

IMMI 2018 – Import of OSM vector data







Starting dialogue	
Load test example	
🗎 Open existing project	
Treate new project	
Start directly	
🗇 View tutorial	
Å Hints	
Do not show this dialogue	
OK Help	

Start IMMI, choose "create new project" and confirm with OK.





[† 🔁



– 0 ×

Start IMMI, choose "create new project" and confirm with OK.

[† 🙋

50

🖆 👌 🎝 🖉

k o 🗉 🗐 🚺

et spec	ification		Project description
Project	template		^
		⊳	
Topic			
No	ise (Outdoor propagation)		
⊖ No	ise (in working rooms)		
⊖ Air	craft noise		
OPo	llutants		
Type of	prediction		
Noise	(national methods)	~	
Select r No ra	rating method ating	~	~
Emiss	ion variant	Duration/h	<
2 🚔	Day	16	Safety
	Night	8	Password: Not provided
	Select element libraries		
	Night	8	Password: Not provided.

In the dialogue for the project properties leave the default setting "Noise (Outdoor propagation)" and confirm with OK.



🚺 IMMI 2018



First, it is important to save the project. F

0 -

500 	700	800	x / m	1000
~ 1				1
	dse	goi	t to t	he

IMMI 2018



Select the path, create a project name and press "Save".

Save Project

0





0 -

300	400	500	600	700	800	x / m	1000	
N I	١.	Ι.			ſ	.1	\frown	
INOV	V Cli	CK †	hei	CON	tor	the	\bigcup	>/V\ import.
	v CII			COIL				\mathcal{I}



0+

Confirm the appearing copyright dialogue with "Yes".

00	700	800	x / m	1000
			×/ III	
•		•		

🚺 IMMI 2018 - Map import

La Mancha

Castilla La Mancha

Ciudad

Albacete

Comunita

Valenciana

Alaca

Cáceres

Badaioz

Extremadura

Mérida

Portugal

Lissabon

Lisboa



Casteddu

Cagliari

This will open a full screen view of OpenStreetMap.

Kalabrier Calabria Μακεδονία

Larisa

7Usak

Manisa

🚺 IMMI 2018 - Map import

La Mancha

Castilla

La Mancha

Ciudad

Albacete

Gemeinschat

Comunitat

Valenciana

Alac

Cáceres

Badaio:

Extremadura

Mérida

Portugal

Lissabon

Lisboa



Casteddu

Cagliari

Other maps are available in the dropdown menu.

Kalabrier Calabria Μακεδονία

Larisa

/Usak

Manisa

🚺 IMMI 2018 - Map import

Cáceres

Badaio:

Extremadura

Mérida

Castilla La Mancha

Ciudad

Albacete

Comunita

Portugal

Lissabon

Lisboa



Enter the desired location of the project - in our example we will choose New York - and press "Search".

Casteddu

Cagliari

Kalabrie Calabria Larisa

/Usak Manisa

East Riv



Use the map zoom - either by srolling or using the zoom buttons - to get

a reasonable area for the import.

East River



Activate "Import background bitmap".

Cadmar



The button "Select area" enables you to draw an outline of the desired area on the map. In our example we will simply proceed with OK.

ile Edit	Proje	ct Ma	p Ca	lculate	Repor	rt Extras	Settings	Help																
[• 🧟	, 	×		5	¢		₽ 1	9 7) 🏦 🕻	0 2			U									
€ €	2 💏	> 👗	À		Q	🚺 Map	[Variant	0]				0	4	100		200		300		400		500		60
🦗 🖕		*			×											200				400				
y pq(y	web Qosn	n <u>Qxm</u> l	~									-												
Constru	ct and e	ait			~						900	-												
1	.r) 🕂	***	9									-												
Zefe 🚦	Abo			\bigcirc	45			Import (DSM file			4								_				_
	<u>ک</u> ا ۲	\bigcirc						impo	ort															
🔶 🖟	h <u>((</u>			Ļ				- St	tep 1: Sea buildings	rch card feat	tures / Imp	oort pres	ets						Туре	of elemer	nt			
ISO 961	3-2	•			~				streets										LIQ	i - Line so	urce/ISO 9	613		
									rail										LIQ	i - Line so	urce/ISO 9	613		
	"								land use										DB	od - Groun	d effect			
									land cove	r · · ·									DB	od - Groun	id effect			
									Subordin:	ning map tea ate main mai	tures as o n features	(houses	ements streets r	aile) ae	ontical	lements								
									Gaborani		predures	(1100303)	, 500013, 11	41137 43	optical c	, iemento	,	Search n	nap featu	res in file				
								- St	tep 2: Fina	l selection a	nd import													
	Tool bo	x																						
	ا	Eleme	ent nav	<i>i</i> gator			\$												Import					
		Terrai	n mod	el			\$																	
	₽	Map to	ool box	C			+	0	((Cancel	Help												(Ор
	<u>_</u>					(-		-	_									
	Varian	t 0				~ <	•					-												
	۲	Visibi	lity				\$				200	-												

