



VR-TheWorld 4.9 Release Notes

This release note contains release-specific information for VR-TheWorld 4.9.

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System Requirements

VR-TheWorld 4.9 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 4.9 has feature improvements and bug fixes.

- Removed unused grids and grid_data tables on mbtiles exports.
- Added a warning to readymap_restore if the backup file specified does not exist
- Added link to layer in Collection editor.
- For Raster layers, added link to any Collection that contains that layer in the Properties page.
- Added Clear Jobs button on main job page to clear all jobs on the system.
- Added multithreaded cache fetching for S3 so multiple tiles can be requested in one request to speed up backfilling.
- Added retry with exponential backoff to tile rendering. This can improve stability on network connected layers like S3 based files or WMS servers.
- Added cleanup_export_jobs management command that will remove any succeeded ExportTilesJob that does not have a corresponding mbtiles file. This is useful for clearing out any jobs that have been manually deleted from disk.
- Limiting VizTracers stack depth so we can capture longer job traces without information being lost.
- Tile generation jobs now retry up to three times if they fail.
- Moved export workers to their own queue instead of the tiling queue. This allows smaller export jobs to run even when there are large caching jobs already in progress.
- Disabled backfilling on WMS layers so they will always request tiles directly from the server.
- Added health check endpoint at /readymap/health

- Update boto3 to get fix for retries on broken streams.
- Updated to latest versions on TileServer GL and Dozzle.

Fixed Bugs

- Fixed bug where changing layer IDs in the URL bar could sometimes not navigate to the new layer.
- Fixed bug where WMS URLs with query parameters would fail to fetch layers.
- Fixed bug in mask layers UI.

