



*4D & Wakanda  
User Group*

July 12, 2017



# Agenda

1. About 4DMethod
2. 4D News, Jim Sobczak
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: 4D ACME Client – A Lets Encrypt  
client in native 4D code, Tim Penner
8. General Q & A
9. Next Meeting - August 30, 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

# 4D News



Jim Sobczak

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

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

# 4D News



The image features a hand typing on a white keyboard. Overlaid on the right side of the keyboard is a digital interface with various icons and text. The icons include an information symbol, a menu, a pencil, a question mark, a chart, a person, puzzle pieces, a padlock, an app icon, a flowchart, a bar chart, a microscope, a database, binoculars, a gear, a network diagram, a keyboard, a ruler, a calculator, a tag, and a wrench.

July 11 - 13 • San Jose, CA

## 4D Essentials Training

*expert instruction in the fundamentals of building your 4D application*



# 4D v16 R3 released



- Released June 28, 2017
- 'New object' command
- Tabbed windows on macOS
- 4D Write Pro Custom Interface

```
// From 4D v16 R3
C_OBJECT($measures)
$measures:=Get database measures(New object("path";"DB.cacheReadBytes";
"withHistory";True;"historyLength";120))
```

<http://www.4d.com/downloads/products.html>



# 4D v16 R4...



- Currently in beta testing
- Object dot notation!!!
  - 10 times faster with the object notation
  - Use with variables and fields

```
C_TEXT($name)  
$name:=$o.Firstname
```

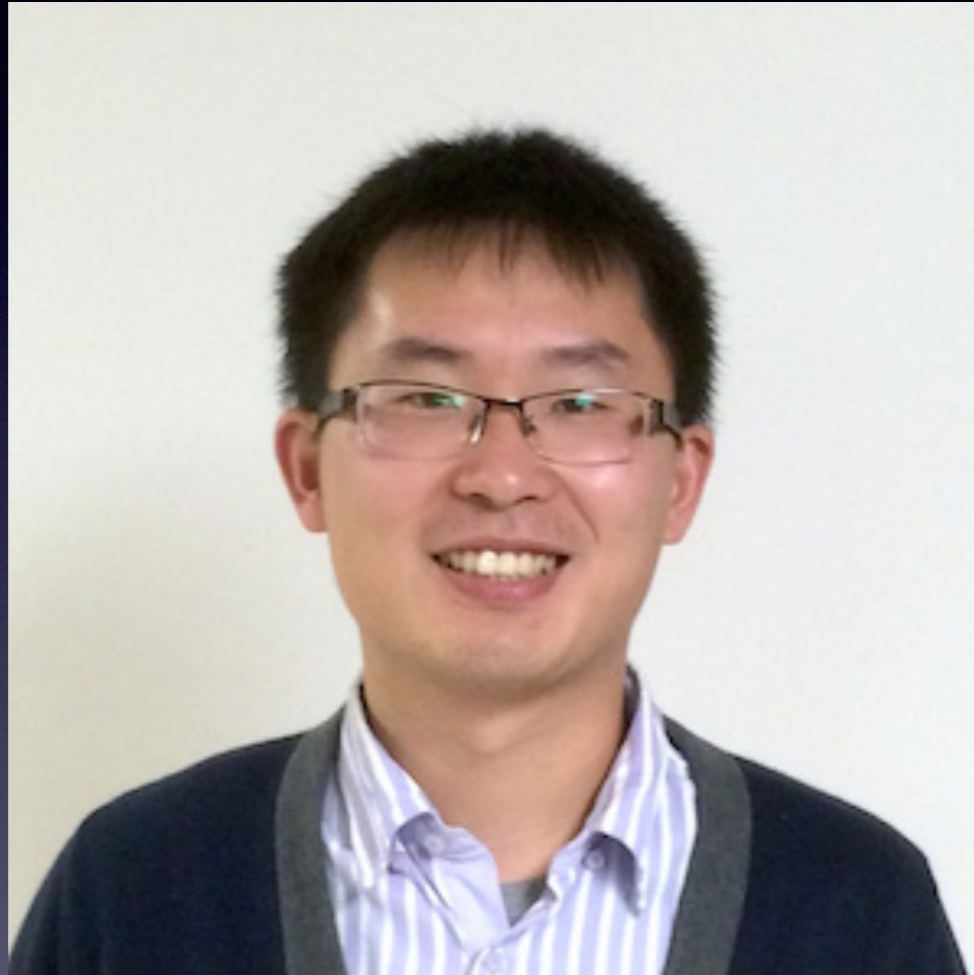
```
C_TEXT($name)  
$name:=$o.Child[1].Name
```

```
ID : [Person]ID  
Category : [Person]Category  
Firstname : [Person]OB_Field.Firstname  
Lastname : [Person]OB_Field.Lastname
```

