Guide For Loading BIM And Fine Model

Overview

SuperMap supports generating OSGB caches by model dataset and compound dataset. OSGB cache is a format of data storage. It is characterized of wide visible range, high-efficient loading, smooth level switch, low CPU and memory occupation. Oblique photogrammetry, BIM, pipelines, find models, vector caches are all stored as this type of format.

Due to the idea of loading oblique image models, SuperMap iClient 3D for WebGL carries on the same way to load BIM and fine models. The general steps for BIM models and fine models by WebGL are as follows:

1. Generate OSGB Caches
2. Publish 3D Services
3. Browse 3D Models By iClient 3D for WebGL

Except generating OSGB caches of BIM models or fine models, the Step 2 and Step 3 are as the same to the oblique images.

So, Step 2 and 3 can refer to [Guide for Loading Oblique Image Model by WebGL](#). On this page, we talk about how to generate OSGB caches of BIM and fine models.

Workflow

We use sample data "OlympicGreen" to show the demonstration.

1. Generate OSGB Caches

Instruction

SuperMap supports generating OSGB caches by model dataset and compound dataset. The sample data here is compound (CAD) dataset.

Basic Steps

a. Open SuperMap iDesktop, open datasource, and add the CAD dataset into the spherical scene.

b. Without selecting any object, right click on the scene and choose "**Create Scene Cache...**"
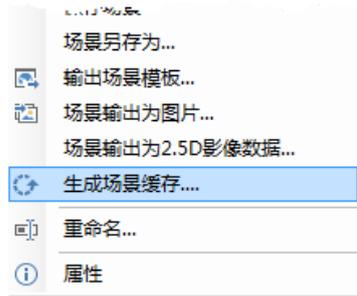
fig. Context of Create Scene Cache

c. Dialog Box of **Create Scene Cache** is as follows:
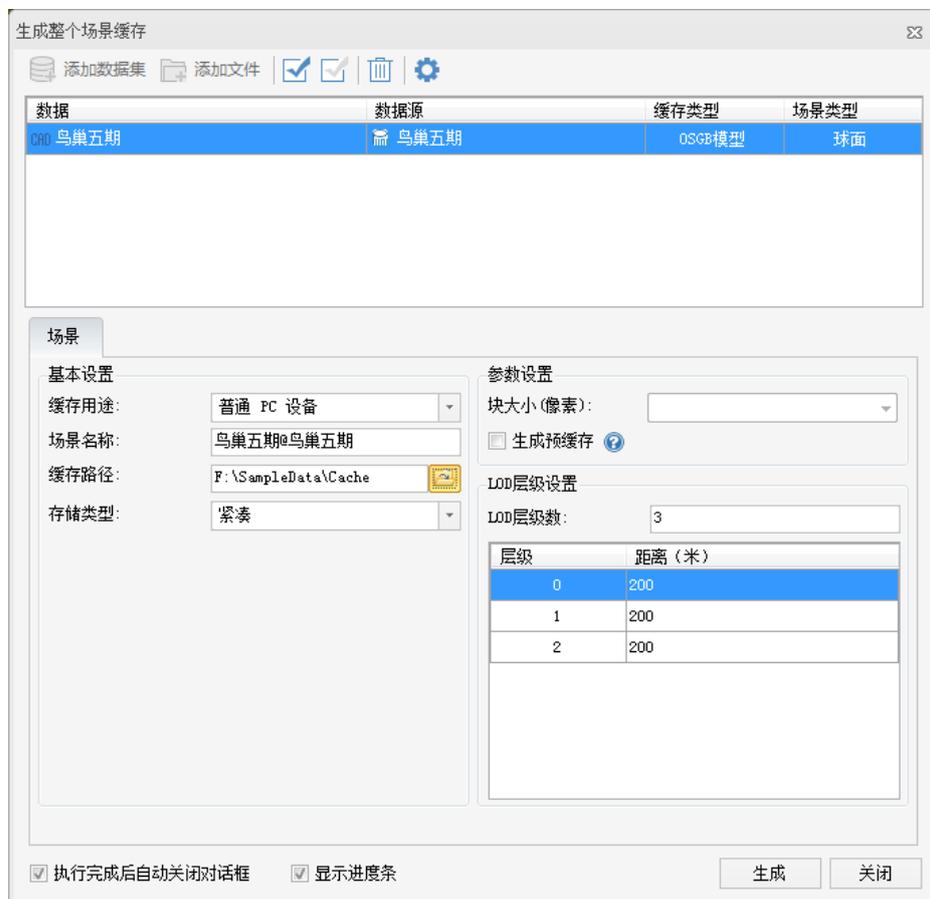
fig. Dialog Box of **Create Scene Cache**

d. Datasets on the data list are waited to be cached. Click **Add Dataset** or click delete icon to manage those datasets. Here are the main settings for the datasets.

- **Cache Type**: Select **OSBG Model**;
- **Scene Type**: Select **Sphere**.

e. Under the **Scene** tab, here are the settings:

- **Scene Usage**: Select an applicable device;
- **Scene Name**: By default "Dataset Name@Datasource Name";
- **Cache Path**: Set the output path for caches;
- **Storage Type**: Select **Compact**;
- **LOD Level**: Set LOD level count and distance in accordance with demands.

f. After set, click on "**Generate**" to process.

