Change list

CityGRID® 2018
Release 12.10

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.

Setup

Fixed Problems

- The City**GRID**® information window, which lists the installed City**GRID**® modules as well as the versions of the host programs, was not filled correctly during the new setup. (E-2052)

- The City**GRID**® manuals were only partially available for version 2018 and thus did not contain all the changes of the current version. Because of this error, all manuals have also been provided through the support section of the UVM Systems homepage (www.uvmsystems.com).

CityGRID® Manager, CityGRID® Administrator

Recent Developments

- The KML export uses a different implementation to define the underlying coordinate system. This makes it possible to specify the coordinate system in addition to the known options via an EPSG code or WKT file. For the time being, this implementation is only available via the City**GRID**® Administrator. (E-1870)

Fixed Problems

- In case of a CityGML export, an infinite loop occurred in rare cases, which forced the export process to prematurely abort. (F-2068)

- During the triangulation of Units with breaklines, the error message "incomplete pre-triangulation", which leads to the discontinuation of surface formation appeared more often than usual. A cause for the occurrence of this message could be found and corrected. The

improvement leads to a significantly higher success rate, especially when preparing data for 3D printing using City**GRID**® Solid. (F-2078)

CityGRID® Modeler

Fixed Problems

- Turning off the "Clipped Terrain" option in the Modeler options menu could cause a fatal crash of 3D Studio Max as soon as the entire terrain model was displayed (F-2044)

CityGRID® Builder

Recent Developments

- Loading of already published Unity Scouts into the Builder Control Center has been implemented. To load the Scout project, select the ProjectStarter.ugp file. For published scouts, values can be subsequently adjusted via the Config page. (E-1780)

- Instance objects can be positioned vertically in a published Scout. For this purpose, a selection of data packages (partial scouts) can be made via the Config page, of which then the highest intersection point with a surface object is determined for each instance object. (E-2003)

Fixed Problems

- The conversion of old scout data has been revised. Previously it could happen that sub-Scouts were apparently updated correctly, but when these Scouts were merged into a common Builder project, a crash occurred that resulted in the immediate termination of the merged Scout.

  The changes will now ensure that an update is attempted for scouts retroactively up to City**GRID**® version 9.00.048. If this is not possible for technical reasons, a new "Create" must be performed. For Scouts that have already been updated with the last release, support from UVM Systems GmbH will be necessary as these Scouts are no longer in their original state. In this case, please contact our support.

  In any case, existing Scout data is always backed up in the directory "OldScout". If there has already been a Unity Scout in the Builder project, the conversion will be faster because there is no need to publish the data. For pure SuGu Scouts, updating is a publish process that can be time consuming.

  In any case, existing Builder projects can be upgraded by executing the Create process and the conversion becomes obsolete. The only limitation is the condition that no images >1024 pixels occur in terrain model's Builder Source data. If the Builder project is that old that the 4096 pixels are used, the Source data creation must also be repeated if the terrain textures are to match the output data qualitatively. As part of the Create process, all images are always converted to a maximum of 1024 pixels. (F-2084)

CityGRID® Scout

Recent Developments

- When the menu is open, no camera animation will start automatically anymore, after the set timer expires. (F-2037)

CityGRID® Solid

Recent Developments

- When checking the print size, the vertical size of the printer construction space is now also taken into account. If the model exceeds the vertical space constraint, Solid indicates this on the surface (red background of the "Z" text box of the "Print size (mm)") and displays a message asking if you want to continue. A vertical trimming or splitting into several tiles still does not take place, but is conceivable for future versions of the solid. The message should currently inform the user only about this circumstance. (E-1818)

Fixed Problems

- A crash occurred when opening the Solid, if no suitable FME version was found, or an incorrect version number of the installed FME versions was stored in the corresponding key of the Windows Registry.

  FME is needed to create a terraced terrain model. If no matching FME is found, the corresponding option is deactivated in the Solid, but the program can be started easily. (F-2051)