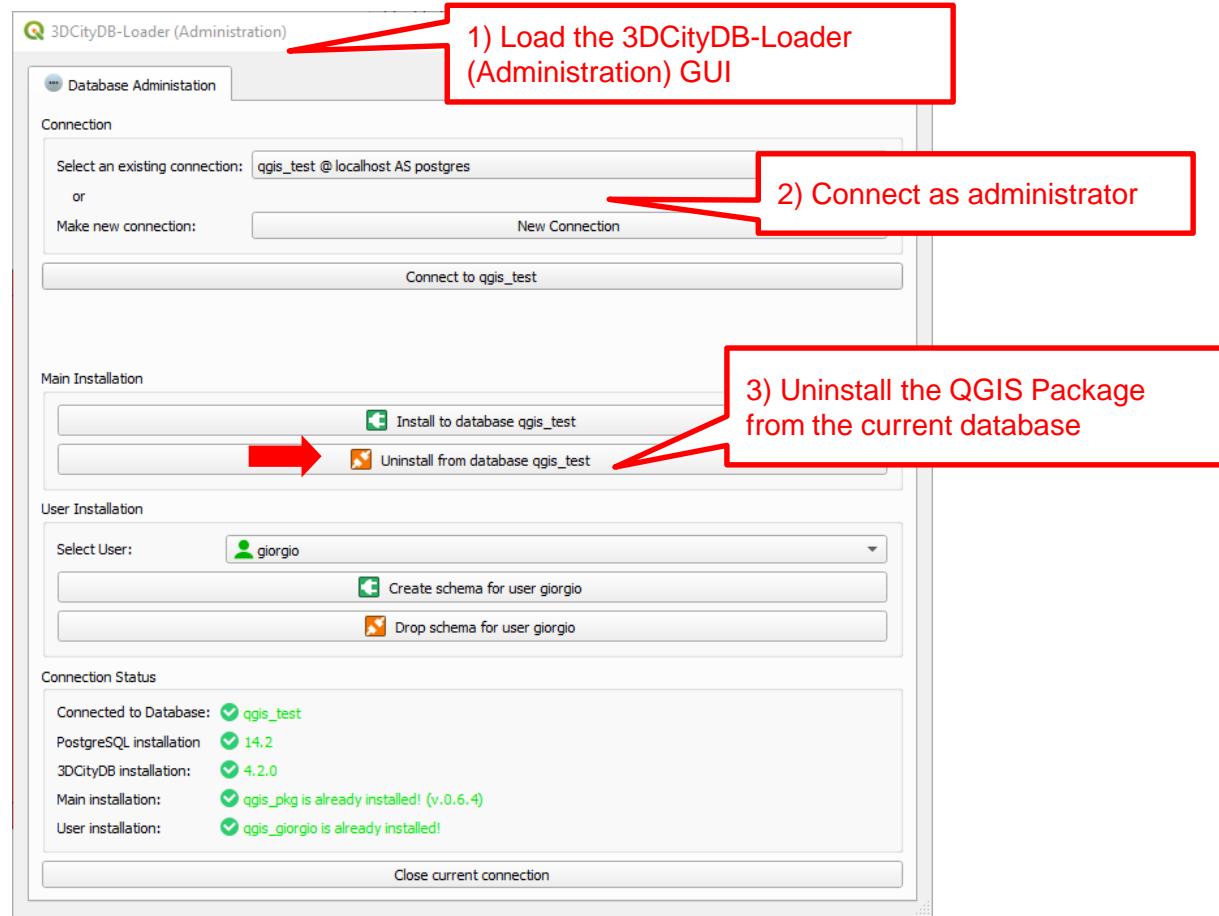
Software uninstall: Drop user schema

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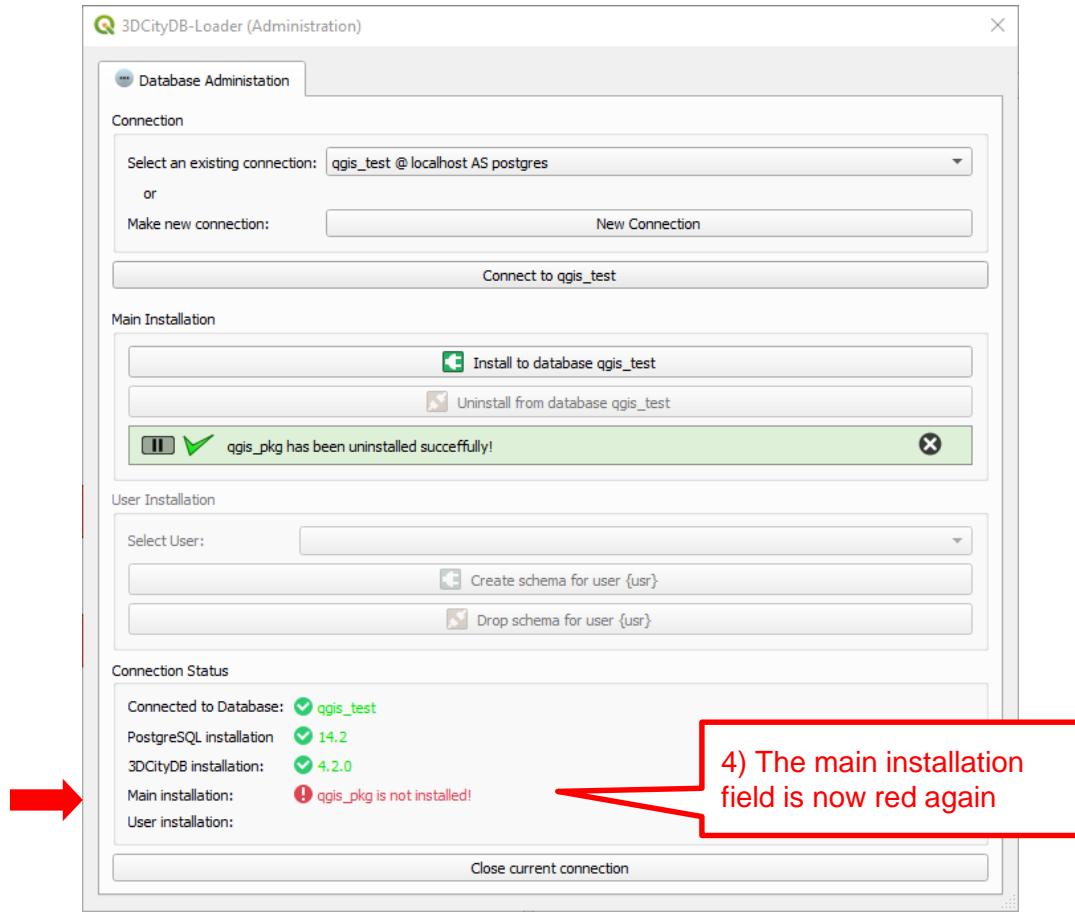
Software uninstall: Uninstall QGIS Package

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Software uninstall: Uninstall QGIS Package

