Maps API for JavaScript

Release Notes

Version 3.0.11.0

Contents

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Overview

The scope of this document is to provide the release notes of Maps API for JavaScript, with respect to a particular release version. It also includes the issues reported, open and solved within this release.

Known issues

- On Android default browsers double-tapping the map does not prevent the browser's native zoom.
- On some Android devices pinch-zoom does not work correctly.
- Circles positioned exactly on the date border produce rendering artifacts.
- iPad UI: After clicking on the map settings button, the scalebar moves below it.
- iPad 1 UI: Zoom control does not respond to touch input.
- Firefox UI, iPhone 5 UI: The UI does not properly process some touch events.
- Android Jellybean UI: The map container setting "overflow:hidden" breaks infobubbles in default browsers.
- On GalaxyTab default browser (Android 4.0.4) tapping on the map selects/highlights the entire map.
- Initializing multiple MapEvents instances causes a dispatch of multiple map events simultaneously with each input event.

Added functionality

New functionality includes:

- Offline caching functionality provides an easy way to store map tiles to device's database so it can be used when data connection is not available.
- Additional clustering algorithm, included in the module mapsjs-clustering.js, provides grid-based clustering with a greater precision.

Summary of functionality changes before 3.0.11.0

- The Heat Maps functionality, included in the module mapsjs-data.js, provides an easy way to display color coded data on the map.(since 3.0.10.0)
- The UI module (mapsjs-ui.js) now provides a set of additional controls.(since 3.0.9.0)
- Supporting Venue Maps Service (https://developer.here.com/rest-apis/documentation/venue-maps), the venue maps provider in the mapsjs-service.js module provides the map overlay that enriches the map with the detailed interactive indoor maps.(since 3.0.8.0)
- The "snapshot" functionality (H.Map.capture) enables capturing current map's state to HTML5 canvas with all overlays and map objects. (since 3.0.7.0)
- Supporting the Metainfo Tiles Service (https://developer.here.com/rest-apis/documentation/enterprise-map-tile/topics/tile-metainfo.html), the MetaInfo provider in the mapsjs-service.js module provides a map overlay enriching the map with information on POIs, labels, buildings and other data. (since 3.0.7.0)
- The H.Map.getCameraDataForBounds method helps to calculate optimal map center and zoom level for the provided bounding box. (since 3.0.7.0)
- We added places module (mapsjs-places.js) that simplifies the use of REST places API (http://developer.here.com/rest-apis/documentation/places) with Maps API for JavaScript. The module introduces "Endpoint" Places abstraction and decorates responses with helper functions. (since 3.0.6.1)
- We adjusted the frame time for the control interface in order to generate proper speed values. (since 3.0.5)
- The new module mapsjs-data.js includes functionality to display KML and GeoJSON data on the map. (since 3.0.5)
- A new module (mapsjs-clustering.js) including functionality to cluster markers (since 3.0.4).
- Polylines now support directional arrows (since 3.0.4).
- The API now supports the HERE Traffic API for showing traffic incidents on the map (since 3.0.4).
- The UI now features localisation for 13 languages (since 3.0.4).
- All map objects now allow to store arbitrary data with them (via setData/getData) (since 3.0.4).
- The default layers created with the platform object now have an additional entry 'incidents' representing a preconfigured traffic incidents overlay (since 3.0.4).
- Service classes now require the onError callback to be provided (since 3.0.4).

- The MapEvents' class 'destroy' method was renamed to 'dispose' for API consistency (since 3.0.4).
- The UI module (mapsjs-ui.js) now provides a control to allow the user to enter and exit StreetLevel (since 3.0.3).
- The 'getStyle' method of H.map.Spatial (and deriving classes) now returns a clone of the style object to prevent object corruption (since 3.0.3).
- Map objects now support a min/max option which ensures that only in the min/max zoom level range (since 3.0.2).
- Disposable objects now have and 'addOnDisposeCallback' method (since 3.0.2).
- The service module (mapsjs-sercice.js) now provides access to the Places REST API (since 3.0.2).
- All buildInfo methods (e.g. H.buildInfo) now return an object with build information as properties instead of a string. The toString method on these objects provides the same result as before (since 3.0.2).
- Markers are now rendered solely by their latitude order unless they have z-indeces set. The add-order is not considered anymore. This produces more consistent rendering results (since 3.0.2).

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Resolved Issues

Table 1:

Issue ID	Description
561	Distance measurement tool stacks properly with spatial objects.

Summary of resolved issues before 3.0.11.0

- Capturing functionality properly handles copyrights.
- We fixed tile cancelling for Internet Explorer 11.
- Map rendering handles screens with the floating pixel ratio values.
- Capturing functionality respects copyrights position.
- Distance measurement tool works properly when spatial objects present on the map.
- Devices with a screen pixel ratio greater than two properly render spatial objects.
- Clustering no longer raises an exception if noise presentation is a spatial object.
- We fixed hit testing for spatial objects and the screen pixel ratio greater than one.
- We fixed spatial objects stroke artifacts on the devices with the screen pixel ratio greater than one.
- Polyline no longer has rendering artifacts when displayed along the date border, prime meridian and equator.
- H.map.provider.ImageTileProvider can provide tiles for a limited area on the map.
- Zooming with a mouse wheel and panning the map no longer results in a floating zoom level.
- We fixed zoom control display artifacts for Internet Explorer 11.
- Venue Space no longer ignores its z-index.
- We added documentation for the H.ui.UnitSystem class.
- H.Map.capture does not throw an exception when a layer's imprint is set to null.
- H.map.Icon gets correct "load" state in IE9, even if image wasn't in cache.
- Chrome browser no longer hangs http connections to tile servers.
- IE browser properly handles svg images as marker's icons.
- We fixed InfoBubble's "close" functionality for Android JellyBean default browser.
- We fixed API to run on Android 2 browser.
- Invalid SpatialStyle color values fall back to black.
- We fixed polygon rendering, it no longer throws 'Uncaught TypeError'.
- We fixed KMl module's icons fetching from relative URLs.
- We introduced KMl and GeoJSON support for "text/plain" MIME type.
- We fixed the library compression issue that prevented inheritance from H.map.provider.RemoteTileProvider.

