

RealityServer EXPORT TUTORIAL

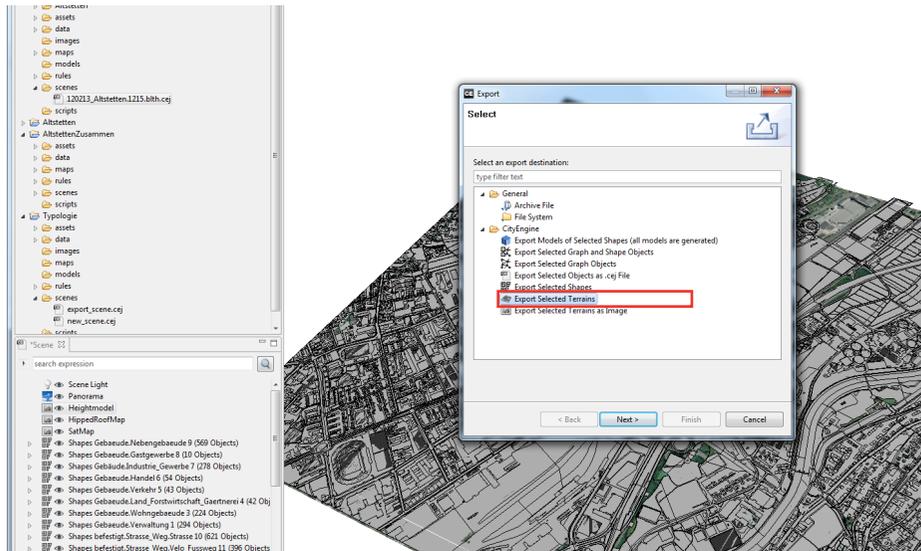
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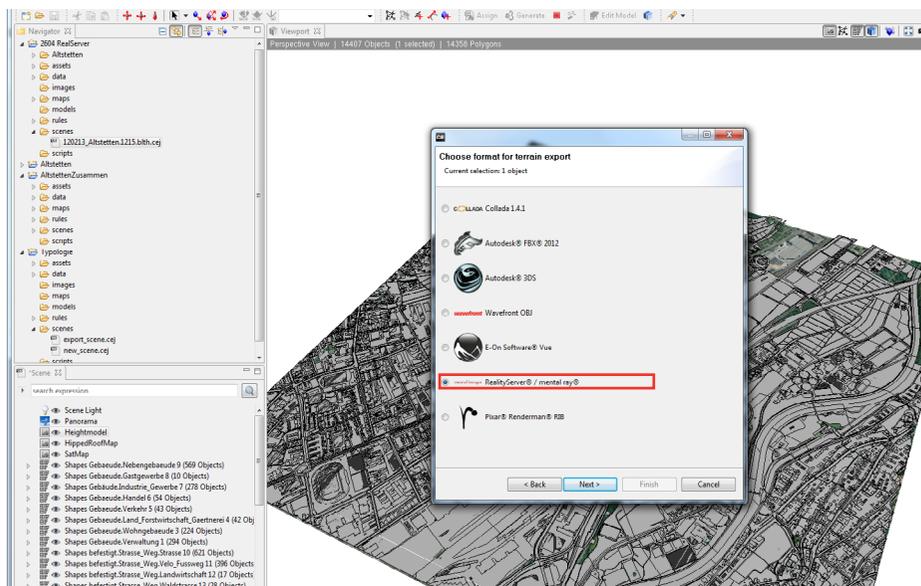
EXPORT HEIGHT MODEL

