

Functionalities Planned to be Implemented in citydb-3dtiler

--style-mode

{Options: [existing-appearances, custom-attribute-based-style, objectclass-based-style*, no-style] }

--custom-style-file

"materials_for_features.csv"* / "any-string"

	A	B	C	D	E	F	H	I	M	N	
1	namespace_of_class_name	classname	namespace_of_property	property_name	column_name_of_property_value	property_value	pbr_metallic_roughness_base_color	pbr_metallic_roughness_metallic_roughness	COLORS	ONLY TRANSPARENCY HEX CODE	
2		anything_else					#7d6b44	#FFA100			
3	tran	AuxiliaryTrafficArea	gen	opendrive_lane_type	val_string	BORDER	#3a411	#FFA100			
4	tran	AuxiliaryTrafficArea	gen	opendrive_lane_type	val_string	MEDIAN	#15520d	#FFA100			
5	tran	AuxiliaryTrafficArea	gen	opendrive_lane_type	val_string	RESTRICTED	#961900	#FFA100			
6	tran	AuxiliaryTrafficArea					#c80000	#FFA100			
7	tran	AuxiliaryTrafficSpace					#65946080	#FFA100		80	
8	tran	AuxiliaryTrafficSpace	gen	opendrive_lane_type	val_string	BORDER	#f3a41180	#FFA100		80	
9	tran	AuxiliaryTrafficSpace	gen	opendrive_lane_type	val_string	MEDIAN	#15520d80	#FFA100		80	
10	tran	AuxiliaryTrafficSpace	gen	opendrive_lane_type	val_string	RESTRICTED	#96190080	#FFA100		80	

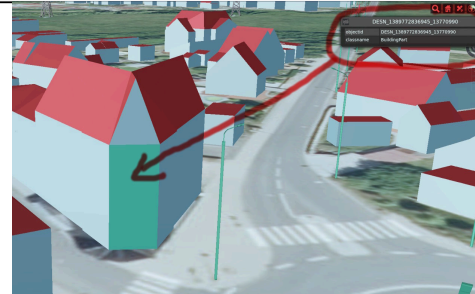
Sample for : --style-mode=existing-appearances, --style-absence-behavior=falldown
[Benedikt Schwab's Ingolstadt LOD3 City Model \(Windows colored by Intensity values\)](#)

tile

database
connection
arguments [...]

--aggregate-thematic-feature-geoms

True / False*



Sample for : --aggregate-thematic-features=true

[Donaubauer's Leipzig City Model \(Buildings with roof and walls\)](#)

--transparency-mode

{Options: [Blend, Mask, Opaque*] }



Sample for : --transparency-mode=blend

[Donaubauer's Leipzig City Model \(Transportation Spaces\)](#)

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