



VR-TheWorld 4.6 Release Notes

This release note contains release-specific information for VR-TheWorld 4.6.

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Document ID: VRW-4.6-2-241029

System Requirements

VR-TheWorld 4.6 supports:

- Ubuntu 20.04 or later
- Red Hat Enterprise Linux (RHEL) 8 or later
- Windows 10 or later. The OS must support Windows Subsystem for Linux 2 (WSL2)

i CentOS Linux was an open-source enterprise operating system designed to be completely compatible with Red Hat Enterprise Linux. However, it has now transitioned to CentOS Stream, which acts as an upstream source for RHEL. New features will be introduced into CentOS Stream, where the bugs are worked out, and ultimately the new updates trickle down to RHEL. Since it is no longer essentially RHEL without the cost of a subscription, CentOS Stream is not a supported operating system.

New Features and Major Updates

VR-TheWorld 4.6 has feature improvements and bug fixes.

- New embedded Vector Tiles engine to enable rendering on MapBox GL-styled maps.
- Display total tile size of a layer.
- Added ability to export feature layers.
- Added new Slippy endpoint for clients that do not handle TMS style tile access and can't invert the y coordinates themselves.
- Increased default GDAL_CACHEMAX setting to 2GB to better mosaic large datasets.
- Sped up mbtiles export.
- Display the job ID and any exceptions in Job List.
- Tiling jobs now fail early if one of their underlying tiles fails rather than quietly continuing, allowing you to debug problems with datasets faster.
- Sped up tiling by reducing frequency of calls to Redis to check for cancellation.
- Improved progress reporting for jobs.
- Added pagination to jobs and layer files views to deal with large numbers of files and jobs.
- Sped up directory listing on file manager by only getting geospatial properties of files on the detail view.
- Improved progress reporting in export mbtiles jobs so that they don't reset back to zero when moving on to the export step.
- Added EXTERNAL_REQUEST_TIMEOUT setting to keep slow external servers from hanging ReadyMap when proxying.

- Added an LRU cache to elevation layers to only keep the last 50 most frequently used elevation datasets open.
- Added job filtering by status.
- Moved all logs to stdout/stderr so that Docker containers can be monitored using standard logging tools rather than having to manage files produced in the container.
- Logging is now mostly done with structured logging to improve compatibility with Docker logging tools.
- Included Dozzle to enable browser-based viewing of log file, which has search and filter functions.
- Slimmed down docker image.
- Bug fixes.

Data Additions

- New MBTiles datasets for Shallow, Hills, Mountain, and Alpine areas for use with the global MAK Earth Aggregate (online) terrain.
- Updated OSM MBTiles layers to OCT 2024 versions.
- Sample MapBox GL styles including associated Fonts (Glyphs) and Icons (Sprites) to support the new Vector Tiles rendering engine.
- New OpenMapTiles schema-based OSM dataset (OCT 2024) for use with the new MapBox GL styles.
- New 25 m contour line MBTiles dataset.

Fixed Bugs

- Fixed bug where renaming a file was broken in file manager.
- Fixed bug where you could not remove a file from a local layer.
- Fixed issue with memory consumption in generate on demand processes by recycling the WSGI process after so many requests are complete.