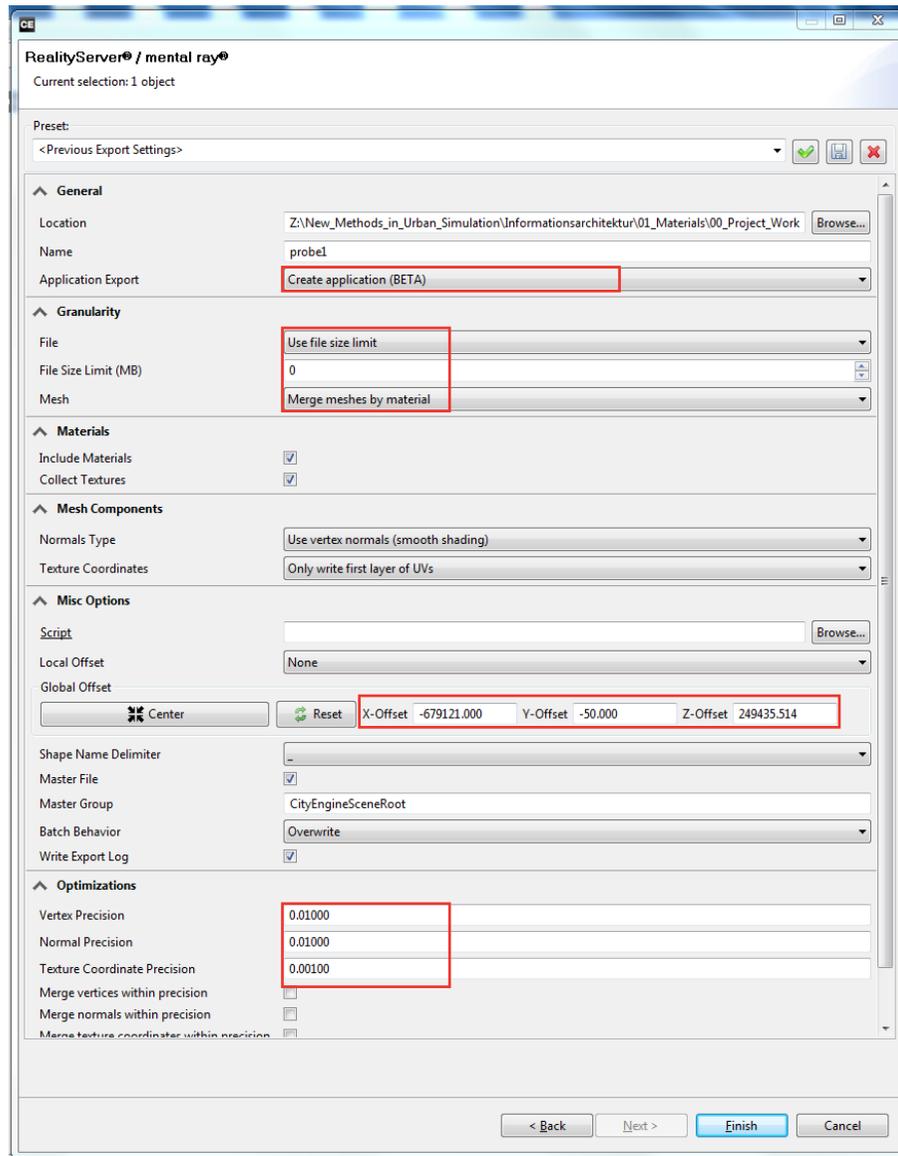
2



Menu > File > Export... (Ctrl + E):

1. Chose "Export Selected Terrains"
2. Hit "Next"
3. Choose "RealityServer"
4. Hit "Next"





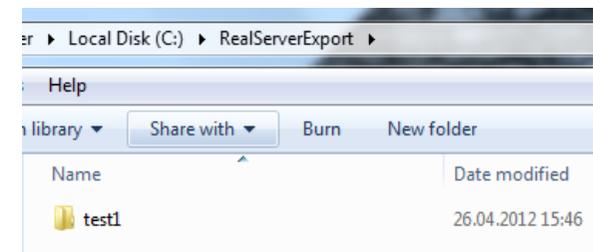
How to setup the export config:

1. Set the location and the name of the exported file
2. **Application Export: Creat Appliction**
3. Set the Fil Size Limit to 0 MB
4. **Merge meshes by material**
5. Make sure every layer is at same position
6. Reduce the Precision
7. Hit “Finish”