<http://www.4d.com/downloads/products.html>



# 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 2.03

4D MOBILE			
<b>Wakanda Enterprise 1.1.4 (1)</b>		<b>Wakanda Enterprise 2.0.3 (2)</b>	
Windows 	OS X 	Windows 	OS X 
32-bit	64-bit	64-bit	64-bit
64-bit			

1. For 4D Mobile projects using the Wakanda Studio Prototyper  
2. The Wakanda 2.x for 4D Mobile license is available from your 4D Store account

Wakanda 2.x certified for 4D Mobile V16/V16 R

# Wakanda 2.03

Welcome Tim Penner - Logout | 4D Store

United States | HOME | SOLUTIONS | PRODUCTS | COMPANY | COMMUNITY | SUPPORT | DOWNLOADS | PURCHASE

## PURCHASE 4D STORE

4D Store Welcome to 4D Store

4D v16 | 4D v15

### Development

**4D Developer Standard v16**

4D's graphic environment and its ease of installation and use make it the ideal tool for developing all types of applications on either Windows and Mac platforms.

from \$389.00 [more info »](#)

**4D Developer Professional v16**

Get all the capabilities of 4D Developer Standard, plus a set of tools to create compiled applications, take advantage of components and plug-ins and more!

from \$1,479.00 [more info »](#)

**4D Team Developer Professional v16**

4D Team Developer is a development server that supports efficient real-time collaboration for your development team.

from \$2,839.00 [more info »](#)

### Deployment

**4D Server v16**

4D Server integrates a powerful relational database, a SQL server, and an application server, all in one product.

**4D Web Application Server v16**

The 4D Web Application Server integrates a full-featured Web server with complete 4D database server integration.

**4D SQL Desktop v16**

Deploy your compiled 4D desktop applications, with the ability to act as a SQL client for any external data source.

### MY ACCOUNT

Edit my account »

- My Quotes »
- My Orders »
- My Contracts (2) »

### MY LICENSES

- License list »
- License activation »
- Purchase an Upgrade »
- Upgrade Under Maintenance »
- Wakanda 2.x license for 4D Mobile »

ALL PRICES EXCLUDE SALES TAX.

### New! 4D Mobile Expansion

4D Mobile Expansion for 4D Server lets you instantly deploy your existing 4D application on mobile, tablets and the Web without modifying your 4D code. 4D Mobile takes advantage of Wakanda Enterprise and doesn't require a development license.

[Get connected! »](#)

