

4D User Group

August 14, 2024

4D

Meeting #73

Agenda



- I. About 4DMethod
- 2. Upcoming user group presentations
- 3. Happy Hour Review Kirk Brooks
- 4. 4D News Ricardo Mello
- 5. 4D Blog Highlights
- 6. Of Note in the Knowledge Base
- 7. Special topic: Full Database Insight Through the Lens of a Single Method Bruno Raeymaekers

Welcome



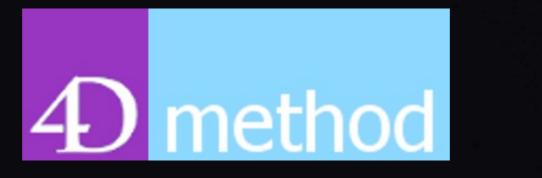
Brent Raymond

4D method

4D User Group

4dmethod.com

4dmethod@gmail.com





4D User Group

- Bring together a scattered community of developers and users
- Share new programming techniques
- See where 4D is deployed in the world
- Find 4D development support
- What can be done with 4D?! Great Ideas!

This is Your 4D Support Community!



4D method

Be a Presenter



This is your group!

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

*October 2 - Automating 4D deployments using Gitlab CI/CD Pipelines – James Scott and Jeff Kain





http://4dmethod.com/schedule/

4D method

What about you!!

2024 open dates: November 20

Or... record a short demo to share on 4DMethod



http://4dmethod.com/schedule/



Happy Hour 4D on Tap



- Connect on Zoom Friday afternoons, 3:30 PDT (90 min - 2 hours + depending on the discussion and interest
- Very informal, not all about 4D but mostly
- Much screen sharing, first hand look at dev
- BYOP (Bring Your Own Problem) you serve the problem and keep all the tips!





VP of Inside Sales and Marketing at 4D
4D VP of Marketing

Ricardo.Mello@4d.com



19.8 Released

4D 19 support and sales discontinued on July 12th.



https://developer.4d.com/docs/19/Notes/updates#4d-198





Thursday, July 18th

* New format with live code demos

https://www.youtube.com/watch?v=DeAYwMAUflc



20 R5 Released

- New Package manager to handle components through a dependencies.json file.
- Support of Try...Catch...End try error handling structures.
- QUIC network layer now supports broadcasting, SSO, and IPv6.
- Support of restricted entity selections.
- Support of shared classes and singleton classes. New Class properties: isShared, isSingleton, me.
- Support for initializing a class property in its declaration line.
- Visual structure editor information is now stored separately from table definition information to reduce conflicts in the catalog file. catalog_editor.json



https://blog.4d.com/en-whats-new-in-4d-20-r5/



4D Blog Highlights



https://blog.4d.com

> Managing HTTP Requests with HTTP Agents (4D.HTTPAgent, keep alive, timeout)

> Enhanced Session Storage Access (Session

storage by id)

> Using Classes Across Components

> 4D Netkit: Customizing OAuth 2.0

Connection Interface

Connection	OAuth 2.0			
Mi Mi	crosoft	Î		
Se co	nnecter			
E-mail,	téléphone ou ide	ntifiant Skype		
Pas de co	ompte ? Créez-en u	n!		
Votre compte n'est pas accessible ?				
	Retour	Suivant		

4D Blog Highlights



https://blog.4d.com

Easy Reference Comparison of Objects &
 Collections (comparing object references with
 = and #, find in array, .query)

> Integrate 4D Components Directly from

GitHub

Customize Global WarningsGeneration



```
"dependencies": {
     "myComponent": {
          "github": "anyAccount/myComponent",
          "version": "2.1.3"
     }
}
```

Interface	Compiler Database Backup Client-server Web SQL PHP Security	
Q Search i	Compiler Warnings in codes and labels	
Code	^ Label	Generation
300.2	The namespace {name} is not unique.	
514.1	The type of the variable is not compatible with the operator	✓
514.2	Cannot negate this type of variable	
514.3	Cannot compare two variables of those types	
514.4	Cannot make an assignment with those types	
514.5	The argument of an IF statement must be a boolean	
514.6	The argument of a WHILE statement must be a boolean	
514.7	The argument of a CASE statement must be a boolean	
514.8	The argument of an UNTIL statement must be a boolean	
514.9	The argument of a FOR statement must be a numerical	
518.1	Pointer in COPY ARRAY	
518.2	Pointer in SELECTION TO ARRAY	0
518.3	Pointer in LIST TO ARRAY	0
518.4	Pointer in ARRAY TO LIST	
518.5	Pointer in an array declaration	
518.6	Pointer in ARRAY TO SELECTION	
518.7	Using the function Undefined is not advised.	
518.8	This method is protected by a password.	
518.9	An automatic action button does not have a name in form ^0.	
518.10	Pointer in DISTINCT VALUES	
518.11	Constant ^0 redefined	
		_

Of Note in the Knowledge Base Add Komoncharoensiri

 Evaluation Technical-Debt of the 4D Thomas Schlumberger

https://kb.4d.com/assetid=79481



Version 4D: 20.3 LTS (102255), Project mode. 7608: Total parsed methods

11058: Total counted C_xxx 58: Total detected interprocess 376: Total #DECLARE lines 2172: Total var declaration lines 1519: Total Class Functions

1: Total Class singleton shared

0: Total Class singleton (not shared)

singleton Classes checked and reported starting with 20 R5



parsing methods

Methods_Statistics v1.0

- Count C_xxx
- Count Interprocess var and array
- ✓ Count #DECLARE
- Count var declaration
- Count Class Functions
- Count old deprecated commands
 - Show Progress bar
 - Structure Error Handler

Create result file

Replace old possible code

Process methods



Special Topic: Full Database Insight Through the Lens of a Single Method



Bruno Raeymaekers

https://www.linkedin.com/in/bruno-raeymaekers-7833691/



Questions?



Wrap Up

Other questions?

Discussion

Feedback is appreciated

Support us on patreon

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