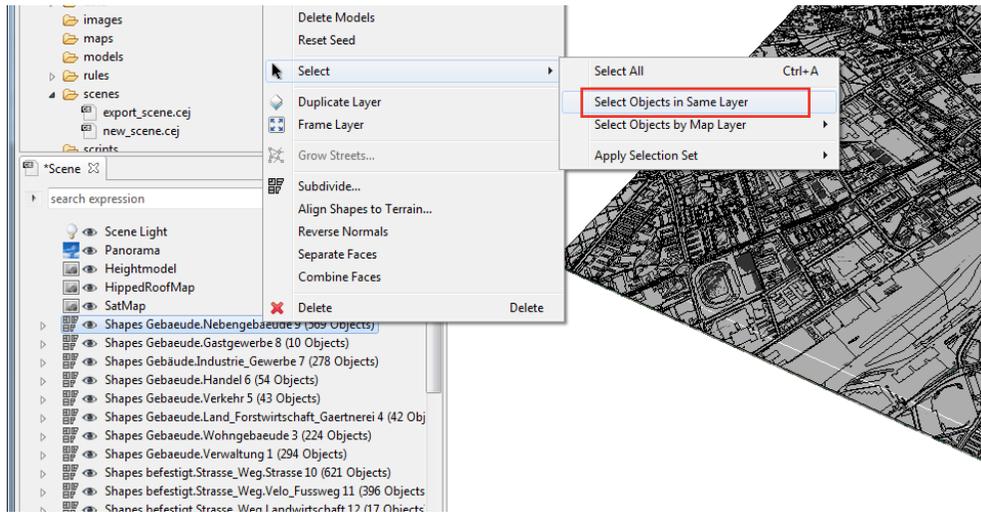
A folder named “test1” will be created under the location “C:\Real-ServerExport”.

In this folder there will be several folders named by the different layers in CE model.

This is the final form of the RealServer exported file.



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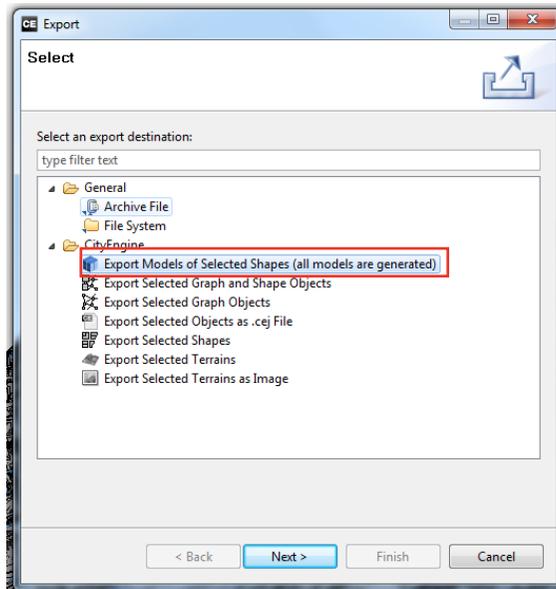


