



# Custom Route Extension

## Release Notes

Version 2.1.23

# Important Information

## Notices

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**Topics:**

This section contains document notices.

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

## Legal Notices

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## Document Information

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# Contents

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

# Chapter 1

## Overview

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### 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

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

- New feature to block existing private roads in within the area of the newly submitted roads. Required when refining/replacing existing map geometry, e.g. in facility maps, to suppress less fine grained existing roads. See `&private_link_handling=PLAIN/UNCONNECTED/DROPEXISTING`.
- New parameter to require a certain match quality. Required when adding to existing map geometry, e.g. in facility maps, to avoid snapping to nearby existing roads. See `&max_distance_to_match`, `&min_match_confidence` (does an attribute override accept a poorly matching road geometry or not) and `&max_distance_to_connect` (does a new road connect to a nearby link or stay as dead end).

## Chapter 2

# Changes

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### 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

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There are no functional and behavioral changes in this release.

## API Changes

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### Added

- New feature to block existing private roads in within the area of the newly submitted roads. Required when refining/replacing existing map geometry, e.g. in facility maps, to suppress less fine grained existing roads. See `&private_link_handling=PLAIN/UNCONNECTED/DROPEXISTING`.
- New parameters to to tune map match snapping and require a certain match quality. Required when adding to existing map geometry, e.g. in facility maps, to determine when to snap to nearby existing roads (`max_distance_to_connect`) or nearby new roads (`max_distance_to_match`). The minimum acceptable match quality of the submitted geometry can be set (`min_match_confidence`).

### Changed

- None

### Removed

- None

## Resolved Issues

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This release contains fixes that improve stability.

## Known Issues

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There are no known unresolved issues in this release.

## Limitations and Workarounds

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There are no limitations and workarounds in this release.