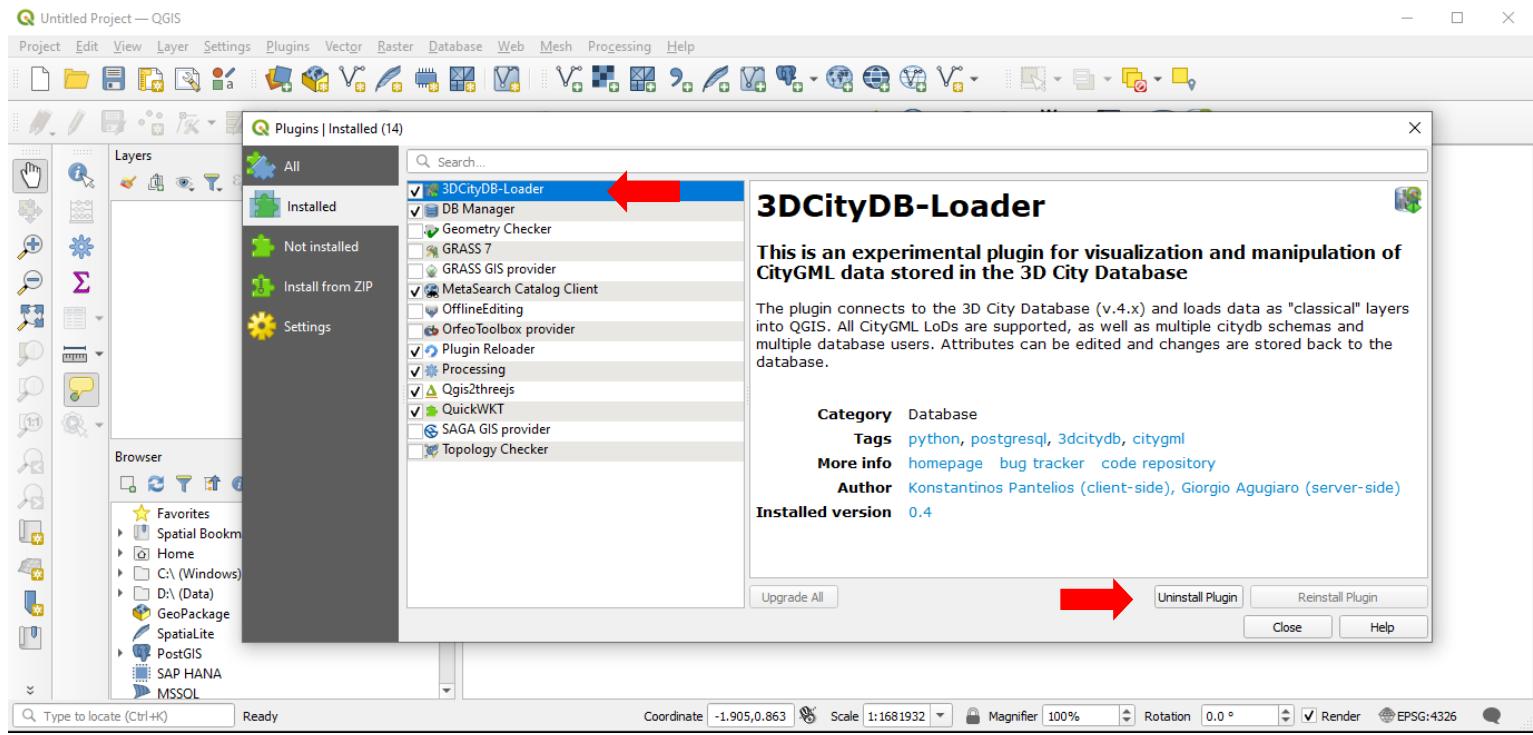
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Software uninstall: Uninstall 3DCityDB-Loader

