

3d export of cities from TOWNSCAPER VR

Software required:

- Townscaper VR (Quest/Pico)
- Townscaper PC/MAC (Steam)
- Android File Transfer (macOS only)

The export option is only available in the PC/MAC version of the game. Unfortunately, the VR versions do not have these (yet).

In order to export worlds from the VR version anyway, the detour via a PC/MAC version must be taken.

1

Create a city or building with VR glasses



2

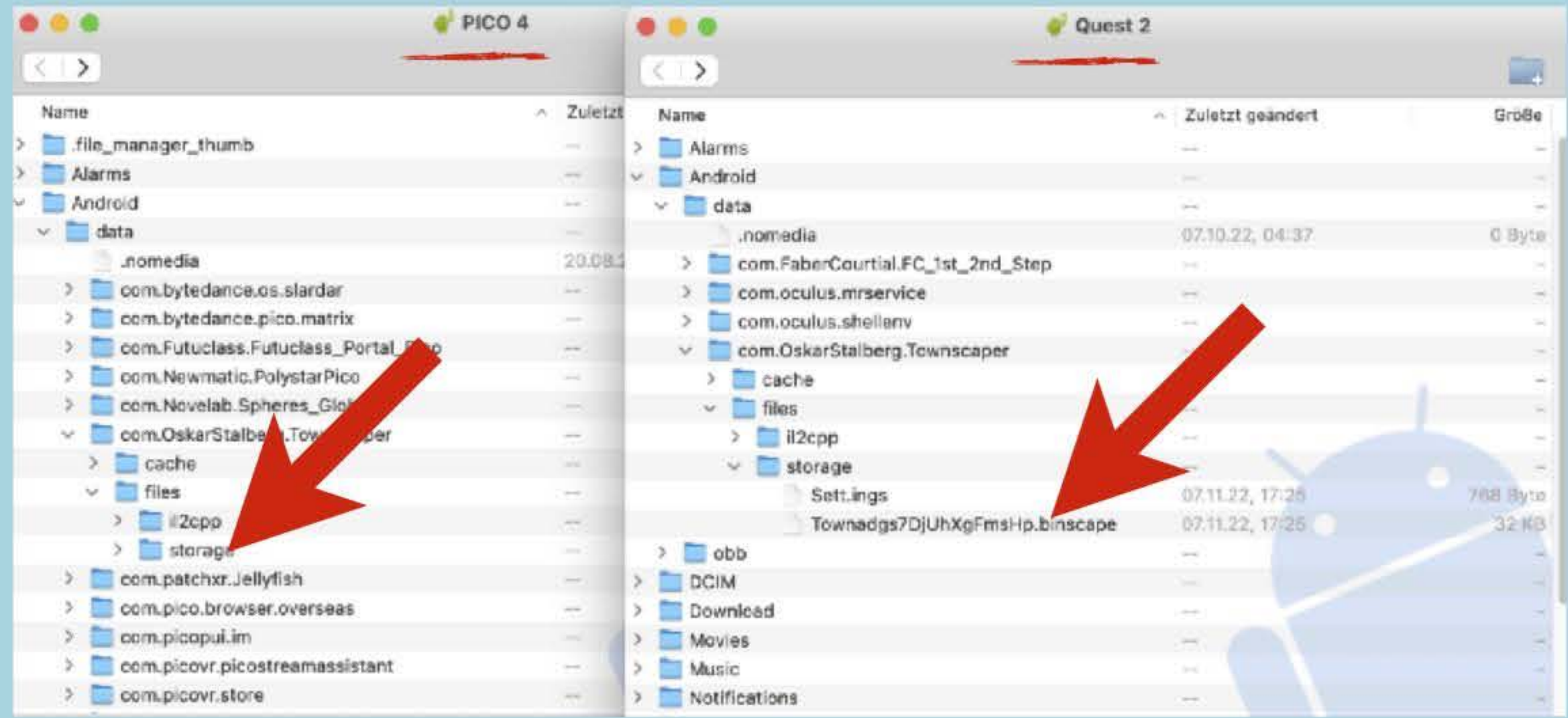


Connect the VR glasses to the computer.