- Now it's possible to dispose behavior object after map object was disposed
- Copyrights no longer interfere with mouse interaction
- Now setting base layer through UI on the map switches off panorama discovery mode.
- Now it's impossible to instantiate map events or behaviour twice with the same map object
- endControl method now returns correct results on high dpi devices
- Now it's possible to add closed info bubble to the map
- We fixed documentation for H.ui.UI.createDefault
- Now it's possible to have a tap event on the traffic incident icon even if street level discovery mode is turned on.
- Clustering now wroks for zoom level 0 and epsilon value 256
- Now street level UI is disabled when switching from 2d map to street level and back
- Clustering now works with zoom levels up to 22.
- Fixed pinch zoom and tap event conflict for street level
- We fixed documentation for H.ui.base.Element class
- Method parse of H.services.Url now accepts relative URLs
- After leaving street level Traffic incident info bubble now gets correct position.
- Polygon stroke draws sharp stroke edge.
- Map does not throw "Uncaught TypeError" when exiting Street Level with enabled Traffic Incidents overlay.
- UI sets correct scale bar position after removing and then adding map settings UI element.
- Added documentation for H.map.EngineType
- API prevents tap selection on map container for Samsung GalaxyTab, default browser.
- InfoBubbles do not suppress right click on content links.
- Street level does not throw NS_ERROR_NOT_AVAILABLE when switching to 2d map
- It's possible to dispose UI.
- We fixed provider's "lazy" update functionality.
- Marker's anchor respects "enablesubpixelrendering" option
- The scale bar control now renders correctly when using browser zoom.
- Providing numbers as strings to H.geo.Strip instances now works properly also for numbers that are passed as strings
- Info bubbles now position correctly when resizing the viewport.
- Pinch-to-zoom now works correctly when in StreetLevel mode.
- UI button labels are now correctly positioned vertically in the middle.
- H.map.ViewModel#control is now properly documented.
- H.service.MapTileService has more documentation.
- H.ui.UI now has documentation about the default control names.
- H.Map#getObjectAt now returns the correct objects.
- The map cannot be dragged outside the viewport anymore.
- Disposing of layers does not freeze the map anymore.
- Calling 'setDisabled' on info bubbles now correctly disables the info bubble.

- The info bubble now updates its position correctly immediately after opening.
- The setDisabled method now works correctly on all classes deriving from H.ui.base.Container (including all controls).
- The control for entering and exiting StreetLevel is now hidden when the mapsjs-pano module is not loaded.
- The documentation of the method H.geo.Strip#isDBC was fixed.
- The map settings menu is now correctly rendered on top of the scale bar.
- Values passed to H.Map.Options#renderBaseBackground are now correctly respected when the map's pixel ratio is higher than 1.
- Values passed to H.map.Object.Options#min/max are now correctly respected when the map's pixel ratio is higher than 1.
- 'Mapviewchangeend' is dispatched less frequently to avoid too many of them on slower devices.
- Horizontal and vertical mouse wheel deltas are now correctly distinguished.
- Input fields on the same page as the map now lose focus when clicking on the map.
- Clicks on the copyright do not fall through to the map anymore.
- The service stubs in the platform module now correctly send the 'xnlp' parameter to the HERE Platform services.
- The MapTileService stub now handles map tiles with 512x512 dimensions correctly.
- Map.Options now correctly documents 'padding' and 'margin'.
- Inherited members are now properly documented in the API reference.
- Fixed an issue which caused the map not render the adjusted camera on endControl.
- It is now possible to change the style of spatials objects by reusing the return value of getStyle().
- The copyright notification now updates properly - latest after 5 seconds.
- H.Map#dispose does not throw an error anymore.
- DomMarkers now don't cause infinite loops anymore when their visibility is set to 'visible ! important'.
- Rendering now uses the unprefixed requestAnimationFrame in Chrome.
- Click on a building now correctly positions the camera.
- The panorama render engine now exposes getPanoramaId as well as the Panorama type definition.
- The terms-of-use-link is now clickable .
- Longpress is not followed by a 'tap' event anymore.
- When clicking on a UI element the map does not dispatch a 'pointerup' event anymore.
- Info bubbles are now correctly sorted.
- The map settings menu now closes when interacting when tapping the map.
- The info bubble's 'close' button now renders the same in all browsers.
- TileLayers now fetch properly versioned tiles from the Map Tile API.
- Provider hashing now considers the 'format' parameter correctly.

Signature changes

Changed

- No interface changes.

Added

- H.clustering.Provider.Strategy
- H.util.Request
- H.service.TileProviderOptions
- H.service.Platform.DefaultLayersOptions

Removed

- No attributes have been removed.