Change list

CityGRID® 2017
Release 11.30

This document outlines the improvements and enhancements made to City**GRID**®. Items are listed by Module and referenced (where appropriate) by the issue tracking reference (otherwise known as the Team Foundation Server ID: e.g. F-425). References are used by clients to track implementation of requests submitted to UVM Systems. Further information on new and altered functionality is available in the relevant User Manual.

Following items are translated automatically, please apologize erratic spelling and unusual sentence compilation.

CityGRID® Manager, CityGRID® Administrator

Fixed Problems

- The unit lists in the Model Properties did not update correctly if a filter was active for both the "Model" column and the "Database" column. If a unit from the list of the database was assigned to the model, the database list did not update and the unit was supposedly not assigned correctly. In fact, it was only a display problem, the unit itself was correctly assigned to the model. (F-1854)

- CityGML export with the option "roof overhangs according to German SIG3D (" AG quality ") recommendation" could cause a crash due to a memory overflow. The reason for this was an endless loop when inserting points into a polygon. (F-1851)

- The CityGML export with the option "roof overhangs according to German SIG3D (" AG quality ") recommendation" repeatedly ran into an error with the error "exit condition reached for face XXX during calculate in!" And broke the export. The flaws could be found and the export again brought to a successful conclusion. (F-1852)

- VRML export of textured terrain models resulted in degenerate texture coordinates when degenerate triangles with double vertices occurred in the terrain geometry. (F-1861)

- In the course of the CityGML export, it was possible that textured areas in the City**GRID**® data set could not transport the texture to CityGML. The reason for this is the altered surface structure of the CityGML export (polygons of the same oriented triangles) and the associated triangulation. It is now ensured that the original edges are taken into consideration during the triangulation in order to ensure the texture transfer. (F-1908)

CityGRID® Modeler

Fixed Problems

- For textured buildings in the object-relational database schema, it was possible that the information on the surface geometry and the texture coordinates no longer matched. For this purpose, a textured unit had to be loaded in the modeler, the representation for texture must be deactivated, and triangulation should be executed. This procedure resulted in the "unexpected blob length" error message, and the last version of the unit was corrupted. If this is the case, you must open the relevant unit in the version history window and lock the latest version. Then the unit can be reloaded. (F-1853)

CityGRID® FME Reader/Writer

Recent Developments

- With the delivery of an FME 2017 update, Safe Software changed the API, which meant that CityGRID® could no longer be used under this FME 2017 version. The CityGRID® Reader / Writer now works with the current API version of FME. As a result of this measure, the latest FME 2017 release (Build 17291 or higher) must be installed. Older FME 2017 versions can no longer be used with CityGRID® .This measure has no effect on FME 2015 or 2016. (E-1860)

Fixed Problems

- When writing texturized units, the file format was changed to .jpg by default, and a possible prefix of the image name was lost if the image file itself was not imported to FME. In order to be able to lock the two information through FMe without having to read the image content itself, the attributes "citygrid_ImageFileTypeExtension" and "citygrid_ImageFilePrefix" were added in the Image FeatureType. As a prefix, everything that precedes the part of the image name that corresponds to the value of the attribute "citygrid_ImageID" is considered. (F-1868)