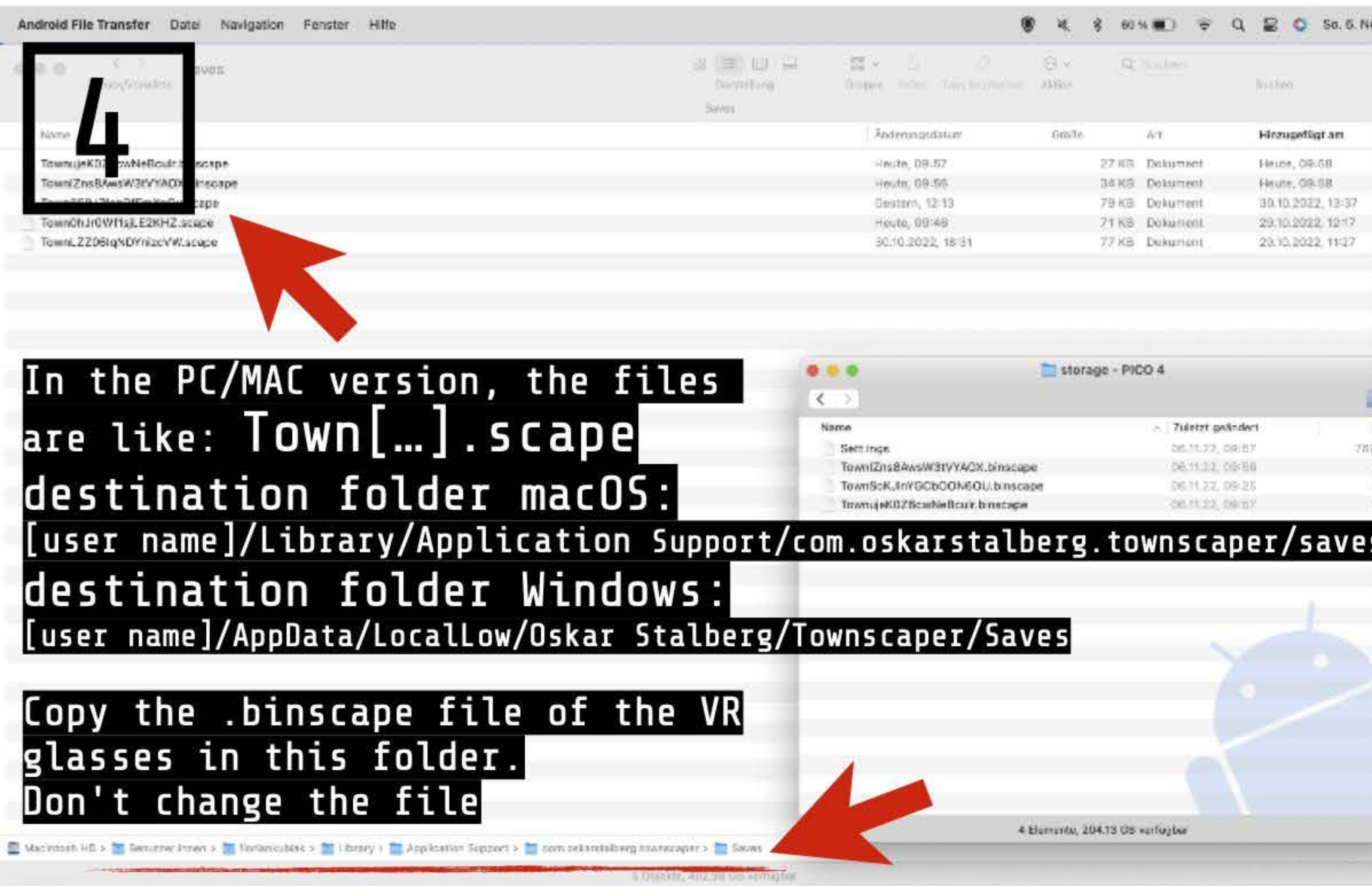
(macOS requires the app: Android File Transfer)

3

City files are: `Town[...].binscape`
 Android/data/com.OskarStalberg.Townscaper/files/storage
 Drag the .binscape file(s) from the Quest/Pico to the computer



4



In the PC/MAC version, the files are like: `Town[...].scape`
 destination folder macOS:
`[user name]/Library/Application Support/com.oskarstalberg.townscaper/saves`
 destination folder Windows:
`[user name]/AppData/LocalLow/Oskar Stalberg/Townscaper/Saves`

Copy the .binscape file of the VR glasses in this folder.
 Don't change the file

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a.) Start the PC/MAC version and click open



b.) Choose the (VR)city

c.) Export the (VR)city

