



VR-TheWorld Server 3.10.9 Release Notes

This release note provides release-specific information for VR-TheWorld Server Release 3.10.9.

System Requirements	2
New Features and Updates	2
Bug Fixes	2

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System Requirements

VR-TheWorld Server 3.10.9 supports Red Hat 8.0, Cent OS 8.0, and Windows 10.

New Features and Updates

VR-TheWorld Server 3.10.9 memory consumption was improved by closing underlying datasets once tile generation is complete for local raster and elevation layers.

Added the ability to set an image layer's tile size at the time of creation.

Added support for rendering vector tile layers using the Mapnik layer.

You can now import shapefiles that contain a valid mix of features (such as a mix of polygons and multipolygons). The database still rejects shapefiles that contain an invalid mix.

Removed the ability to create a TIFF collection layer from the GUI, as this is not a supported format for collection layers.

Bug Fixes

Problems identified in previous releases have been fixed.

- ♦ Fixed a bug where a tiling job would hang indefinitely if it did not need to generate any tiles.
- ♦ Fixed a bug where the TMS service would report TileSets with incorrect hrefs when ReadyMap was configured with USE_LAYER_NAMES=True.
- ♦ Fixed issue where WMS layers could not be saved after creation.