Now the OSM vector data has been downloaded to the folder of the



File Edit Project Map Calculate Repo	ort Extras Settings	Help														
🖞 🙋 🗐 🗶 🖪 🍏 🖒	🖆 🖉 🖉	🗣 📖 🗮	🕒 🏠 💽		Ú											
ቒ ቒ 🚓 🚣 🍌 🖨 🤍	🚺 Map [Variant	0]														
			0	100	200	300	400	500	600	700	800	x / m	1000			
			- 900 –													
			-													
• ƙ 🎐 🕂 😲 🖉																
🎨 🗮 Abc ዂ ዂ 🕤 🚳		Import OSM file										×				
🇮 🏠 📉 🇭 🐌 🚷 🚦		import														
🔶 🔚 🕧 🏹 🐚 🛟		- Step 1: Search ca	rd features / Import presets				Type of element		Bank	acomont volue for h	uilding boight (m)					
Abc 1:		buildings					Type of element		Repla	acement value for b	uliding height (m)	40,00				
ISO 9613-2 V		☐ streets					LIQi - Line source	e/ISO 9613	~							
							LIQi - Line source	/ISO 9613	~							
		land use					DBod - Ground ef	fect	~							
		land cover		-1-			DBod - Ground ef	fect	~							
		all remaining ma	ap teatures as optical eleme	nts	optical elements											
				eets, raiis) as	optical elementa	Search ma	ap features in file									
			4													
		- Step 2: Final selec	tion and import													
Tool box																
	Ŧ						Import									
X Terrain model	\$															
, Q7 Map tool box	÷															
		OK Cancel	Help						Open setup		Store setu	p				
			-													
Variant 0			-													
🕒 Visibility	\$		200 -													
1						C										
Hara M		n cho	nca th	\triangle n	nan	h ton	turos		nd ir	$nn \cap$	rtan		tha	nroi	oct or	2
										nρυ						כ
								L								
		Well	as the	I/V	\/ \/ \	eler	nent	IVDE	e the	ev sc	DUIC	De	CO	nvert		•

0





We activate the map features buildings, streets and rail in our example.

0 -

File Edit Project Map Calculate Report	Extras Settings	Help									
📑 🗟 🕂 📲 🖉	🖆 🖉 🔮	7		a 📐	0		Ū				
🔍 🔍 🦚 🚣 🍌 🖨 🔍	🚺 Map [Variant 0]										
🦗 🤳 🖉 🗮 🛛 🔀 🛛				0		100	200	300	400	500	60
Çjpg Çweb Çosm Çxml ▲				-							
Construct and edit \checkmark											
				900 -							
💦 🔎 🕂 🛟											
鞪 🧮 Abc 🖾 🚠 🕤 🚳		Import OSM file		1							
		import									
		- Step 1: Searc	h card featu	ires / Import	t presets						
		-						Т	ype of element		
		✓ buildings							LIQi - Line source	/ISO 9613	
ISO 9613-2 V								[LIQi - Line source/	/ISO 9613	
0000		land use							DBod - Ground eff	ect	
		land cover							DBod - Ground eff	ect	
		🗌 all remaini	ng map featu	ires as optic	al elements						
		Subordinat	e main map	features (ho	ouses, streets	s, rails) as	optical elements				
								Search map fe	atures in file		
		Step 2: Final s	selection and	d import —							
Tool box											
🔲 Element navigator	\$							Imp	ort		
Terrain model	\$										
Ap tool box	\$	OK C:	ancel	Help							Or
Variant 0 ~	· • •			-							
Visibility											
- Horbing	•			200 -							

The building height is considered according to OSM data if available. For buildings without height information, you can define a default value.





