VR-TheWorld Server 4.2 Release Notes

This release note contains the following release-specific information for VR-TheWorld 4.2.

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System Requirements

VR-TheWorld Server 4.2 supports:

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

> 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 Updates

VR-TheWorld 4.2 is a major upgrade with many feature improvements, a refreshed user interface, and numerous bug fixes.

- Added official support for using Podman, for both Windows and RHEL, in addition to Docker.
- Support for mask layers for elevation collection layers.
- Sped up elevation collection layers that avoid unnecessary data fetching.
- Sped up tile generation for large sparse datasets by using a coarse grid to better filter out areas with nodata and avoid attempting to generate duplicate tiles.
- Improved default base map to use natural earth with labels.
- Added base imagery picker to let you switch basemap.
- Sped up imagery and elevation tiling by using a faster spatial index for sorting files.
- Added new tile grid overlay display that allows you to see the XYZ and TMS coordinates of tiles.
- Added support for inverting masks in collection layers.
- Fixed bug where the tile size selected in the user interface wasn't always respected.
- Added ability to override nodata value for elevation layers.
- Added warning when deleting a layer that is also part of a collection layer.
- Added view to see information about tiles and data storage availability.