



# *4D & Wakanda User Group*

January 18th, 2016



# Agenda

1. About 4DMethod
2. 4D News, Jim Sobczak, Brian Young
3. Wakanda News, Xiang Liu
4. The 4D iNUG E-Digest, Ed Hammond
5. What's to know in the Knowledgebase?  
Brent Raymond
6. Hey 4D! Brent Raymond
7. Special topic: New 4D Write Pro, Roland Lannuzel
8. General Q & A
9. Next Meeting - March 1st, 2017

# Welcome



## Brent Raymond

4DMethod 4D & Wakanda User Group

[4dmethod.com](http://4dmethod.com)

[4dmethod@gmail.com](mailto:4dmethod@gmail.com)

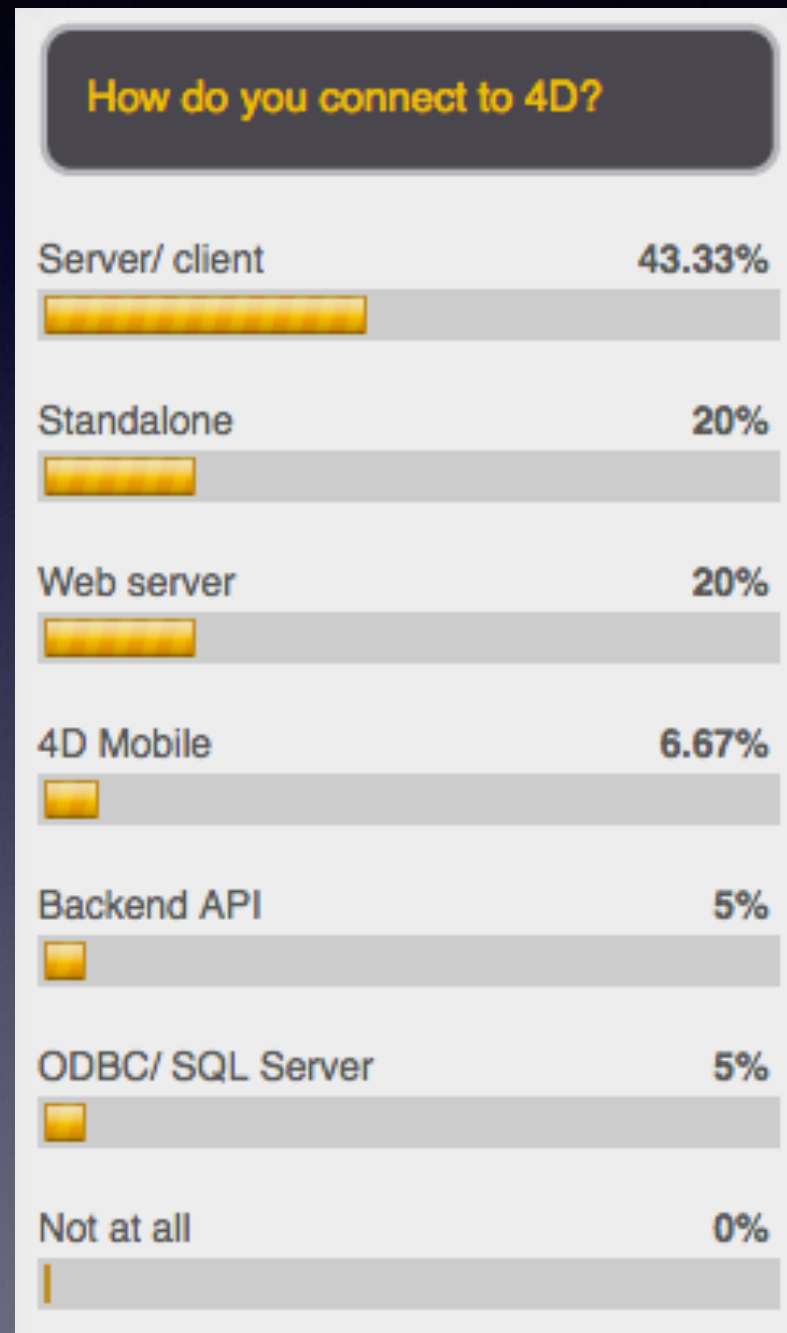
# 4DMethod

## 4D & Wakanda User Group

- Bring together a scattered community of developers and users
- Stream meetings via YouTube Live to allow people to participate from anywhere
- Record meetings and presentations to be viewed again or shared with others
- Provide fresh new content and exposure for users and developers everywhere



