



4D User Group

August 25, 2021



meeting #5 I

Agenda

1. About 4DMethod
2. 4D News, Ricardo Mello, Louise Darroy
3. 4D v19 LTS Release
4. 4D Open Source Community
5. 4D Blog Highlights
6. What's to know in the Knowledgebase?
7. Special topic: Enrich UX and UI with Unicode Special Characters – Add Komoncharoensiri
8. General Q & A
9. Next meeting - October 6, 2021

Welcome



Brent Raymond



4D User Group

4dmethod.com

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4D User Group

- Bring together a scattered community of developers and users
- Use video conferencing for meetings 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



Be a Presenter

This is your group!
Show off your application, your product, or
just some things you've been working on.

2022 is wide open.



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



Ricardo Mello

VP of Inside Sales and Marketing at 4D

Wakanda Chief Commercial Officer

ricardo.mello@wakanda.io



Louise Darroy

Field Marketing
North America

4D

Louise.Darroy@4d.com



Mark your agenda for 4D incoming activities

Free Live Session

120 minutes session

2 dates: 09/09 9am PDT | 12pm EDT (sold-out) & 09/23
12pm PDT | 3pm EDT

40 spots remaining for the second day

Live Training

Build your training schedule

Attend your training sessions from October to December

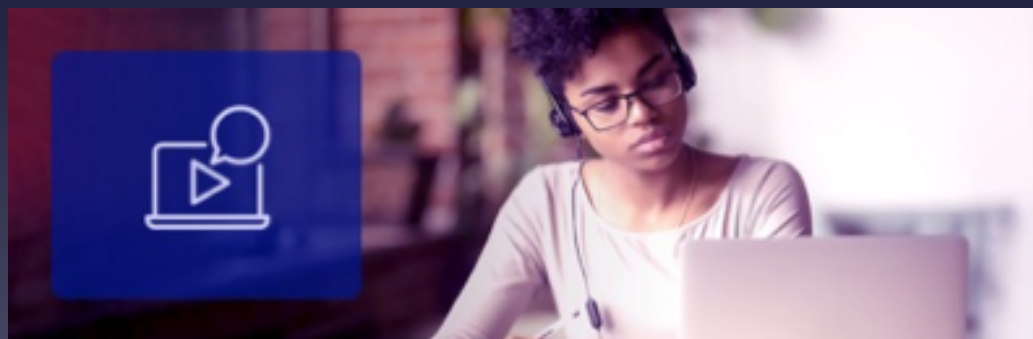
\$299 (Partners) - \$499 (Non-partners)

worldtour.4d.com/en





Mark your agenda for 4D incoming activities



Online Training for Beginners

5 sessions of 90 minutes

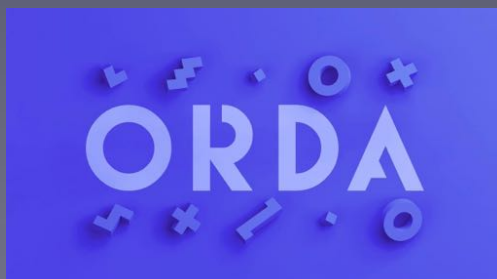
From October 4 to October 8

13 spots remaining

us.4d.com/training/online-training/online-training-beginners

v19 LTS Released

- Object-Oriented Programming in 4D
- 4D for Apple Silicon
- Project Mode
- 4D for mobile
- ORDA, ORDA Classes
- 4D Write Pro, 4D View Pro



<https://us.4d.com/new-4d-v19lts>



4D Open Source Community

Our hope is to come up with a way to promote the code that other 4D developers are releasing to the wild.

Changing compiler directives to var syntax automatically - Michael Höhne

```
19  
20 C_LONGINT($out_l)  
21 C_LONGINT($i_l)  
22 C_LONGINT($nbParams_l)  
23 C_LONGINT($size_l)  
24 C_LONGINT($start_l)  
25 C_LONGINT($type_l)  
26 C_POINTER($arr_p)  
27 C_TEXT($nmc_t)  
28 C_TEXT($pattern_t)  
29
```



<https://discuss.4d.com/t/changing-compiler-directives-to-var-syntax-automatically/20033>

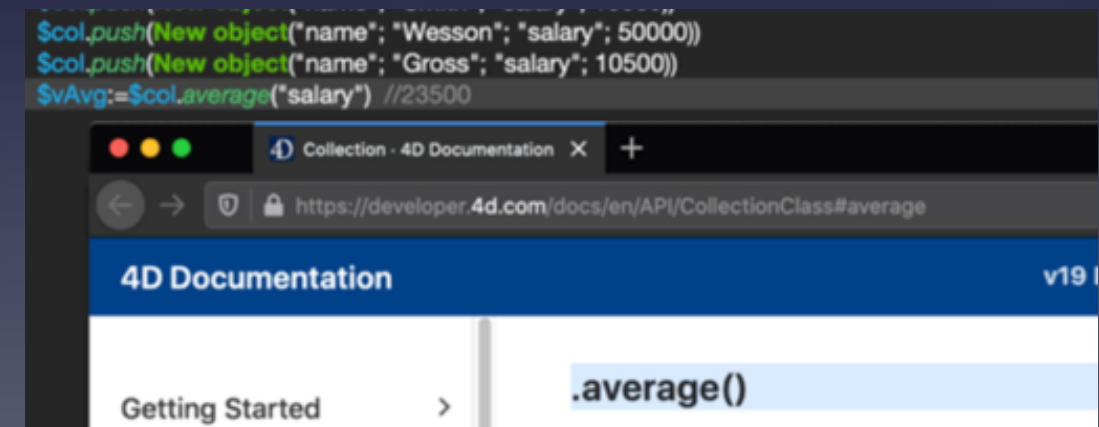
<https://github.com/mhoehne67/4D/tree/master/Macros/Compiler%20Declarations%20to%20var>



