



VR-TheWorld Server 3.12

Release Notes

This release note contains the following release-specific information for VR-TheWorld Server 3.12.

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System Requirements

VR-TheWorld Server Server 3.12 supports Red Hat 8.0 and Windows 10.

New Features and Updates

VR-TheWorld Server 3.12 has the following new features and updates.

- Added ability to set the temp upload directory via a docker-compose FILE_UPLOAD_TEMP_DIR environment setting to avoid using too much space on small VM's when uploading large files. (3.10.10)
- Showing the approximate size in meters of the first tiling level of a feature dataset to help users pick appropriate tiling levels. (3.10.10)
- Revamped the file extents view so it's more useful. You can toggle the extents on and off. The extents are now shown as filled transparent polygons with labels so that you can better understand overlapping files. You can move your mouse over files and a status bar updates to show you what file you are over. (3.10.10)
- Added correct Content-Encoding for vector tiles if they are compressed. (3.10.12)
- Initial support for monitoring ReadyMap using Prometheus. (3.10.12)
- Small change to allow Apache and ReadyMap logs to be written to a docker volume so they can persist after a container restart if desired. (3.11.0)
- Reworked the generate on demand processing in ReadyMap to use two separate WSGI processes to avoid processing tiles using RQ. This let's you control how many resources are dedicated to generate on demand without having to hammer ReadyMap with requests polling to see if a tile is complete. This also lets us move back to using the forking RQ worker which should be more stable over long uptimes and require less restarts. (3.11.0)
- Updated version of Apache to 2.4.52. (3.12.0)
- Better formatting of file size display. (3.12.0)

Fixed Bugs

Problems identified in previous releases have been fixed.

- Fixed axis order issue when importing rasters where sometimes the longitude and latitude would be reversed when computing data extents. (3.10.10)
- Fixed bug with WMS layers where saving a layer after creation would result in an old proxy option being incorrectly set. The proxy option has been removed and all WMS layers will now proxy by default. (3.10.11)
- Bug fix for elevation datasets that have actual NaN values encoded in them. These values will now be properly recognized as no data areas. (3.10.13)