# 4DMethod News



# 4D News



Jim Sobczak

VP of Sales & Services for 4D, Inc.  
OEM Manager

[jsobczak@4d.com](mailto:jsobczak@4d.com)

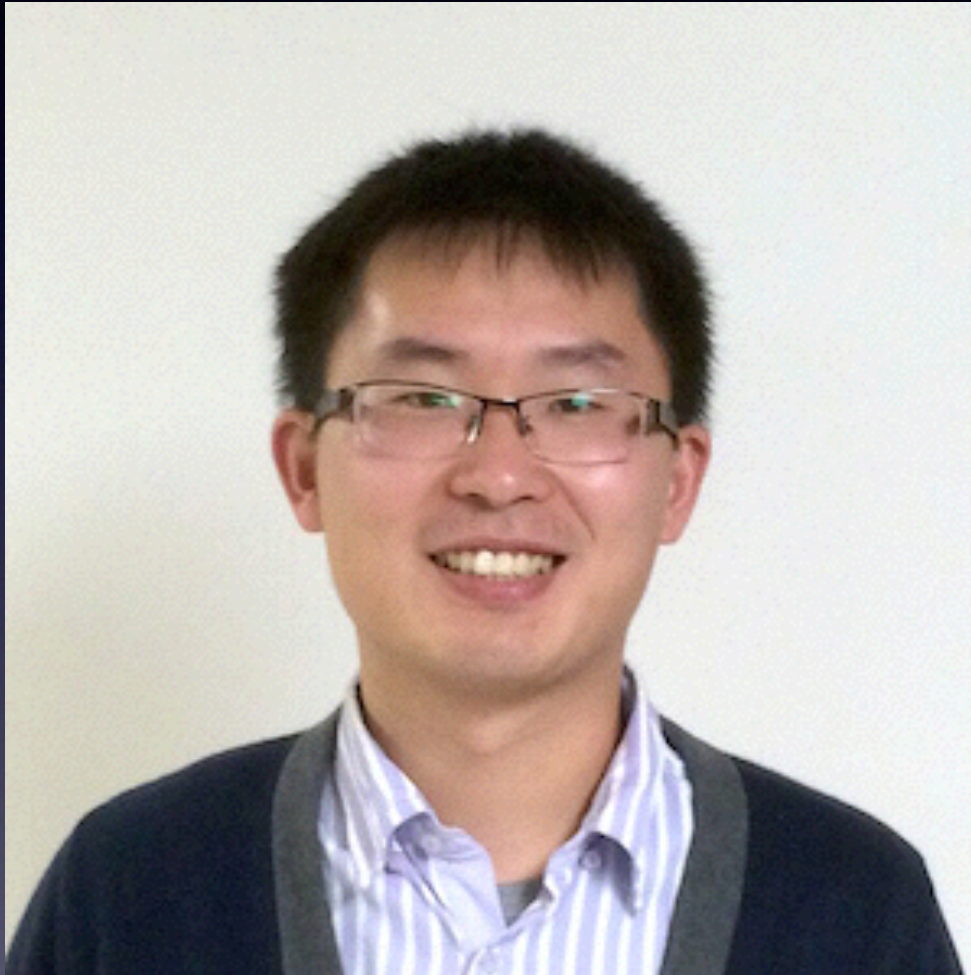
# 4D v16 released



- Released 10 January 2017
- High-speed object database, schema or schemaless
- Up to x10 speed improvement just by upgrading
- 64-bit database cache
- Asynchronous programming, multithreaded worker processes
- Fully customizable listbox objects
- 50+ new commands
- 4D Write Pro, powerful integrated text engine



