



New WME v2.343

New features/enhancements

1. **New Filters & Saved Search for URs:** we are introducing enhanced filtering tools to facilitate prioritizing reports that already have useful information.

You can find more details in the [feature thread](#)

2. **SDK improvements:** please refer to the [change log](#) to check the SDK additions.

Bug Fixes

We released 12 bug fixes:

1. **Turn closures:** resolved the bug where turn closures were not scrollable preventing viewing future closures or adding new ones.
 - o [Community bug ID: 393927](#)
2. **Closures:** addressed the issue where closures could not be saved due to the "save.error_types.300.title" error
 - o [Community bug ID: 395572](#) - we will appreciate your help in verifying this fix.
3. **Map Suggestions filter:** resolved an inconsistency where "Alley" was used as a Map Suggestion feed filter option instead of "Narrow street".
 - o [Community bug ID: 398993](#)
4. **Difficult turns:** fixed a bug observed on some display types where the turn icon was doubled with the 'Difficult turn' option toggled on.
5. **Partner feeds:** fixed an issue where accepting a closure from a map problem (MP) resulted in an incorrect time set in WME.
 - o [Community bug ID393741](#)
6. **Suggest an Edit:**
 - o Resolved the case where an 'Invalid turn' error would prevent accepting a suggestion for a one-way segment connected to a two-way segment.
 - i. [Community bug ID391367](#)
 - o Addressed an issue whereby 'Something went wrong' error appeared when opening a split-related segment suggestion within the edit history.
 - o Fixed the case where suggested city 'None' in Address would become "no name" city that failed on approve
7. **Suggest an Edit for House Numbers (HN):** addressed an error that appeared in the console when accepting suggestions for HN or segment deletion.
 - o [Community bug ID](#)

8. **Segments:** resolved an issue where dragging a segment's node onto another node of the same segment triggered a 'length 0' exception and prevented saving changes.
9. **Venues:**
 - Added validation to ensure venue opening hours start before they end.
 - Implemented an option which allows merging time intervals that are adjacent but not overlapping (for example, 9-14 and 14-16 will be become 9-16)

Thank you for reading!