Maps API for JavaScript

Release Notes

Version 3.0.12.0

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:

- "Dynamic clustering" strategy, included in the module mapsjs-data.js, provides efficient clustering for the data sets that are subject to frequent updates.
- Image overlay provides an easy way to display bitmap data that covers a region on the map.
- Night map schemas were added to the default layer set in mapsjs-service.js module.

Summary of functionality changes before 3.0.12.0

- 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.(since 3.0.11.0)
- Additional clustering algorithm, included in the module mapsjs-clustering.js, provides grid-based clustering with a greater precision.(since 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).

Resolved Issues

Table 1:

Issue ID	Description
625	Interaction and Control interfaces properly handle Kinetics object passed to them.
630	Clustering results are displayed on fractional zoom levels..
569	We fixed output of the "assumeValues" option for the value-based heatmaps.
614	Map properly handles changes of the center on only one axis.
607	Core module does not throw error when loaded from the long local URL in FireFox browser.
628	We fixed map loading in the private mode of the FireFox browser.
636	Map renders when loaded in Safari 8 iframe with "Always Allow" privacy setting.

Summary of resolved issues before 3.0.12.0

- We fixed the variable pollution of the global scope.
- Polygon clipping algorithm no longer covers areas that are outside of the polygon itself.
- UI alignment options were aligned between components.
- H.service.Platform.createDefaultLayers no longer ignores "pois" parameter.
- We added a description to the H.util.EventTarget class.
- Distance measurement tool stacks properly with spatial objects.
- 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.map.Overlay
- H.map.Overlay.Options

Removed

- No attributes have been removed.