



VR-TheWorld Server 2.0 Release Notes

This document provides the following release-specific information for VR-TheWorld Server 2.0:

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New Features and Product Updates

VR-TheWorld Server 2.0 has the following new features and updates:

- ♦ New hardware. VR-TheWorld Server uses one server unit instead of a server and RAID unit.
- ♦ New graphical user interface (GUI). The GUI has been completely revised.
- ♦ Support for feature layers.
- ♦ Additional terrain data, including a highly detailed terrain for Oahu, Hawaii, U.S.A.

Documentation

VR-TheWorld Server Users Guide and *VR-TheWorld Server First Experience Guide* have been updated for this release.

Fixed Bugs

VR-TheWorld Server 2.0 fixes the following bugs from previous releases:

- ♦ The Network Settings dialog box now works when the server is completely disconnected from the network.

Known Problems and Product Restrictions

VR-TheWorld Server 2.0 has the following known problems and product restrictions:

- ♦ When using highly compressed file types such as MrSID, the server can only handle approximately 1000 files per layer due to memory restrictions. For layers that need more than 1000 files, use collection layers.