Change list

CityGRID® 2022
Release 16.1

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, CityGRID® Administrator

Recent Developments

- FME 2022 has been added to the list of supported programs. FME versions 2021, 2020 and 2019 are currently supported. Support for FME 2018 or older is no longer available from this version. With this City**GRID®** version, four instead of three FME versions are supported for the first time. (A-1970)

- Autodesk 3dStudio Max 2023 has been added to the list of supported programs. CityGRID® currently runs under the 3dsMax versions 2022, 2021 and 2020. Support for 3dsMax 2019 or older is no longer available from this version. With this City**GRID®** version, four instead of three 3dsMax versions are supported for the first time. (A-1970)

Fixed Problems

- In the last setup, new element classes were introduced in the City**GRID®** schema for improved handling of Boolean objects, which were, however, not taken into account in automatic texturing. This has been fixed. (A-2470)

CityGRID® Modeler

Recent Developments

Fixed Problems

CityGRID® FME Module

Fixed Problems

CityGRID® Builder

Fixed Problems

- During the previous hotfix, a .dll file was corrupted in an automatically created directory in the Builder structure. The problem has been fixed.   (F-2474).

CityGRID® Scout

Fixed Problems

CityGRID® Solid

Fixed Problems

CityGRID® Shaper

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