# Wakanda News



Xiang Liu

Technical Services  
Engineer

4D Inc

[XLiu@4d.com](mailto:XLiu@4d.com)

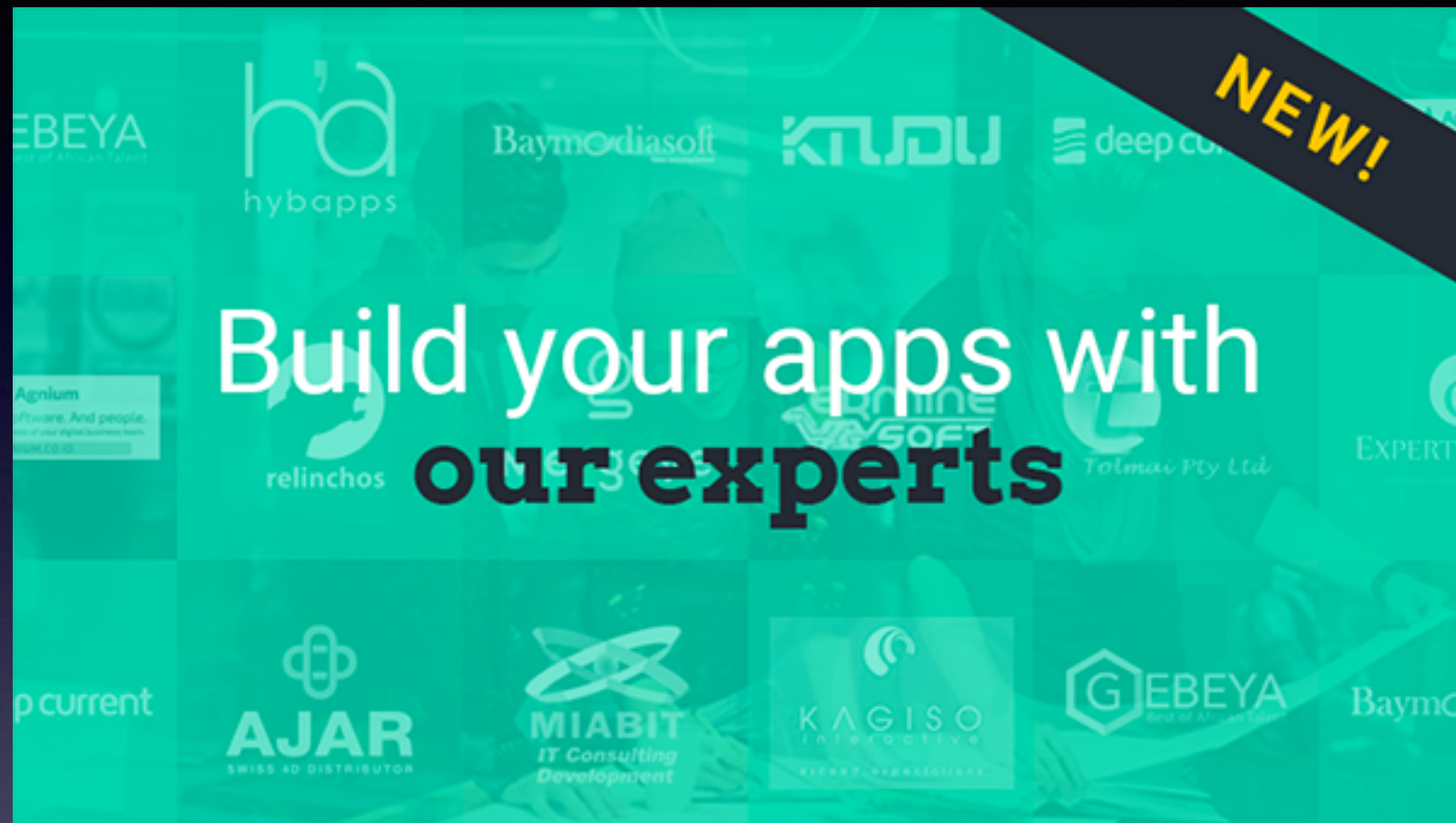
[https://www.linkedin.com/in/  
xiang-liu-05683232](https://www.linkedin.com/in/xiang-liu-05683232)



wakanda



# Wakanda News



## Wakanda Partners Program

- Mobile or web app development support
- Front end or backend development expertise