Operation Results

After the caches are generated, there are one *.scp configure file and multiple folders where the model data are stored under

the target path. Open one folder, you can see multiple *.OSGB

files. It is shown as follows.
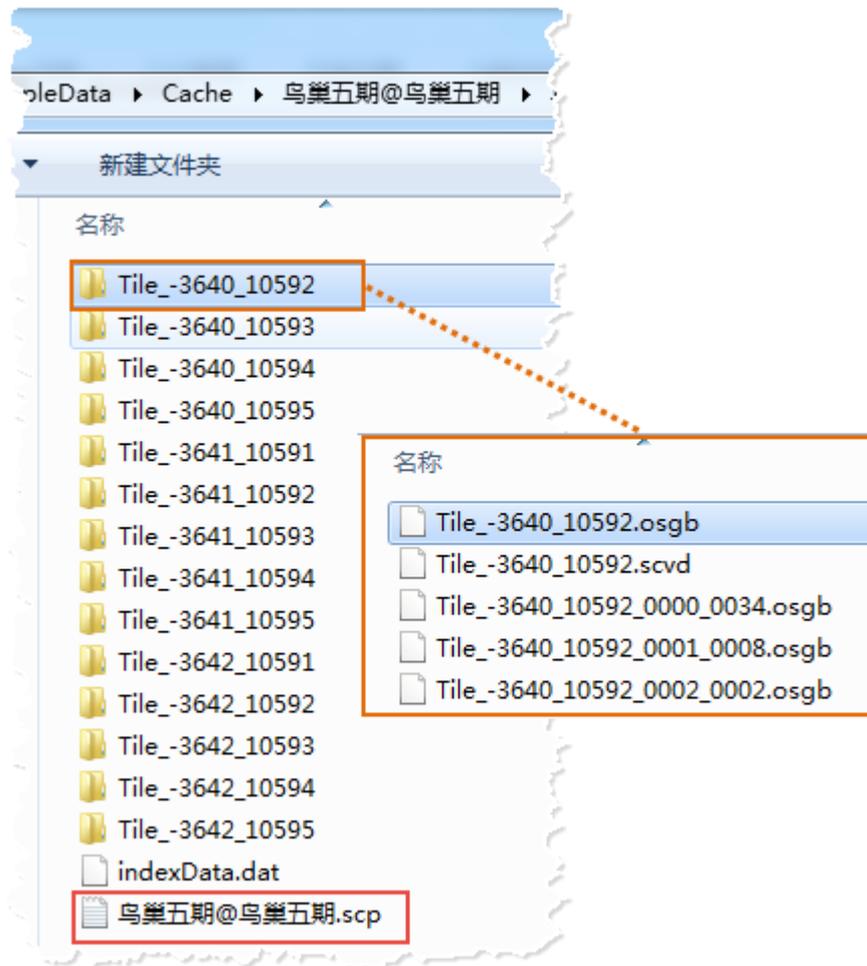
fig. The result of OSGB caches

2. Publish 3D Services

Instruction

This operation will publish OSGB models as 3D service to the local or remote server.

Basic Steps

For more details, please refer to [Guide for Loading Oblique Image Models by WebGL](#).

Operation Results

We publish a 3D service named OSGB_niaochaoModel. Below is the service list.

fig. Display new published 3D service

3. Browse 3D Models By iClient 3D for WebGL

Instruction

After the 3D services are published, you go to **S3MTiles.html** under the **examples** folder of WebGL product to modify relative parameters.

Basic Steps

For more details, please refer to [Guide for Loading Oblique Image Models by WebGL](#).

Operation Results

The camera flies to the position of fine model after you open the webpage. Here is the effect:
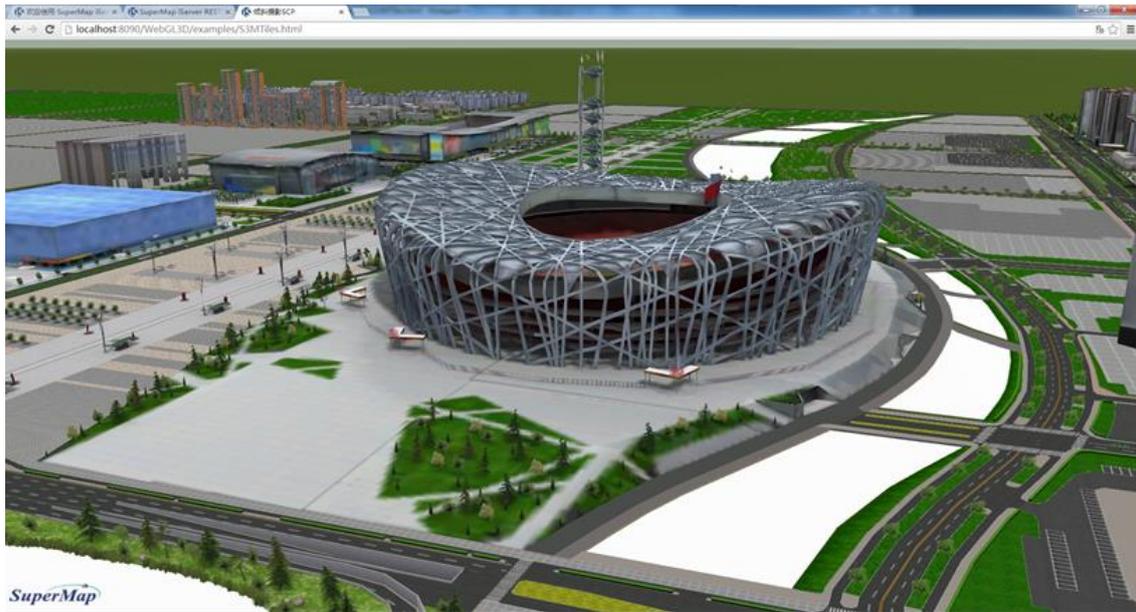
fig. Effect of Fine Model by WebGL