File Edi	t Pro	ject M	ap Ca	alculate	Repor	rt Extras	Settings	Help														
[* 🤻	Þ	*		5	¢		₽ 1	? 7) 🏫 t	<u> </u>			U							
€ (2, (ی ا	, 🍐			🚺 Map	[Variant (0]														
🐝 .	1 0	1 🖡	-		×							0		100		200		300		400	500	60
ç Pai ç	web 🤅	osm oxr	i 🌋									-										
Constru	ict and	l edit			~							-										
	~										900	-										
x 6	<u></u>	€ • ‡	• 🕗																			
<u> 2850</u>	A	bc 🎢			<u> 45</u>			Import	OSM file			-										
		< 🥊			8			imp	ort													
0	omp [🕐 🕽		Ļ				- 9	Step 1: Sea	rch card fea	tures / Im	port pre	esets						Type	of alamant		
	Abc	1: 📃] buildings	1									турет	orelement		
ISO 961	3-2				~				streets										StCN	I - road /CNC	SSOS-EU	
	a (a (1	`						rail										ScCl	N - railroad /	MOSSOS-EU	
0	9 (9 🙎	2] land use										DBo	d - Ground ef	fect	
] land cove	er									DBo	d - Ground ef	fect	
									all remai	ning map fea	tures as o	ptical el	lements									
] Subordin	ate main ma	p features	(house	s, streets,	rails) as	optical e	lements						
																	S	earch ma	ap featur	es in file		
								- 9	Step 2: Fina	I selection a	nd import											
	Tool	box																				
	*	Elen	nent na	vigator			ŧ	ι.											Import		_	
	Å	Terra	ain moo	iel			\$	11											import			
	P	, Map	tool bo	x			+															
						(OK (Cancel	Help											Op
	Vari	ant 0				√ ◄	•					-										
		1/1-11	ility									-										
		VISI	nity				•				200	-										

For the features streets and rail, you can choose the IMMI element they



File Edit Project Map Calculate Repor	rt Extras Settings	Help									
🕻 🙋 🖶 🖈 🖪 🍏 🖒	🖆 🖉 🖉			a 🖄	0						
€ € * ≚ ♪ = €	🚺 Map [Variant 0]]		()	100	200	300	400	500	6
Construct and edit \checkmark				-							
ዂ 🗥 💦 🔎 💠 💠 🕖				900 -							
🎨 📑 Abc 🖾 🛣 🕤 🚳		Import OSM file		-							
🇮 🏔 🔀 🌪 🐌 🗶 🚦		import									
🗘 🔤 🚺 🏹 📉 🖳		Step 1: Sear	ch card featu	res / Impor	rt presets —			ī	lype of element		
ISO 9613-2		✓ streets							StCN - road /CNOS	SOS-EU	
		🗹 rail							ScCN - railroad /CN	IOSSOS-EU	
		land use							DBod - Ground effe	ct	
		land cover							DBod - Ground effe	ct	
		all remain	ing map featu	res as opti	cal elements						
		U Subordina	ite main map f	features (h	ouses, streets	s, rails) as c	optical elements				
								Search map fe	atures in file		
		– Step 2: Final	selection and	d import —							
Tool box											
🐞 Element navigator	+							Imp	ort		
Terrain model	+							imp	bit		
	÷										
	0	ок С	ancel	Help							Oţ
Variant 0	~ • •			-							
Visibility	\$			200 -							

0 -

Then press"Search map features in file".



ile Edit Project Map Calculate Rep	port Extras Setting	s Help														
🗗 📴 🖶 考 📋 🍏 👌		🞗 📖 🔛	🗟 🏵 🕀 😹													
0. 0. 🦝 🗶 🍌 🚔 🍭	🚺 Map [Varian	t 0]														5
	1			0 100	0 200	300	400	500	600	700	800	x / m	1000			
			-	-												
Construct and edit ~	·			-												
			900 -	-												
💦 🔎 🕂 🎲				-												
🎨 🧮 Abc 🖾 揻 🕤 🐠		Import OSM file		4								×				
🇮 🏠 📉 🌳 🐌 🔕 🚦		import detailed	disettings													
🔶 🗟 🚺 🔊 🕀		Step 1: Searc	ch card features / Impo	ort presets			Trace of all and all		Destass		dia a bai abb fast					
Abc 1:		✓ buildings					Type of element		Replace	ment value for buil	laing neight (m) 4(0,00				
ISO 9613-2		✓ streets					StCN - road /CNO	SSOS-EU	~							
		🗹 rail					ScCN - railroad /C	NOSSOS-EU	~							
		land use					DBod - Ground effe	ect	~			_				
		land cover					DBod - Ground effe	ect	~							
		all remainin	ng map features as op	otical elements								_				
			te main map features ((houses, streets, rail	s) as optical element	S Saarah ma	n faaturaa in fila									
						Search ma	ip features in file									
		- Step 2: Final s	selection and import -													
		Houses:	nd map leatures.	2547	Streets:		753	R	ails:	53						
Tool box		Land use:		0	Land cove	er:	0	0	ptical elements:	0						
💏 Element navigator	\$	Hint: For individ	dual adjustments see	page "Detail Setting	s"							_				
A Terrain model							Import									
	•															
Map tool box	+								Onon optun		Store estup					
	0	UK Ca		4					Open setup		Store Setup					
Variant 0	~ ~ >			-												
			-	-												
Visibility	\$		200 -	-												
 1	۱. ۱		•		Ι.	ſ	•		(.)		1	ſ	I		. I	-
Ihe				n 29	hrie	$\uparrow \cap \setminus / \epsilon$		\wedge / \cap	t the	nin	her	$^{-}$ \cap t	$\Theta \Theta$	ment	s tha	t
		-900	- 9' · ·					•••		11011						I
															a fila	
							ſ	IUVE	H DEE		JUNC) ()	Шe	.OSN		•