# The 4D iNUG E-Digest

## Ed Hammond



- Wide breadth of topics and 4D tech issues
- Take advantage of a wealth of 4D experience and knowledge
- Check out <http://4dmethod.com/e-digests/> for a list of recent topics being discussed in the iNUG
- To register:  
<http://lists.4d.com/mailman/listinfo>
- All discussion accessible online at:  
<http://4d.1045681.n5.nabble.com>

# What's to know in the Knowledgebase?

- MSC Verify Warns of Existing PICT Format Images

<http://kb.4d.com/assetid=77702>

- Converting 4D Write documents to 4D Write Pro

<http://kb.4d.com/assetid=77703>

- Awareness of virtual machine deployment with number of CPU cores via 4D Information Component

<http://kb.4d.com/assetid=77613>

## 6. Check Picture Library [2 warnings]

- Depreciated picture: ID = 1, Name = ffc.pct.
- Depreciated picture: ID = 2, Name = Menu bar 1.

## 13. Check menu bars and menus [1 warning]

- Menu Bar #1: Background picture refers to a deprecated picture.

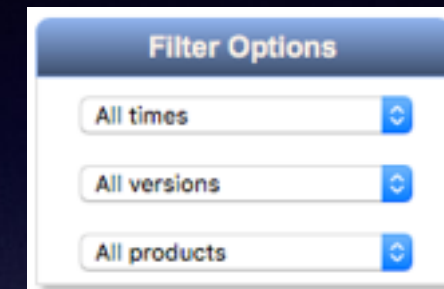


Computer name:	
Computer user:	
Manufacturer:	VMware
Computer kind:	VMware virtual platform
Total RAM:	16384 MB
Number of Processors:	4
Processor Name:	
CPU Speed:	
Total number of cores:	1
Total number of CPU threads:	1

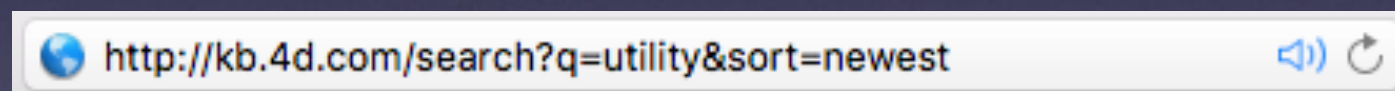


# Hey 4D!

We can search and filter in the KB...



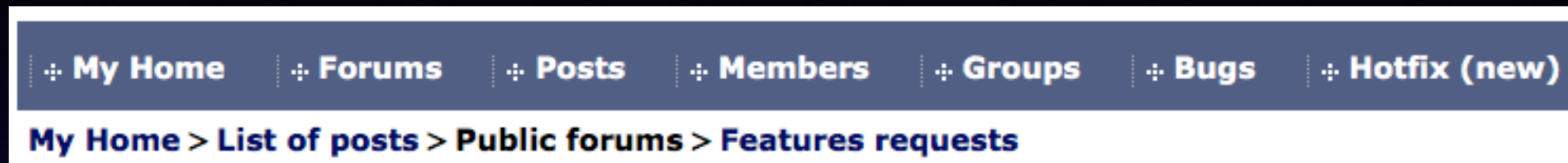
What about filtering by author?  
Also be able to link to searches?



It'd be a lot cooler  
if you did...



# Feature Requests/Voting



<http://forums.4d.fr/Forum/EN/1075213/0/0>

Voting on a feature request is accomplished by using the star rating system on the original post for that particular feature.

Compiler: Compile to a separate file: not into source project  
Sent on : 2012/12/19 - 02:53EPM

Average: (9 votes)  
★★★★★

Rate this:  
★★★★★

Reply

REQUEST:  
Allow an option when compiling, to create a destination - compiled only file, like in the old days with the separate compiler application, and NOT put the compiled code into the source .4db file.