# Wakanda 2.0

DEVELOPERS

## Open Letter to the Developer Community

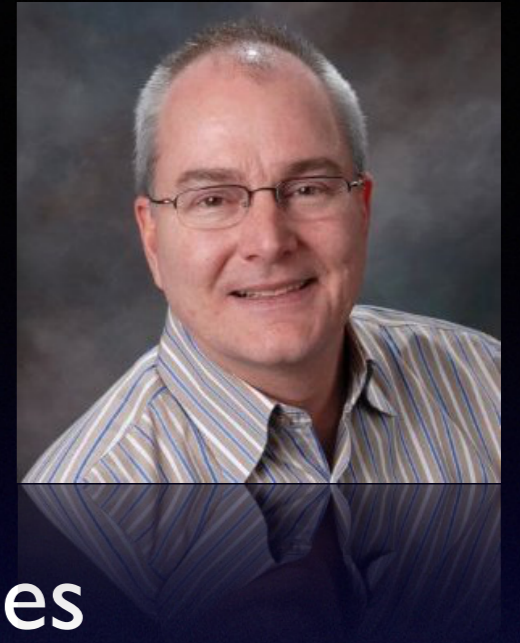


by Nii Abrahams

May 29, 2017

# 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?

- Managing Custom Constants with Code  
<http://kb.4d.com/assetid=77806>
- 4D Mobile Customize Data display using Locale  
<http://kb.4d.com/assetid=77805>
- Setting List Box last column width to prevent text overflow  
<http://kb.4d.com/assetid=77801>

```

Constants_NewFile ("Constants_ErrorDefinitions.xlf")

//-----
Constants_NewGroup ("Error levels")
//-----
Constants_AddLongint ("Error level is information";1)
Constants_AddLongint ("Error level is warning";2)
Constants_AddLongint ("Error level is error";3)
Constants_AddLongint ("Error level is critical";4)
Constants_AddLongint ("Error level is fatal";5)

//-----
Constants_NewGroup ("Error sources")
//-----
Constants_AddString ("Error is external";"External")
Constants_AddString ("Error is general";"General")
Constants_AddString ("Error is internal";"Internal")
Constants_AddString ("Error is transient";"Transient")

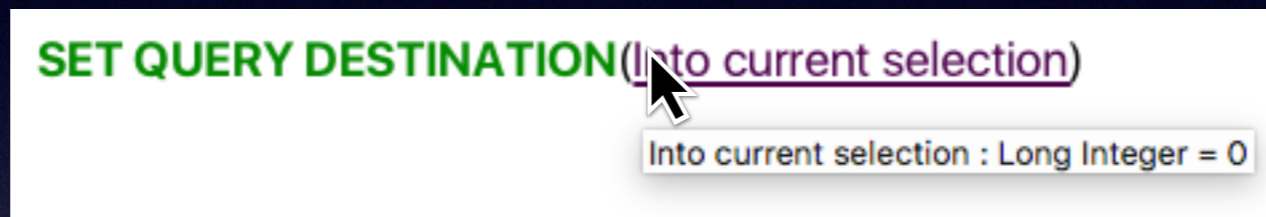
C_TEXT($filepath)
$filepath:=Constants_SaveFile
    
```

ID	Amount	Amount (no format)	Region	Currency
1	\$1,234.57	1234.567	US	USD
2	2 334,00 €	2334	FR	EUR
3	3.846,11 €	3846.1092	DE	EUR
4	¥853.01	853.01	ZH	CNY

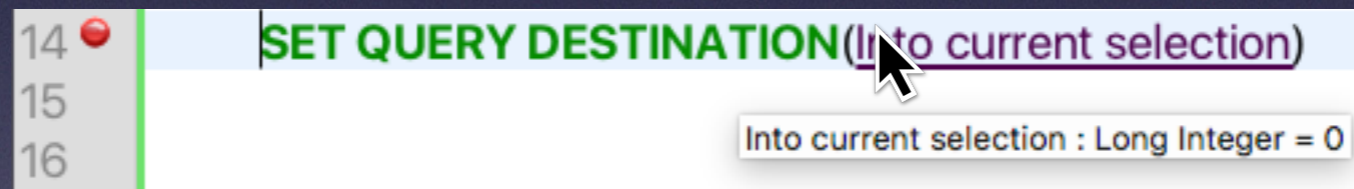
	Header1	Header2	Header3
1		A	AAAAAAAAAAAA...
2		B	BBBBBBBBBBBBBB...
3		C	CCCCCCCCCCCC...
4		D	DDDDDDDDDDDD...
5		E	EEEEEEEEEEEEEE...
6		F	FFFFFFFFFFFFFF...
7		G	GGGGGGGGGGGG...
8		H	HHHHHHHHHH...
9		I	IIIIIIIIIIII...
10		J	JJJJJJJJJJJJJ...

# Hey 4D!

We currently get help tips for constants showing their values in the debugger...



