

Change list

City**GRID**[®] 2021 Release 15.1

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, City**GRID**[®] Administrator**

Recent Developments

- FME 2021 has been added to the list of supported programs. City**GRID**[®] 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. City**GRID**[®] 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)

Fixed Problems

- In particular situations, an infinite loop was built into triangulation; with some units this meant that they were not triangulated to the end. This behavior was corrected with this hotfix. (F-2400)

CityGRID**[®] Modeler**

Recent Developments

- If several textured units were loaded from a database and one of them was checked out, the textures of all other units were displayed in black. This behaviour has been improved in the hotfix (F-2399).

CityGRID® FME Module

Fixed Problems

- The CityGRID® Transformer Snapper3D was crashed by features without geometry. This behaviour was corrected with the hotfix. (F-2399)

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.