BENEFITS:  
I do frequent backups of my source file. When compiling, and with 64-bit turned on, my source file becomes 4 times larger. I would much prefer to not explode the size of my source file with the compiled code.

The star rating system has 4 options:

- 1 = Bad
- 2 = Average
- 3 = Good
- 4 = Excellent

Select the number of stars you feel the feature request deserves to cast your vote:

Average: (9 votes)  
★★★★★

Rate this:  
★★★★★

<http://kb.4d.com/assetid=76726>

# Special Topic: New 4D Write Pro

**Roland Lannuzel**  
Ingénieur Programme  
4D

<https://fr.linkedin.com/in/roland-lannuzel-67136190/en>  
[Roland.Lannuzel@4d.com](mailto:Roland.Lannuzel@4d.com)

# Special Topic: New 4D Write Pro



wk capitalize wk inside wk author wk outside  
wk background color wk text color wk style sheet  
wk new line style sheet wk margin bottom  
wk vertical align wk text indent wk font  
wk text shadow color wk background position  
wk text shadow offset wk dotted wk unit percent  
wk image alternative text wk padding wk none  
wk solid wk text color wk list style image height  
wk list font wk layout unit wk text linethrough color  
wk text underline color wk height wk font family  
wk line height wk border style wk width wk font size  
wk uppercase wk text shadow color wk dashed wk direction wk image

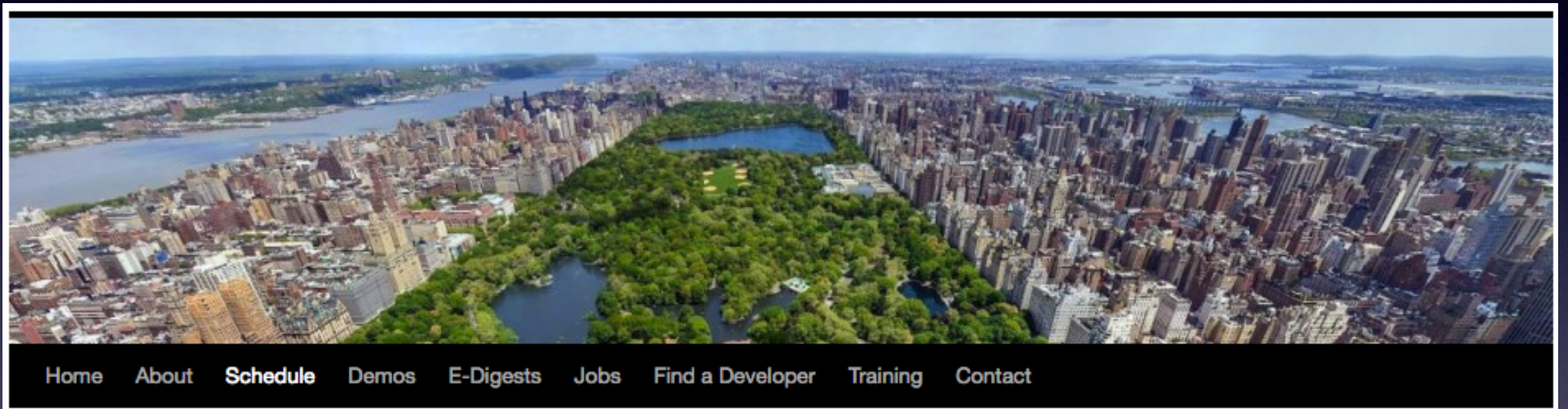


# Les questions?





# Next Meeting



<http://4dmethod.com/schedule/>

# Next Meeting

Wednesday, March 1st, 2017, 12:00 noon, CST (UTC-6:00)

## You?

Calling for speakers who would like to demo some of their work or applications. Open dates include:

March 1st, 2017

April 12th, 2017

May 24th, 2017

# Wrap Up

Other questions?

Discussion

Feedback is appreciated