Change list

CityGRID® 2025
Release 19.0

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 versions 2024, 2023, 2022 and 2021 are currently supported. Support for FME 2020 or older is no longer available from this version onwards. *(A-1970)*

- City**GRID**® is currently executable under Autodesk 3dStudio Max versions 2025, 2024, 2023 and 2022. Support for 3dsMax 2020 or older is no longer available as of this version (A-1970)

- In City**GRID**® Manager CityGRID databases can now be created, deleted or stopped, provided that MSSQL, PostgreSQL or Oracle are installed.

- The DXF export has been improved. Units can optionally be exported as blocks. (A-2858)

- A dynamic keyword search has been implemented in the Shaper and Manager applications, which searches the manuals for the keyword and lists the best hits.

Fixed Problems

- An error occurred when texturing on PostgreSQL: Maximum number of statements exceeded. This has been fixed (E-2836).

- If an invalid border was set in images via the ValidPhotoHeight and ValidPhotoWidth parameters and these images were used in a texturing process, a memory overflow error occurred. This has been fixed (E-2852).

- Minor bug fixes on PostgreSQL databases (E-2854, E-2809)

- When exporting to CityGML, an error occurred during validation with the xsd schemas. This has been fixed, validations are now logged, the file can now be exported without errors.

CityGRID® Shaper

Recent Developments

- The faces are optimized when saving a unit if the new "Freeze faces" function is used.

- The snap options have been revised and expanded (snap destinations and constraints)

- New data filters have been created. In addition to size, alphashapes can now also be filtered by inclination angle and accuracy, section lines by length.

- A dynamic help function has been implemented that allows you to search for keywords and search the manuals.

- Acceleration of project creation.

- Acceleration of the Smart Preview.

- Improvement of logging processes during project creation.

Fixed Problems

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

- The "Show additional intersection lines" function in the Smart Preview has been corrected and cleaned up. Cut lines originally eliminated by the algorithm can now be displayed and added via a key combination and used for the Smart Preview.

- Project creation has sometimes ended in a serious error by eliminating points from the point cloud and displaying a point cloud with RGB values in black. This bug has been fixed

CityGRID® Builder

Recent Developments

Fixed Problems

- When creating a Scout project in the Builder Control Center, a crash occurred if very large texture images were involved in the area of the roof overhang element and the project was created with parallelization. This has been fixed, too large texture images are now replaced by a gray texture image, a more comprehensive correction of the behavior will be scheduled in the future.

CityGRID® Scout

Fixed Problems

Recent Developments

- The Scout/Vissim interface has been enhanced with new height references. In addition to the "Scout" (terrain model) and "Vissim" (absolute heights) height references, there is now also the "Hybrid" reference, which uses the absolute heights from Vissim as an offset on or below the terrain. This makes it easier to visualize overground and underground routes.