How about the same in the method editor?



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

# Feature Requests/Voting

⌘ My Home ⌘ Forums ⌘ Posts ⌘ Members ⌘ Groups ⌘ Bugs ⌘ Hotfix (new)

[My Home](#) > [List of posts](#) > [Public forums](#) > [Features requests](#)

<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 - 02:53ÉPM

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: 4D ACME Client

A Lets Encrypt client in native 4D code

**Tim Penner**

Senior Technical Services Engineer

4D Inc

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

<https://www.linkedin.com/in/timothypenner/>



# Special Topic: 4D ACME Client

A Lets Encrypt client in native 4D code

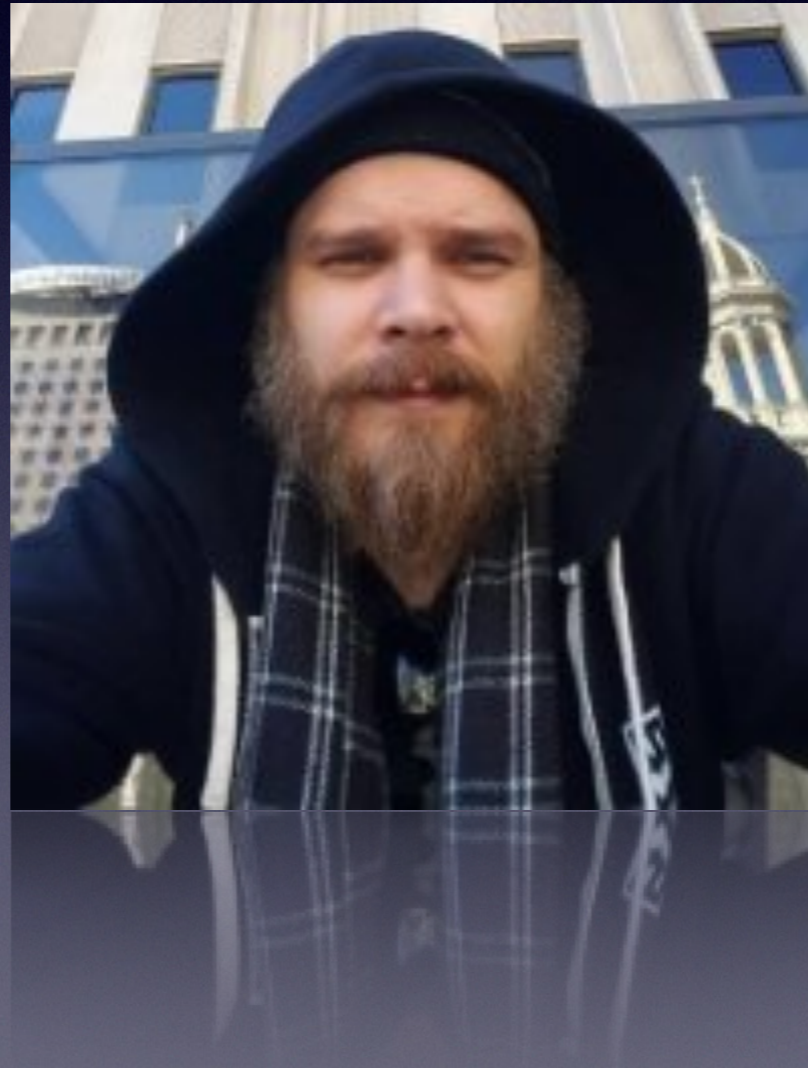
 KNOWLEDGEBASE

**Tech Note: ACME Client Component for 4D - Part 1 & 2**

<http://kb.4d.com/assetid=77671>

<http://kb.4d.com/assetid=77708>

# Questions?



# Next Meeting



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

# Next Meeting

Wednesday, August 23, 2017, 6:00 PM, CDT (UTC-5:00)  
A Publish/Subscribe Component for 4D, David Adams

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

October 4, 2017  
November 15, 2017

# Wrap Up

Other questions?

Discussion

Feedback is appreciated