4D Blog Highlights



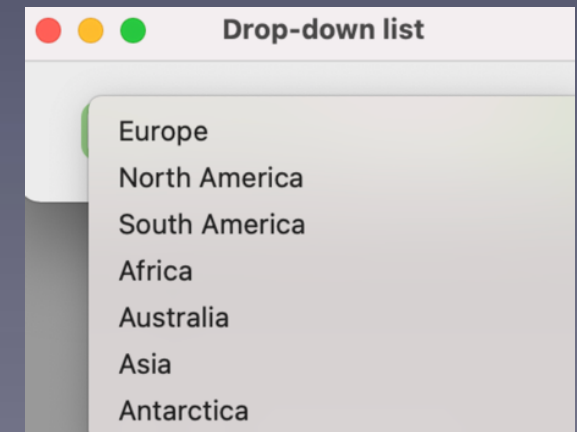
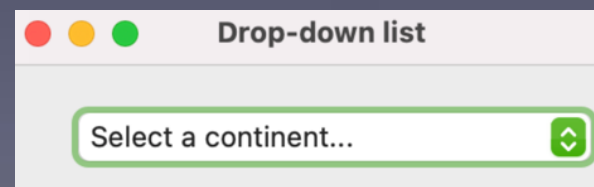
- 4D v19 performance on Apple M1 - Roland Mulder
- 4D for iOS: Sort the Contents of a List Form R2
- Show online documentation directly from the code editor R2
- Create a BLOB attribute in an object (4D.Blob) R2



	Blob	4D.Blob
Alterable	Yes	No
Shareable in objects and collections	No	Yes
Passed by reference*	No	Yes
Performance when accessing bytes	+	-
Maximum size	2GB*	Memory

What's to know in the Knowledgebase?

- Store user login information securely
<http://kb.4d.com/assetid=78764>
- Log Specific Client Actions in Server Logs
<http://kb.4d.com/assetid=78763>
LOG EVENT(Into 4D diagnostic log...
- Run PDFs in 4D Web Area
<http://kb.4d.com/assetid=78762>
- Server Calls Count
<http://kb.4d.com/assetid=78751>
- Deeper Level MSC Verify
<http://kb.4d.com/assetid=78746>
- Collection Support on Popup Dropdown List, Combo Box, and Tab Control - Nhat Do
<http://kb.4d.com/assetid=78753>



<https://kb.4d.com>

Special Topic: Enrich UX and UI with Unicode Special Characters

Add (Jamras) Komoncharoensiri



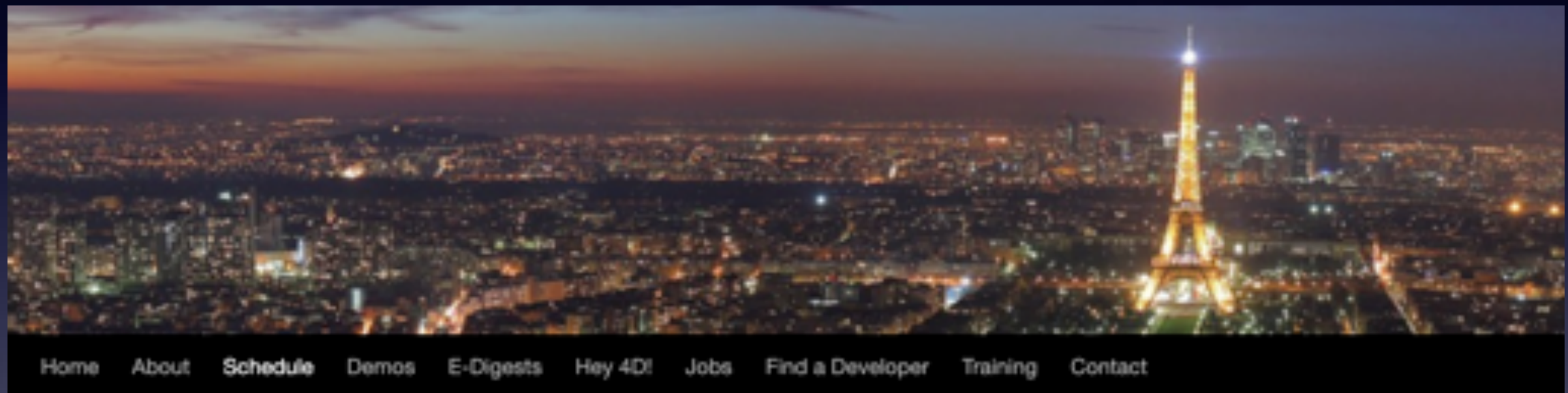
Director of Technical Services, 4D
AKomoncharoensiri@4d.com



Questions?



Next Meeting



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

Next Meetings

October 6, 2021

Thomas Maul

4D Server Monitoring using Grafana and Prometheus



November 17, 2021

Vincent de Lachaux

Avec classe: UI with Class



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

Wrap Up

Other questions?

Discussion

Feedback is appreciated



<https://www.patreon.com/4dmethod>