

Changelog CityGML Plugin

Version: 1.7

Build: 5244

Release: 16.01.2012

- attributes are now stored html encoded in SketchUp
- strategy for the geometry import changed;
The geometry will now added building orientated
→ higher performance than adding surface orientated
- strategy for the texture / material export changed;
The following strategy will now be used:
 1. texture on the front face:
→ front texture with color, if available, shall be exported
 2. texture on the back face and no texture on the front face
→ back texture with color, if available, shall be exported
 3. no texture on either side but color on both sides
→ color on the front will be exported
 4. no texture on either side but color on the back face
→ color on the back will be exported
- new option in the context menu: "Reverse materials"
This option will reverse all selected surfaces and materials,
so that it's outer appearance doesn't change while it's front and back side are swapped
- the export now verifies, if a group has material
group materials are not exported. If a group material has been detected a message will be
send to the ruby console
- new option for the import: "Convert to Inch"
→ All coordinates will be converted to inch (because Sketchup works internal in Inch)
and in Sketchup the units will be set to meters.
This way all displayed measurements are in meter.
WARNING: If you use this option and do an import -> export cycle you will get
rounding errors
- new option for the batch export: include subdirectories
- exported coordinates are now stored as poslist