DJI Terra Known Issue List

Release Date: 2025.07.17

DJI Terra Version: v5.0.0

No.	Issue Description	Impact and Workaround
1	When 3D reconstruction is split into small blocks, hole may exist in the model output.	This will be fixed in later versions.
2	After exporting a reconstruction task and then importing it again, if you make a copy of the task, the photos in the copied task cannot be viewed.	This will be fixed in later versions.
3	When viewing models in 8K resolution, the software gets stuck.	It is recommended to switch to a lower resolution display.
4	After 3D water surface reconstruction completes, a hollow may exist and become smaller or	It will be fixed in later versions. Viewing the reconstruction output on a high-resolution screen can

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	bigger when users zoom the reconstruction model.	help reduce the occurrences of the issue.
5	There are occasional instances where the loading time for opening the quality report exceeds 3 seconds in DJI Terra v3.9.0.	This will be fixed in later versions.
6	It is not supported to reconstruct 2D or 3D models from over 1,000 images without POS data.	Import image POS data and try again.
7	On some high-end computers, reconstruction speed is slower than on lower-end computers.	DJI Terra will continue to optimize for hardware and operating systems. Refer to future release notes and update to the latest version promptly. It is recommended to use a CPU with strong single-core performance and an SSD, and to keep the system on Windows 10 for optimal reconstruction speed.

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8	Occasionally, some cluster worker devices cannot join the control device.	This will be fixed in later versions.
9	When reconstructing single flight strip data with LiDAR point cloud tasks, the strip may occasionally appear bent.	It is recommended to collect data with higher overlap by additional flights to reduce strip bending. Future versions will optimize single-strip reconstruction.
10	When importing very large ground control point files, the interface may lag.	Reading and writing large files takes time. Keep the interface open and wait patiently for the import to complete.
11	The calculated area of the aerotriangulation in the quality report is overestimated.	The estimated area is based on the projection area of sparse points, which is larger compared to the 2D and 3D reconstruction area.
12	If the software is forcibly closed while importing data, the	Do not close the software before the operation is complete. Forcibly

	coordinate system of the model output may be abnormal.	closing during data import may cause loss of some coordinate-related source data. If this happens, import the data again and restart reconstruction.
13	When performing visible light reconstruction tasks using Gaussian splatting, the reconstructed results may show spikes or black edges at the model boundaries, a large number of floating points, or blurry fine structures.	Increase the photo overlap rate to reduce spikes or black edges, avoid taking photos of the sky to minimize floating points, and take photos closer to the subject to capture finer details.
14	In visible light reconstruction tasks using Gaussian splatting, the reconstructed model's edges are excessively cropped.	Gaussian splatting currently crops along the photo trajectory, but future versions will improve reconstruction quality at the flight path edges and optimize the cropping range.
15	In visible light reconstruction tasks	Enabling both the 3D mesh and

	using Gaussian splatting, it is difficult to accurately select points for annotation and measurement on the reconstructed model, and the measurement accuracy is relatively poor.	point cloud outputs during Gaussian splatting model reconstruction can provide better annotation and measurement results. Note that the above results must both be generated either by standalone or cluster reconstruction.
16	When browsing Gaussian splatting outputs, the display becomes blurry if you stop moving the view or if you zoom in or out too quickly.	If the 3D model looks blurry, try zooming or rotating it to load a clearer version. However, avoid making too many rapid movements.