

LOCAL DATA GUIDE

Bring your own 3D models

Prepare files, establish placement and inspect the result.

Prepare the files

The local model service supports OBJ, GLB and CityGML inputs, as well as configured model packages. Keep OBJ material files and referenced textures together. Preserve CityGML appearance assets and coordinate reference information.

Establish geographic placement

For a model without geographic coordinates, establish its longitude, latitude, ellipsoid height, scale, axis convention and heading before import. A visually plausible location is not a surveyed position. Terrain and model heights must use compatible references.

Import in VECTOR

- 01 Install the matching local model service for your app build.
- 02 Open Settings / Local 3D models.
- 03 Choose the local source or a configured preset and supply the required placement parameters.
- 04 Start processing and monitor progress. Cancel if the selected source or placement is incorrect.
- 05 Show the result and inspect alignment with the map and terrain. Use Show/Hide to control visibility.

The app can start a configured local service on demand. Converted datasets are cached locally for reuse. This C++ service runs independently of Mesh/DDS; model files are not automatically replicated to another workstation.

The current model processing workflow is verified on Linux. Confirm packaging and runtime support before planning another target platform.