

OpenStreetMaps 3D-Daten exportieren

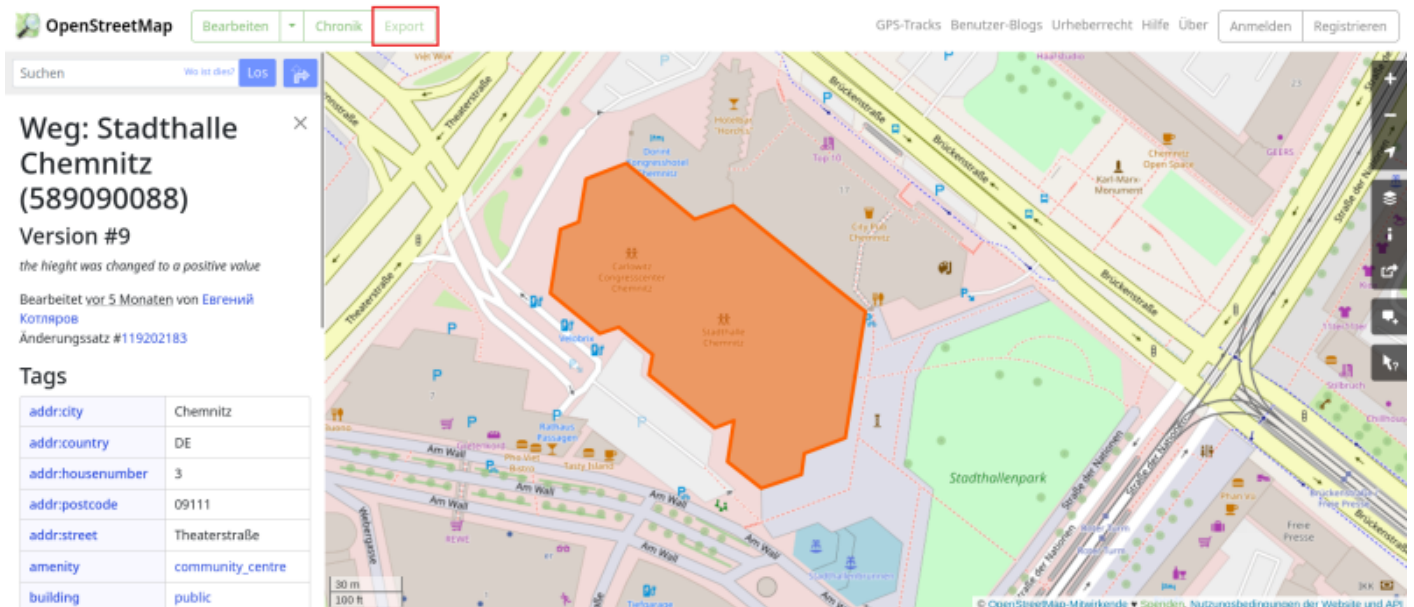
Download

<http://osm2world.org/download>

How-To

<https://wiki.openstreetmap.org/wiki/OSM2World>

Kartendaten exportieren (*.osm Datei)



