



Maps API for JavaScript

Release Notes

Version 3.1.3.0

Important Information

Notices

Topics:

This section contains document notices.

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

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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

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

- We introduced the gesture support for the map tilting and rotation.
- The label collision for the tilted and rotated map was improved - it prevents the label crowding on the horizon and the label collisions when the map is rotated.
- The method `getObjectsAt` returns the collection of features that were stacked in the vector rendering engine.
- The way to change the scene background and the "skybox" color was added to the API.
- Added improvements to the rendering of the raster layer with the WebGL rendering engine for the pixel ratio 2.


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

Deprecated

- None

Resolved Issues

Table 1: Resolved Issues

#	Issue
	The vector rendering engine now takes into account the pixel ratio passed to the <code>H.Map</code> instance.
	The <code>H.service.Platform#createDefaultLayers</code> passes the correct PPI value to the Map Tile Service.
	We improved the map style to respect the minimum height of the buildings and display correctly the bridges between them.
	The <code>getMapTileService</code> factory method was fixed.

Known Issues

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

- The data for the vector map rendering misses following content in comparison to the Map Tile Service REST API:
 - transit stops
 - seabed below 3000m
 - smaller towns/city labels at the intermediate zoom levels for some regions (ex. Madagascar, Japan)
 - transliteration/translation to english for certain regions (ex. Thailand)
 - differentiation between borough, locality, macrohood, microhood, neighbourhood and region

- ◻ interchanges in some areas at the intermediate zoom levels
- ◻ marine terminals
- ◻ areas for the different bodies of water
- ◻ forest names
- ◻ shortened names for some regions/states
- ◻ amusement parks
- ◻ urban areas for some localities (ex. New Delhi, Cairo, Kathmandu)
- Labels might flicker when the map style is updated at the runtime.
- In certain cases label of the ferry line could overlap with the bridge.
- Potential map slowdown in the areas with the dense street network.

Limitations and Workarounds

There are no limitations and workarounds in this release.