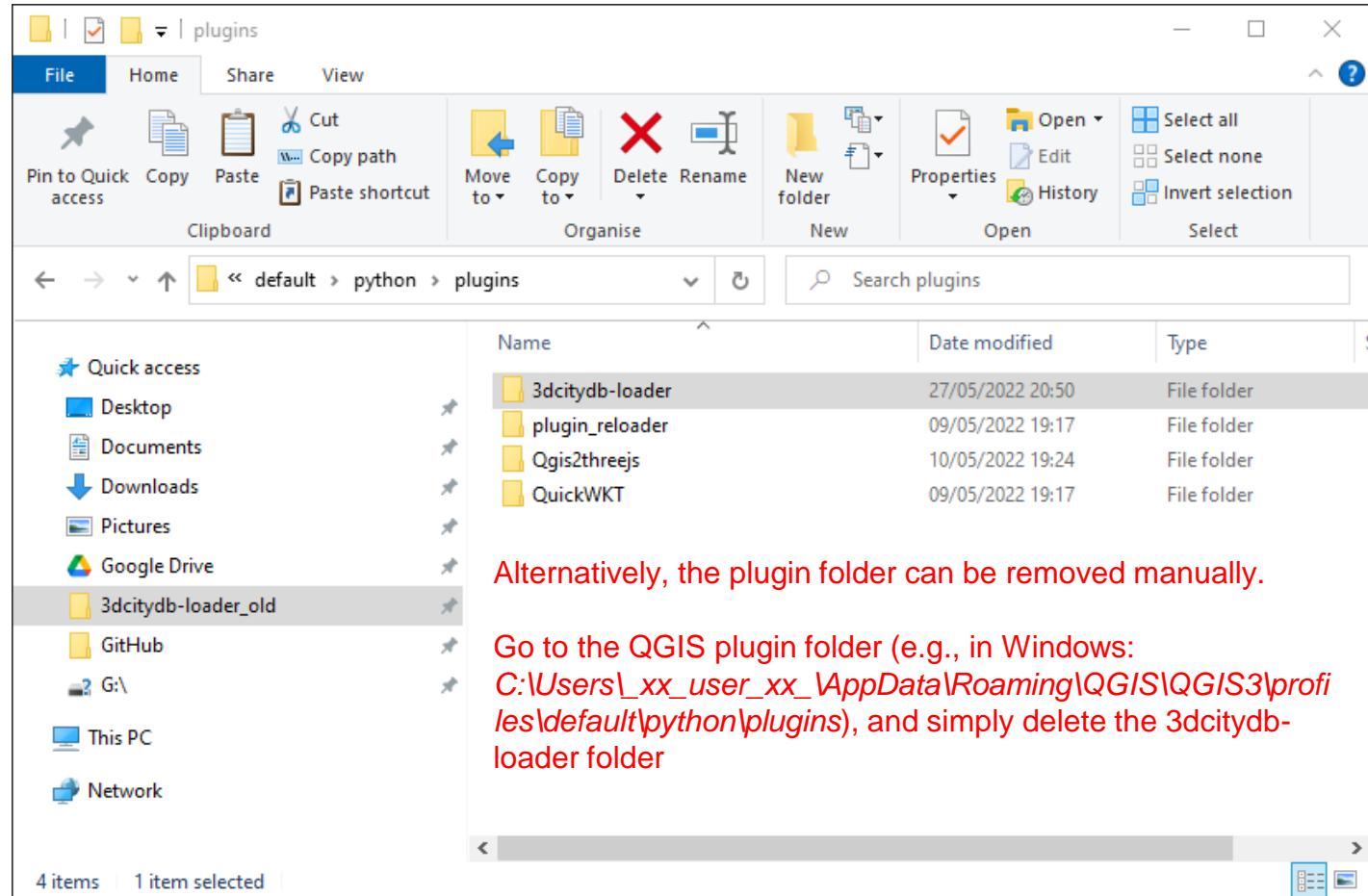
The plugin can be uninstalled from the \Plugins\Manage and Install Plugins... Menu in QGIS

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Software uninstall: Uninstall 3DCityDB-Loader

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Current limitations

As of June 2022

The following CityObjects are not yet supported:

- Point-, breakline- and raster-based Relief features
- CityObjectGroups

In the attributes forms

- External references of CityObjects are not yet implemented
- Addresses are not yet implemented

From the Administration's GUI

- Advanced user management
- Codelist/look-up table management and settings

In general

- CityGML appearances are not supported
- CityGML ADEs (Application Domain Extensions) are not supported

Testing machines as of June 2022

OS	Proc	HD	RAM	PostgreSQL	PostGIS	QGIS
Windows 10 2009 64bit	Core I7-8650U 1.7 GHz	SSD 2 TB	32 GB	14 64bit	3.2	QGIS 3.22.7 64bit
Linux (Ubuntu 20.04.3 LTS x86_64)	Intel i7-7500U (4) 3.500GHz	SSD 250 GB	8 GB	12 64bit	3.1	QGIS 3.22 64 bit
Mac OS (11.6.2 64bit)	Core i9-??	1TB SSD	32 GB	13 64bit	3.1	QGIS 3.22 64 bit
Linux server (Ubuntu 18.4)	TUD Virtual Machine			10 64bit	3.0	N/A

Thank you for your attention!



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