# **HERE iOS SDK**

**Release Notes** 

**Starter Edition Version 3.1.1** 



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Product	
Name:	HERE IOS SDK
Version:	Starter Edition Version 3.1.1
Document	
Name:	HERE iOS SDK Release Notes
ld:	3791989-1455064823
Status:	FINAL
Date:	2016-Feb-10, 0:42 (GMT)
Signatory:	O=HERE, CN=here.com, ST=Berlin, C=DE
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Serial-No.:	17391143833054135595
method:	urn:adobe.com:Adobe.PPKLite:adbe.pkcs7.sha1 (Adobe Signature)



### **Overview**

The HERE iOS SDK offers APIs to enable developers to access HERE location-based assets and bring a rich and immersive location experience to their applications with beautiful and accurate maps, a global database of Places and a world-class routing capability.

To address requests from customers for a smaller footprint SDK, the Starter Edition was introduced with SDK 3.0. The Starter Edition can be viewed as offering native APIs for Search (Places, Geocoding and Reverse Geocoding), Routing and also rendering of raster map tiles. Map tile rendering uses OpenGL to ensure good performance and caching of map tiles is implemented to minimize redownload of previously downloaded tiles. Additionally, support is added for basic gestures and adding objects to the map.

The scope of this document is to provide the release notes of the HERE iOS SDK.



## **Target Audience**

This document is targeted at the developers who are already familiar with iOS app development. Readers should have some experience using Xcode and Objective-C.



### **Release Content**

Native APIs Enabling native applications to leverage HERE functionality

**Documentation** API Reference Documentation and Developer Guide

Sample Applications Sample applications in Objective C and Swift



## **Package Description**

/docs API Reference documentation

/sample-apps Sample applications to be used with the Quick Start

section in the Developer's Guide

/user-guide/HERE iOS SDK Starter Edition HERE iOS SDK Developer's Guide

v3.1.1 Developer's Guide.pdf

HERE iOS SDK Starter Edition v3.1.1 This document

Release Notes.pdf

Framework/NMAKit.framework HEREiOS SDK



### **System Requirements**

- iOS 8.0 or above. iOS 9 is recommended for optimal operation.
- XCode 7.0 or above, running on Mac OS X 10.10 or above.
  - **Note** Bitcode support was incorrectly listed as supported in HERE iOS SDK v3.1. The HERE iOS SDK does not currently support Bitcode. Developers building apps with the HERE SDK should set ENABLE\_BITCODE to NO in the Xcode settings.
- iPhone 4S or newer devices
- For storage of application binaries, an additional ~1MB for the HERE SDK libraries if bundled with the application should be taken into account.
- Device storage is required for persistent storage of map data. At a minimum, 32MB of free space is required to be available for map data



### **Features Overview**

### **Mapping:**

- Raster map tiles with high resolution support
- Map styles: Normal, Satellite, Terrain, and more
- Touch gestures such as tap, pan, and pinch
- Overlay objects on the map such as polylines, polygons, icons, routes

#### Search:

- Search through a broad set of geographical content across the globe (including streets, address points, and categorized places)
- Search Places for somewhere specific or explore by categories
- Access rich details for a Point of Interest from third-party content sources (including images, ratings, reviews, and editorials)
- Perform geocoding and reverse geocoding lookups

#### **Directions:**

- Online Car and Pedestrian Route Directions
- Routing options (Highways, Tolls, Fastest etc.)
- Specify preferred route type (fastest or shortest) and route options (such as avoiding toll roads, motorways, and parks)
- Alternate routes



## **Getting Started**

Please refer to the documentation under the /user-guide folder for details on how to quickly start evaluating the HERE iOS SDK.

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### **New Features**

### **HERE SDK 3.1.1**

• No new features were added in this release.



## **API Changes, Fixed Issues, and Improvements**

### Version 3.1.1

- No API changes were introduced in this release.
- Updated the System Requirements, since Bitcode support was incorrectly listed in HERE iOS SDK 3.1.



### **Known Issues**

• A nil image and an error is returned when you use HERE Places images while *App Transport*Security is enabled. To get around this issue, add the following exception to your Info.plist:



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* Author: Emilia Kasper (emilia@openssl.org)
* Based on previous work by Bodo Moeller, Emilia Kasper, Adam Langley
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