



Maps API for JavaScript

Release Notes

Version 3.0.13.1

Important Information Notices

Topics:

This section contains document notices.

- [Legal Notices](#)
- [Document Information](#)

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Chapter 1

Overview

Topics:

- [Highlights](#)

This document provides a summary of important changes for this version. Apart from newly resolved issues and added or improved functionality, this document also includes information about known issues remaining in this release as well as any existing limitations and workarounds.

Highlights

As this release is for bug fixing purposes only, we did not add any new features.

Chapter 2

Changes

Topics:

- [Functional and Behavioral ...](#)
- [API Changes](#)
- [Resolved Issues](#)
- [Known Issues](#)
- [Limitations and Workaround...](#)

This section documents major changes to the release that may require the updating of affected applications.

📄 **Note:** For changes made in previous releases, see the related documents at <http://developer.here.com>.

Functional and Behavioral Changes

There are no functional or behavioral changes in this release.

API Changes

Added

- None

Changed

- None

Removed

- None

Deprecated

- none

Resolved Issues

The following table summarizes major issues resolved in Maps API for JavaScript.

Table 1: Resolved Issues

#	Issue
1262	Added better handling of the map layers that are shared between map instances.
1263	We improved documentation for the Table, Row and Column platform data extension classes.
1261	Fixed the Blink/Webkit related issue where browser fails to send "Referer" header.

Known Issues

The following list contains issues known to be present in the current release of the Maps API for JavaScript.

- 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 that are 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 info-bubbles in default browsers.
- Android 4.0.4: On the Galaxy Tab's default browser, 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.
- "Render" event is fired continuously when one layer is shared between several map instances.

Limitations and Workarounds

There are no limitations and workarounds in this release.