



Maps API for JavaScript

Release Notes

Version 3.0.16.0

Important Information

Notices

Topics:

This section contains document notices.

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

Legal Notices

© 2017 HERE Global B.V. and its Affiliate(s). All rights reserved.

This material, including documentation and any related computer programs, is protected by copyright controlled by HERE. All rights are reserved. Copying, including reproducing, storing, adapting or translating, any or all of this material requires the prior written consent of HERE. This material also contains confidential information, which may not be disclosed to others without the prior written consent of HERE.

Trademark Acknowledgements

HERE is trademark or registered trademark of HERE Global B.V.

Other product and company names mentioned herein may be trademarks or trade names of their respective owners.

Disclaimer

This content is provided "as-is" and without warranties of any kind, either express or implied, including, but not limited to, the implied warranties of merchantability, fitness for a particular purpose, satisfactory quality and non-infringement. HERE does not warrant that the content is error free and HERE does not warrant or make any representations regarding the quality, correctness, accuracy, or reliability of the content. You should therefore verify any information contained in the content before acting on it.

To the furthest extent permitted by law, under no circumstances, including without limitation the negligence of HERE, shall HERE be liable for any damages, including, without limitation, direct, special, indirect, punitive, consequential, exemplary and/ or incidental damages that result from the use or application of this content, even if HERE or an authorized representative has been advised of the possibility of such damages.

Document Information

Product

Name: Maps API for JavaScript

Version: Version 3.0.16.0

Document

Name: Maps API for JavaScript Release Notes

ID: 4da43c1-1504250617-849517ab

Status: FINAL

Date: 2017-Sep-01, 7:25 (GMT)

Contents

Chapter 1: Overview	6
Highlights.....	7
Chapter 2: Changes	8
Functional and Behavioral Changes.....	9
API Changes.....	9
Resolved Issues.....	9
Known Issues.....	10
Limitations and Workarounds.....	10

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

The following highlights give a short summary of the most important changes, added functionality and improvements:

- Canvas and DOM layers enable addition of the custom rendering logic (with the help of WebGL, canvas2d or DOM) to the map.
- Added service-level support for the [Custom Route Extension](#) REST API.


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

- `H.map.layer.CanvasLayer`
- `H.map.layer.DomLayer`
- `H.map.render.RenderState`
- `H.map.render.RenderingParams`
- `H.service.Platform#getCustomRoutingService`
- `H.service.extension.platformData.Service#searchByBoundingBox`
- `H.service.extension.platformData.Service#searchByProximity`
- `H.service.extension.platformData.Service#searchByCorridor`
- `H.service.extension.dataView.IRow#getTable`
- `H.service.extension.customLocation.Table.Row#getTable`
- `H.service.extension.customRoute.Service`

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
1417	Rendering engine correctly renders handles layers that became invisible during engine's "sleep" time.
1388	We fixed excessive CPU usage for providers that inherit from the <code>H.map.provider.RemoteTileProvider</code> .

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.