EXPORT SHAPES AND MODELS

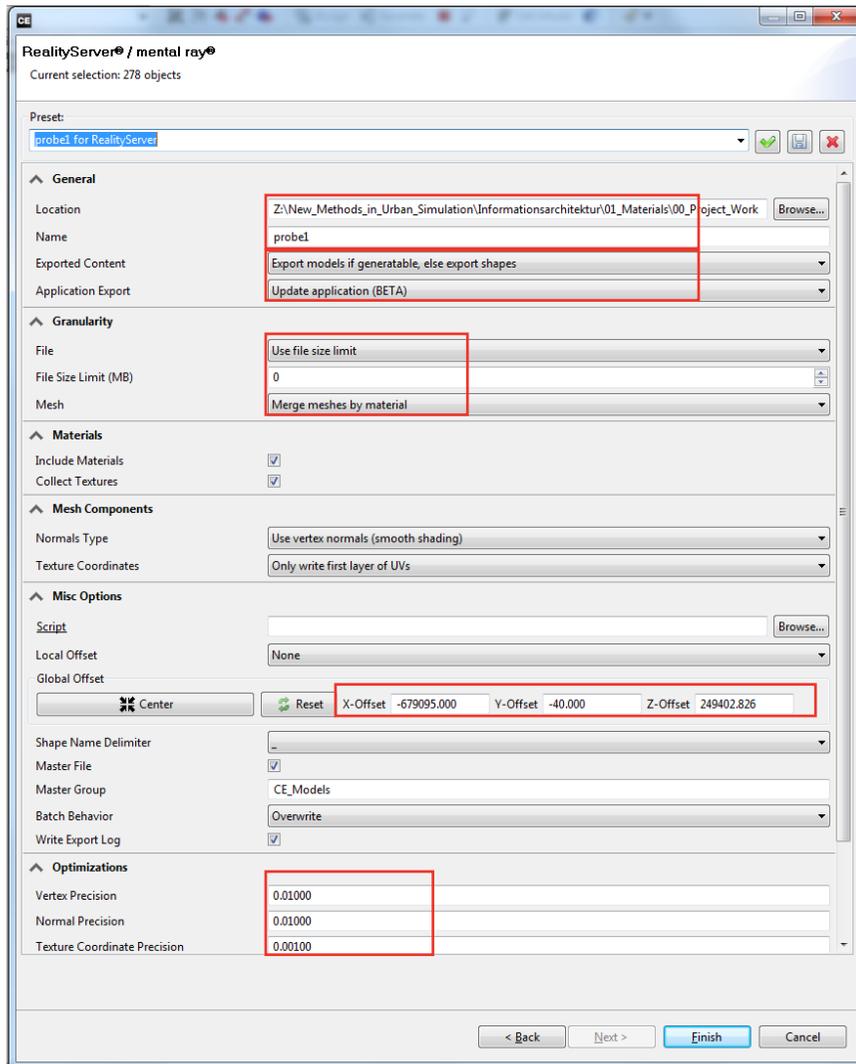
4

The CE will CRUSH if the scene has too much data. A wise solution is exporting the model to the RealityServer **LAYER BY LAYER**:

1. Select the shapes by same layer
2. Menu > File > Export... (Ctrl + E):
 - Chose "Export Models of Selected Shapes(all models are generated)"
 - Hit "Next"
 - Chose "RealityServer"
 - Hit "Next"



everytime
these two op-
tions must be
the same!

