

Change list

City**GRID**[®] 2026 Release 20.0

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, City**GRID**[®] Administrator**

Recent Developments

- FME versions 2025, 2024, 2023, and 2022 are currently supported. Support for FME 2021 or older is no longer available from this version onwards. (A-1970)
- City**GRID**[®] is currently executable under Autodesk 3dStudio Max versions 2026, 2025, 2024 and 2023. Support for 3dsMax 2022 or older is no longer available as of this version (A-1970)
- A new detail concept has been introduced in the data structure, making a dtd update necessary. The databases in Administrator and Manager will start this update automatically after installing the new version and connecting. (A-1543)
- This version supports multicore processing for automatic texturing, with appropriate licensing. (A-1553, A-1571, A- 1572)

Fixed Problems

- New models could no longer be created in the Manager, with the message "The model xxx already exists". This behaviour has been fixed. (E-1468)

- Improved handling of the template layer definition of the CityGRID converter in the installation directory (A-1541)
- Due to a protected execution location for required installation files, users without sufficient permissions on their computers were unable to create databases with CityGRID Manager. This has been fixed. (E-1467)
- In some cases, a model was assigned a version of a DTM that was not the most recent one. With a new option in the Administrator (see Administrator Manual, section 6.3.3), the assignment can now be corrected. (E-1699)
- If a second instance with a different database connection was opened during an Administrator export process, the texture path of the exporting instance was overwritten. This problem is now fixed. (E-1684)

CityGRID® Shaper

Recent Developments

- Protrusion in Shaper can now also be created with building footprint or manual offset. (A-876, A-1434, E-1623, E1325, E-783)
- Optional plane harmonisation has been introduced, which ensures horizontal ridges and parallel eaves depending on the set value (F-792, A-1648. A-1523, A-1351, A-1343, A-1317)

Fixed Problems

- In the last hotfix, the terrain was no longer displayed. This behaviour has been fixed. (E-1501)
- In the last hotfix, there were situations in which the 2D window would "freeze". This behaviour has been fixed (E-800).
- When saving buildings, crashes occasionally occurred due to incorrect texture behaviour. This issue has been fixed. (E-1427)
- Locking an aerial image in the 2D window no longer worked with RightShift. This issue has been resolved. (E-1514)
- When saving buildings, crashes occasionally occurred due to incorrect texture behaviour. This issue has been fixed (E-1427).

- The snapping behaviour with active constraints was improved. (A-1710)
- If a building created in the Shaper, with a façade length determined by the loaded DTM, was triangulated in the Modeler, the building would lose its façade length and floor. This has now been changed so that the building ‘remembers’ the last façade length set and reuses it each time it is triangulated, unless a new intersection is made with the terrain. (A-1588)

CityGRID® Modeler

Recent developments

- The aerial image used for a textured surface can now also be interactively replaced within the database if the one applied by the automatic texturing process is not satisfactory . (A-1500)

Fixed Problems

- Since 3ds Max version 2024, there have been issues with using hotkeys. This behaviour has been fixed. (E-1666)

CityGRID® Builder/Scout

Fixed Problems

- When newly created Builder/Scout projects were merged and then published immediately without selecting "Online", the system crashed. This has been fixed. (E-1503)

CityGRID® Texturiser

Recent Developments

- Support for multicore processing to accelerate VA and texturing (A-1553, A-1571, A- 1572)

Fixed Problems

- When texturing with CityDB on PostgreSQL, a serious bug has been fixed that prevented textures from being overwritten (E-1157).

CityGRID® Orientation Tool

Recent Developments

- Provided that FME is installed, image footprints in shp format can now be created using the Orientation Tool. (A-844)
- The Orientation tool can now save and load user-defined cameras. (A-1386)

Fixed Problems

- Saving the orientation xml file has been significantly accelerated. (A-1156)