

Release Notes

4.4.1 Documentation

Client and Plug-in **Release Notes**

Google offers a version of the Google Earth Enterprise Client (EC) 7.0.2 for Windows, Mac OS X, Android, and Linux operating systems. In addition, the Google Earth Plug-in is available for Windows and Mac OS X, in a number of popular browsers.

Google Earth EC: Features by Platform

The Google Earth EC 7.02 is available for Windows, Mac OS X, Android, and Linux platforms. Not all features available in the Windows client are available in the Mac, Android, or Linux clients. The table below outlines these differences.

Feature	Windows	Mac OS X	Android	Linux
Custom database support	~	~	-	~
GIS ingest	•	•		
Table tool	•	•		
Movie Maker	•	•		
GPS support	•	•		
Custom or network install	~			~
Custom cache	•			
Historic imagery	•	•		
Built-in regionating tools	•	•		
KML tours	~	•		
HTTPS connection support	-	-		

The Android client supports top-level KML layers only.

Google Earth EC: New Features and Known Issues

Features in Google Earth EC are very similar to Google Earth features. For more information about new features and known issues, see Google Earth Release Notes.

Google Earth Plug-in

The Google Earth Plug-in and its JavaScript API let you embed Google Earth into web pages.

More information is available from the Google Earth API site.

The plug-in is available for Windows and Mac OS X; it is not supported on Linux or on Android.

Google Earth Plug-in Installation

The Google Earth Plug-in can be downloaded by visiting any page on which the Earth API is in use (eg. http://code.google.com/apis/earth). The user will be prompted to install the plug-in; the web page may need to be reloaded after installation for the plug-in to display. The plug-in will automatically update as new versions are available.

Alternatively, a version of the plug-in with the auto-update feature disabled is available by contacting Enterprise support.

Administrative rights are required to install the plug-in when using Internet Explorer on Windows.

Caching

The plug-in and Google Earth EC do not share cached imagery or terrain. The plug-in creates its own cache (named dbCache1.dat, dbCache2.dat, etc), using the EC's maximum cache size value, if available. If multiple instances of the plug-in are running, each successive instance will cap its cache size at the previous plug-in's cache size / 2. For example, if the first instance uses 2GB, the next instances will use 1GB, 0.5GB, and 0.25GB, respectively.