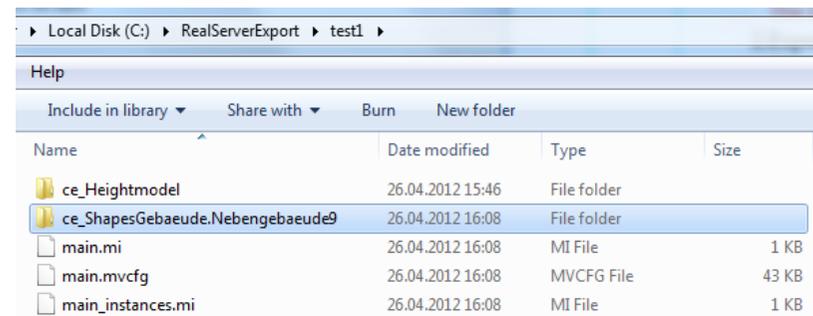


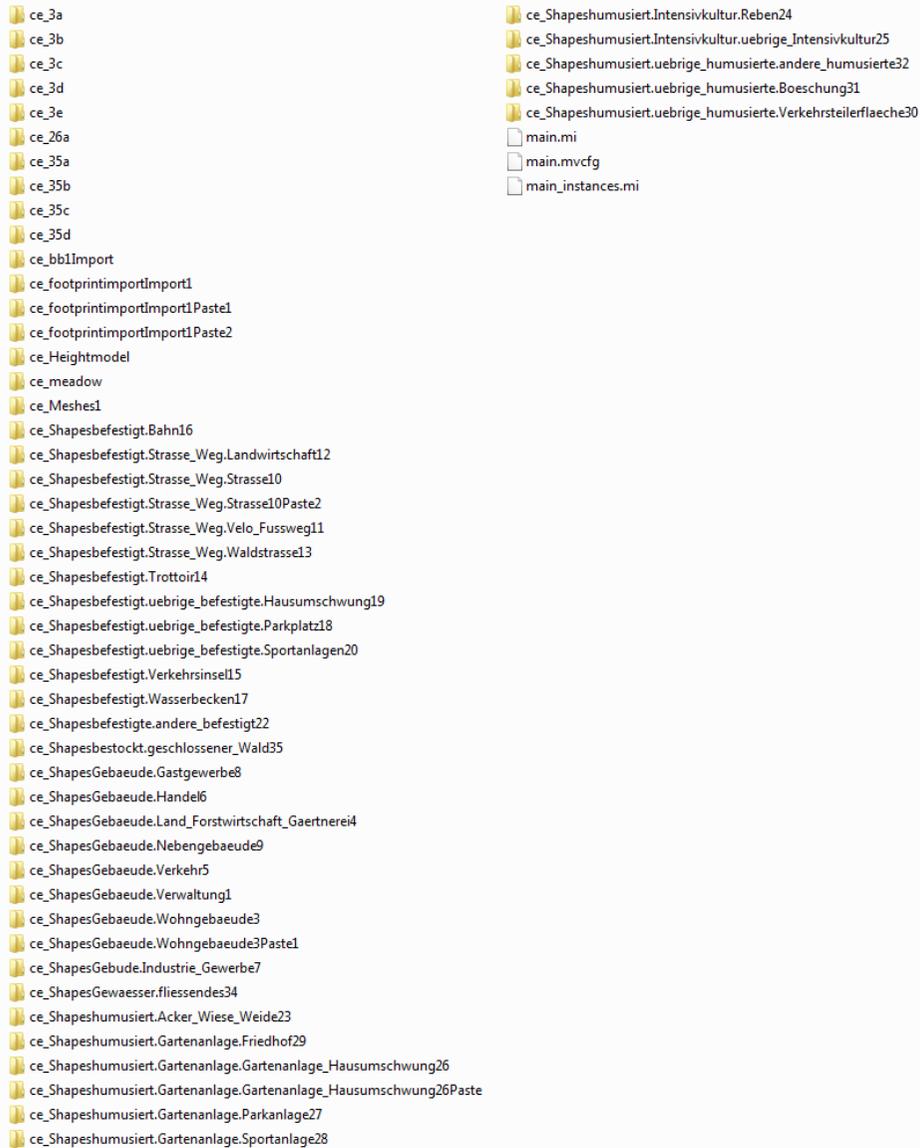
How to setup the export config:

1. Setup the location and the name of the exported file
The location and the name must be exactly the same every time.
2. Exported Content: Export models if generatable, else export shapes
3. Application Export: Update Application (very important!)
4. File Size Limit : 0 MB
5. Merge meshes by material
6. Make sure every layer is at same position
7. Reduce the Precision
8. Hit “Finish”

Under the folder “test1” another folder named by the exported layer will be created.

Everytime a layer is exported, a new folder will be created under the folder “probel”.





IMPORTANT NOTE

6

If a single layer contains too much shapes or the shapes are generated with a very complicated rule, it is also possible that the CE will crush during exporting.

Then this layer should be splitted in several layers and exported separately.

1. Create a new layer
2. Select some shapes from the original layer
3. Cut these shapes and paste them into the new layer

The result should contain all the layers of the CE scene. By comparing the folder content with the CE scene layers, the missing shapes or layers can be found easily.