

Change list

CityGRID® 2021 Release 15.0

This document outlines the improvements and enhancements made to CityGRID®. 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

Recent Developments

- FME 2021 has been added to the list of supported programs. CityGRID® is currently executable under FME versions 2021, 2020 and 2019. The support for FME 2018 or older, is no longer available from this version. (A-1970)
- Autodesk 3dStudio Max 2021 and 2022 have been added to the list of supported programs. CityGRID® is currently executable under 3dsMax versions 2022, 2021 and 2020. The support for 3dsMax 2019 or older, is no longer available from this version. (A-1970)
- When loading images into a CityGRID database (at least when the image content is loaded), if detailed logging is activated, a check is carried out to determine whether the expected dimensions match the actual dimensions. This extension now allows any manipulation of the aerial images after their orientation to be traced (rotating, scaling, cropping) (A-2385).

Fixed Problems

- The password of a CityGRID® database was specified in clear text in the administrator's log file. This behavior can now be controlled via a parameter (ShowPasswordInLog = False) when creating a database. This parameter can also be changed at any time. (A-2357)

- When exporting a previously textured data set as .kmz without texture, the texture images were also exported. This behavior has been corrected, if the texture option is deactivated during export, the images are no longer exported. (F-2355)
- When exporting a VRML file, the terrain texture was not exported if the ortho image in the database had an absolute path. If the ortho image was in the texture directory, it was exported. The behavior has been corrected. In the scenario described, the absolute path of the ortho image is now written into the VRML file. The user must ensure that this path is accessible. (F-2358)
- Resolving Penetrations has caused problems in some situations, creating gaps in the surfaces. Examples of these situations are:
 - Asynchronous vertices in adjacent element complexes
 - with topological defects in roof details (F-2307)
 - Poorly planar surfaces, which were summarized as one surface after resolving penetrations (F-2375)
 - partial areas of the roof that were drawn into a local coordinate system due to the coordinate rounding (F-2381)
 - Boolean objects that remove roof surfaces from main element complexes with the resolving penetration with the settings MainEC with MainEC (F-2371)
 - Additional triangles
- During the automatic texturing of a unit, the entire memory was used up, texturing could not be completed. If several separate groups of contiguous surfaces were found during the texture map optimization, which were textured with the same original picture, a separate texture with its own picture was generated for each group. During the editing, these new texture instances were added to the vector at the back, in order to be finished later. A copy of the texture was created. This was done with the loaded image; after the correction, the image data in the memory is no longer cloned. (F-2378)

CityGRID® Modeler

Recent Developments

- If a new unit was loaded in the CityGRID® Modeler with the DTM activated, a script error occurred, but this had no further influence on the behavior of CityGRID® Modeler. This bug has been eliminated. (F-2334, F-2350).
- CityGRID® Modeler crashed when a right-click was performed in hierarchy window and a linked record was present. (F-2241)

CityGRID® FME Module

Fixed Problems

- When writing point clouds without RGB values in the CityGRID® Builder-Writer, crashes occurred that were not comprehensible in FME. These crashes have been fixed in the FME writer's code. (F-2377)

CityGRID® Builder

Fixed Problems

CityGRID® Scout

Fixed Problems

CityGRID® Solid

Fixed Problems

CityGRID® Shaper

- The development of the CityGRID® Shaper module is already very advanced and will be available with the next release.