



Change list

CityGRID® 2023 Release 17.1

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

- Currently, FME versions 2022, 2021, 2020 and 2019 are supported. The support of FME 2018 or older is no longer given as of this version. (A-1970)
- Currently CityGRID® is executable under Autodesk 3dStudio Max versions 2023, 2022, 2021 and 2020. Support for 3dsMax 2019 or older is no longer available as of this version. (A-1970)

Fixed Problems

- In some cases, vertical roof faces were exported without texture during the CityGML export. The problem was fixed in the hotfix version. (F-2570)
- If a Boolean object went over a detail, the Boolean faces in the detail were not created. The problem was fixed in the hotfix version. (E-2443)

CityGRID® Modeler

Recent Developments

Fixed Problems

CityGRID® FME Module

Fixed Problems

CityGRID® Builder

Fixed Problems

CityGRID® Scout

Fixed Problems

Recent Developments

CityGRID® Solid

Fixed Problems

CityGRID® Shaper

Recent Developments

- With the hotfix version, it is now possible to define attributes at the beginning of a project that are to be written for each completed building. The attribute definition can also be edited or created during the course of a project, but this has no effect on buildings that have already been written. (E-2438).

Fixed Problems

- SmartPreview is constantly being improved, various bugs have been fixed.