

COMPLIANCEGO — 8/26 RELEASE NOTES

✨ ENTERPRISE API 1.1.0

- Secured admin console — the key-management console moves from HTTP Basic auth to a proper DB-backed session login.
- Richer org-hierarchy data — GET /org/hierarchy now includes MS4 inspections & action items, DUE and EXPIRED inspections, and the first signature on each inspection.

✨ COMPLIANCEGO 4.9.0 — OFF-CYCLE MAP HOTFIX

- Fixed: grandfathered (pre-2022) PDF-canvas maps — wouldn't open, and once opened their text boxes disappeared. Two defects from the 4.9.0 map rebuild
- Maps with PNG canvases (all uploads since late 2021) were never affected, only impacted sites still holding pre-2022 PDF-canvas maps.

✨ COMPLIANCEGO 4.9.1 — HIGHLIGHTS

- Site Map interface redesign. The largest change in this release — 119 commits across api, ui and map. Orgs can now hold multiple managed legends, each site map points at the one it uses, and maps can be soft-archived into a read-only "Archived Maps" section instead of being permanently deleted. The map list shows a per-map item count and the legend's last editor.
- Dashboard Scorecard and the performance work behind it. The Scorecard and its drill-down breakdown moved to dedicated endpoints keyed on their own "Days to Show" window, so changing the window no longer reloads the left nav. The org-scope Scorecard now counts active sites only, matching site scope. Alongside it, the nav/scorecard path was reworked with multiple performance improvements.
- Weather-alert inspections, phases 1–4. Form input choices can carry per-choice precipitation/forecast alert flags; completing an inspection derives and persists whether it was a precipitation and/or forecast alert inspection; completing one inside a type's active 24-hour silent period restarts that period from the inspection's date; and the route builder and dashboard surface an "Inspection Completed" weather-alert status.
- Map item editing and a large front-end modernization. A tabbed Add/Edit item sheet with geocoded per-item location coordinates and per-item fill opacity. Behind it, ui and map completed their TypeScript adoption, migrated Redux to RTK slices, replaced Pure.css with styled-components, and swapped moment for dayjs.

BY FUNCTION / FEATURE AREA

MAPS

- Multiple managed legends per org, with each site map assigned to the one it uses; create and delete endpoints for org-level managed legends, full entitlement gating, and a lazy late-load. A map with no assignment has no managed legend.
- Soft-archive and restore for site maps. Archived maps are read-only, including for map-item mutations.
- Per-map item count and legend last-editor name in the map list.
- Patterned fill types recognized in MapIconEnum; actionItemLate exposed on map items.
- Tabbed Add/Edit item sheet: geocoded Location with stored latitude/longitude so a point can be opened in a map app, plus per-item fill opacity (existing fills keep their previous 0.7 look).
- Text items now render from the uniform rotation column; the legacy per-item created_rotation is backfilled and retired.
- Action-item design improvements on maps, including a taller action-item view on tablet and smoother Add-New scrolling on phones.
- Legend panel can be dragged when taller than the canvas (it was glued to the top).
- Map PDF conversion no longer NPEs when CloudConvert fails, and the retired mupdf engine is unpinned.
- Pure.css removed; map styling migrated to styled-components.

NAVIGATION & DASHBOARDS

- Dedicated Scorecard and drill-down breakdown endpoints, keyed on their own "Days to Show" window so the left nav no longer reloads when the window changes.
- Org-scope Scorecard and breakdown count active sites only, consistent with site scope; the inspector assigned-action-item augmentation is active-only on that path too.
- Documents metric filters to deficient-only and includes EXPIRING permits.
- POST /nav/status returns live status badges for a set of site uuids, fixing stale badges in Recently Visited.
- Route builder "Add Sites" shows a search hint instead of an immediate empty-state spinner.

INSPECTIONS

- Per-choice precipitation/forecast weather-alert flags on form input choices (P1).
- Weather-alert-inspection flags derived and persisted at completion, and surfaced in inspection history (P2).
- Completing a weather-alert inspection inside a type's active 24-hour silent period restarts that period from the inspection's (backdatable) date (P3). (CGO-2352, api)
- "Inspection Completed" weather-alert status in the route builder and dashboard (P4).
- Weather wording: "Alerts" → "Events", and the completed-event filter label pluralized.
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- Sites
- Site contact titles backfilled — every contact migrated by 4.9.0's script 007 landed with a NULL title, so Enterprise API 1.1.1 returned a null title where 1.1.0 returned one. Repairs 11,469 rows.
- "Unlink" icon restored on Site Information for shared sites.

FORMS

- Corrected display when editing a form.

ADMINISTRATION & DEV TOOLS

- PUT /user/accept-terms no longer returns 415 — terms acceptance works again.
- New user activation fixed in the dev lane: dev_lane_access is granted on the initial user INSERT rather than on the activation path.
- Org Manage page no longer spins indefinitely on mobile.
- Styling cleanup across the app.
- Support chatbot cut over from LeadConnector to Intercom — SwiftComply's support stack. Includes the production Intercom app id, domain gating so it doesn't run locally, and useRemoveChatbot.

SECURITY

- The ui half of the server-side Geocoding proxy is reinstated in this release. 4.9.0 shipped the api endpoint without its caller, deliberately, leaving the Google Geocoding key in the client bundle; this release completes the cutover so the key is no longer shipped to the browser.

PERFORMANCE & RELIABILITY

- Scorecard/nav rework: org-tree recursive CTEs anchored to the requested org, aggregate groups run concurrently, the discarded Scorecard build dropped from the org landing, a null address-state guard, and a composite inspection index for the windowed queries.

BUILD, TOOLING & INTERNAL

- ui and map are now fully typed — every remaining `// @ts-nocheck` removed across components, containers, reducers/slices, store, utils, hooks and services.
- Redux modernized in ui: `redux-actions handleActions` → `RTK createSlice`, action barrels dropped, reducers moved into `store/`, and the direct redux dependency removed in favour of `combineReducers` via `@reduxjs/toolkit`.
- map tree-shaken and its Redux right-sized after the SPA move: dead modules, assets and unused exports removed, the top-level redux/history deps dropped, orphaned `usersInfo/notes` state and dead map-level rotation state deleted, and the file ellipsis-menu open state de-globalized.
- moment replaced with dayjs in ui.
- Real `@types` adopted for vendored packages in `vendor.d.ts`.
- A `Uuid` type added to map and converted through its `uuid` fields. The matching ui DTO work is deferred to a later release.
- `map npm run preview` no longer white-screens (the API host had no prod-build fallback).
- `react-linkify` migrated to `linkify-react` (`linkifyjs v4`).
- Two routes that the typing pass left rendering with an empty prop bag are restored: the read-only site page (`/site/:siteUuid/readonly`) and the action-item view route. The `routeOnlyProps = {}` as any placeholder is gone, replaced by real `viewOnlyOverride / forceViewOnly` props on `Site` and `ActionItem`.

MAINTENANCE / UNCATEGORIZED

- System messages now render links; support phone number and help link updated and standardized as constants; proxy page links updated. (ui)
- Site Maps content left-aligned instead of centered; Add-Legend prompt on upload limited to managed-legend orgs. (ui)
- `Shared/` folded into `CommonUI/` and imports repointed. (ui)
- Numerous map editor fixes: frozen-redux mutation white-screen on lines/fills, phantom Add-item sheet, editing a freshly-added text box (id 0 collapsed by ll), Konva rotation warning, editor-view style collapse, save-toast driven from React state. (map)
- `FontAwesome` usage removed; `globals.css` deleted and its rules folded into their owners. (map)