osm2world.sh

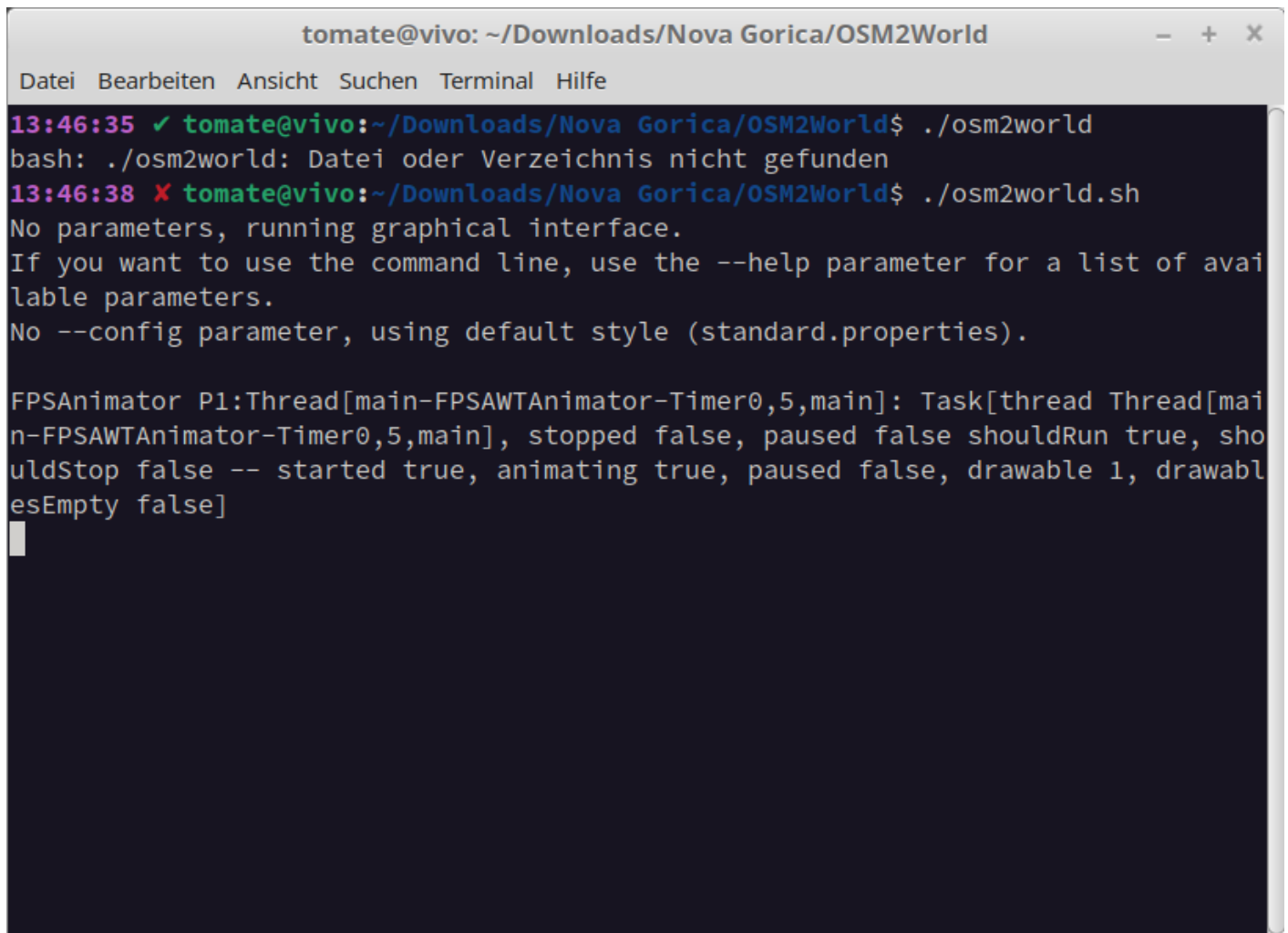
```
vim osm2world.sh
```

```
java $vmparams -jar OSM2World.jar $@
```

```
# ... tauschen gegen ...
```

```
/usr/lib/jvm/java-1.8.0-openjdk-1.8.0.332.b09-1.fc36.x86_64/jre/bin/java $vmparams -jar  
OSM2World.jar $@
```

osm2world starten



```
tomate@vivo: ~/Downloads/Nova Gorica/OSM2World
Datei Bearbeiten Ansicht Suchen Terminal Hilfe
13:46:35 ✓ tomate@vivo:~/Downloads/Nova Gorica/OSM2World$ ./osm2world
bash: ./osm2world: Datei oder Verzeichnis nicht gefunden
13:46:38 ✗ tomate@vivo:~/Downloads/Nova Gorica/OSM2World$ ./osm2world.sh
No parameters, running graphical interface.
If you want to use the command line, use the --help parameter for a list of available parameters.
No --config parameter, using default style (standard.properties).

FPSAnimator P1:Thread[main-FPSAWTAnimator-Timer0,5,main]: Task[thread Thread[main-FPSAWTAnimator-Timer0,5,main], stopped false, paused false shouldRun true, shouldStop false -- started true, animating true, paused false, drawable 1, drawableEmpty false]
```

Version #1

Erstellt: 2025-08-03 15:35:33 CEST von Mario Voigt

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