

Introducing the SD-Caching

Geschrieben von: Nicolas Gramlich

Dienstag, 02. Dezember 2008 um 01:41 Uhr - Aktualisiert Dienstag, 02. Dezember 2008 um 04:59 Uhr

There are no translations available.

Hello Community,

today we want to introduce you the updated Caching-feature. This updated caching-mechanism allows you to enable storing the downloaded map-tiles to the SD-card instead of to the internal-ROM.

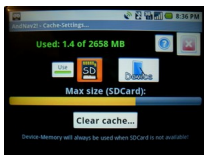
Pros:

1. No Internal ROM is used (you can have more applications installed!)
2. You can store **many more**(!) - tons of maptiles, just as big as your SD-Card is!
3. You can preload much more images, so you can have detailed maps even without coverage!
4. Internal-ROM is used as a fallback, if no SD-Card is inserted.

Cons:

1. Its a little bit slower than storing to the internal ROM (at least with my SD-Card)

This is how it looks like:



If I find no bugs, I'll send out a version to all covered+registered users, tonight.

Note: You currently can set sizes, bigger than the actual free space on the SD-Card is. AndNav will probably crash then

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Best Regards,
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