0





At this point you can apply additional se

0 -



500	700	800	x / m	1000	
			×		
Repla	acement value for	r building height [m]	40,00		
ements:)pen setup		53 0 Store setup			
ett	ings	s on	the	tab	"detailed settings".





0

Going back to the import tab, first press import and then OK.



In order to adjust the work area of the confirm

0 -

00	700	800	x / m	1000	
_					
	•	<u>.</u>	.1	•	
) (oroie	ect t	o the	e im	IDO
			1		
m	the	dia	logu	le v	/ith



All selected map features have been imported to IMMI. Check the



element list to view the element properties.

File Edit Project Map Calculate Report Extras Settings Help



File Edit Project Map Calculate Report Extras Settings Help



The label represents the street address if this information is available in

00 584500 x/m				
Group Arini building_hXml building_hXml building_hDefault building_hXml	00		584500	x / m
Group building_hXml building_hDefault building_hDefault building_hDefault building_hXml			004000	
Group building_hXml building_hZml building_hZml building_hXml buildin			×	
Group building_hXml building_hDefault building_hDefault building_hXml building_hXml <td< td=""><td></td><td></td><td>2</td><td></td></td<>			2	
Group building_hXml building_hDefault building_hDefault building_hTml building_hXml				
Group building_hXml building_hDefault building_hDefault building_hXml				
Group building_hXml building_hDefault building_hDefault building_hXml				
building_hXml building_hDefault building_hDefault building_hXml		Group	^	
building_hXml building_hDefault building_hXml		building_hXml		
building_hDefault building_hXml		building_hXml		
building_hCefault building_hCefault building_hCml building		building_hDefault		
building_hXml building_hXml		building_hDefault		Transferrer and the second sec
building_hXml building_hXml		building_hXml		
building_hXml building_hXml		building_hDefault		C BERGEREN Searcher
building_hXml building_hXml		building_hXml		
building_hXml building_hXml		building_hXml		
building_hXml building_hDefault building_hXml		building_hXml		
building_hXml building_hXml		building_hXml		
building_hDefault building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml		building_hXml		
building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml		building_hDefault		
building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml	s	building_hXml		
building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml		building_hXml		
building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml		building_hXml		
building_hXml building_hXml building_hXml building_hDefault building_hXml building_hXml building_hDefault building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml		building_hXml		Party A Hander
building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml		building_hXml	×	Webrilles
building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml		building_hXml		and the second se
building_hXml building_hDefault building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml		building_hXml		and the second sec
building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml		building_hXml		and Strundwew Route
building_hDefault building_hXml building_hDefault building_hDefault building_hXml building_hXml building_hXml building_hXml		building_hXml		Ferry - Rotonia and
building_hXml building_hXml building_hDefault building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml		building_hDefault		The second second
building_hXml building_hDefault building_hXml building_hXml building_hXml building_hXml building_hXml building_hXml		building_hXml		A CONTRACTOR
building_hDefault building_hXml building bui		building_hXml		Brzaklyn
building_hXml building buildi		building_hXml		BILLER
building_hXml		building_hDefault		1 A A A A A A A A A A A A A A A A A A A
building_hXml		building_hXml		The second se
Serry Mote A		building_hXml	v	gue traine
		Elitable EVilia		60 ² Futboa
				NIC FERTY EAST DIVERSION
				* ////

s information is available in OSM.

File Edit Project Map Calculate Report Extras Settings Help



Road sources are categorized into sub categories and placed in

categories and placed in groups accordingly.

File Edit Project Map Calculate Report Extras Settings Help



The same applies for railway sources.

File Edit Project Map Calculate Report Extras Settings Help



Close the element list to have a look at the 3D model.



In order to start the 3D viewer click the respective icon.





The setup of the model is now complete.

Ð

