



# 4D User Group

March 5, 2025



Meeting #77

# Agenda



1. About 4DMethod
2. Upcoming user group presentations
3. Happy Hour Review - Kirk Brooks
4. 4D News - Jim Sobczak
5. 4D Blog Highlights
6. Of Note in the Knowledge Base - Add Komoncharoensiri
7. Special topic: 4D and AI – Bring the Power of LLMs to Your 4D Applications – Ricardo Mello

# Welcome



## Brent Raymond



4D User Group

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

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



## The Global Online 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!





# Be a Presenter



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



- \* April 2 - Visual Studio Code for 4D Developers: Code, Debug and Copilot - Mathieu Ferry and Damien Fuzeau



- \* April 30 - Beautiful Documentation Made Easy - Jim Kerver



- \* June 18 - List As Objects – Bruno Raeymaekers



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



# What about you?!

2025 open dates:  
**August 6**

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



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





# Happy Hour 4D on Tap



- Connect on Zoom Friday afternoons, 2:30 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!

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





# News



Jim Sobczak

VP of Sales & Services  
OEM Manager

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





# 20 R7-R8<sup>BETA</sup>

## RELEASE WEBINAR

Wednesday, March 12th

10:00 am PDT (San Francisco) | 12:00 pm CDT (Chicago) | 01:00 pm EDT (New York)

## Release double header:

### To cover 20 R7 and R8 (beta)

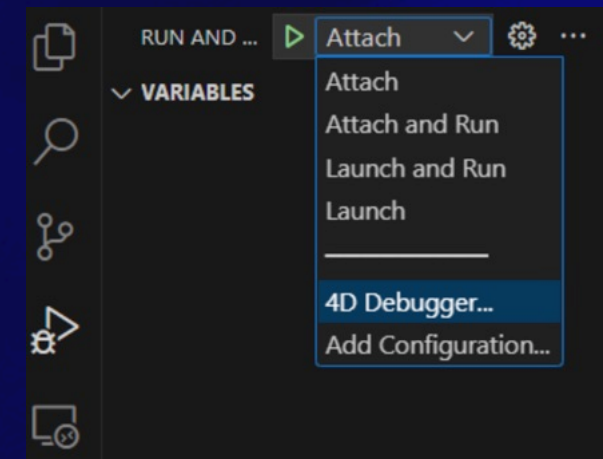
- Form Editor - enhanced Syntax Checking, Direct typing coding, new TCPConnection class
- User interface: Multi-window Applications, Listbox - hide null values in cells
- 4D Write Pro: Deleting/resetting Sections and Subsections, Make Hidden Table Borders Visible...
- 4D View Pro: New User-friendly Features for Data Manipulation
- 4D Qodly Pro: Demo time!

# 4D Blog Highlights

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



- > Debugging 4D Code Directly in Visual Studio Code
- > 4D Write Pro – Sign and secure documents (4D.CryptoKey)
- > New class to perform TCP connections
- > Master HTTP Requests with 4D Request Handlers



Can I:	Using on Web	
	Connection database method as a handler	Using HTTP Handlers
Split my code handling requests among several classes	No	Yes
Redirect the user on a <a href="#">Qodly page</a>	No	Yes
Force a user to authenticate themselves even when requesting an existing web resource (e.g. an existing html page)	No	Yes

```
send.4dm x launch.json SignedInProvider.4dm
Project > Sources > Methods > send.4dm
1 //%attributes = {}
2 var $google : cs.NetKit.Google
3 var $oauth2; $res : Object
4
5 $oauth2:=SignedInProvider()
6
7 $res:=$oauth2.getToken()
```

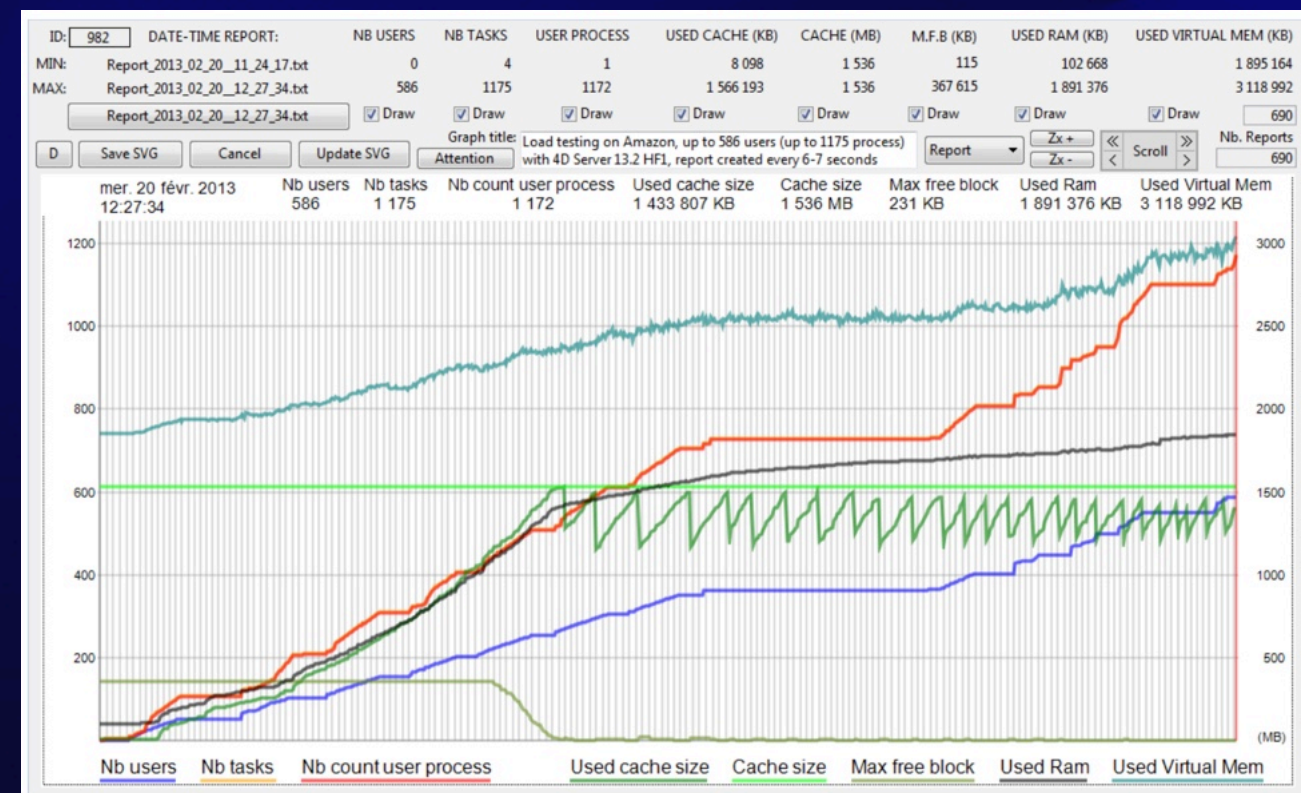
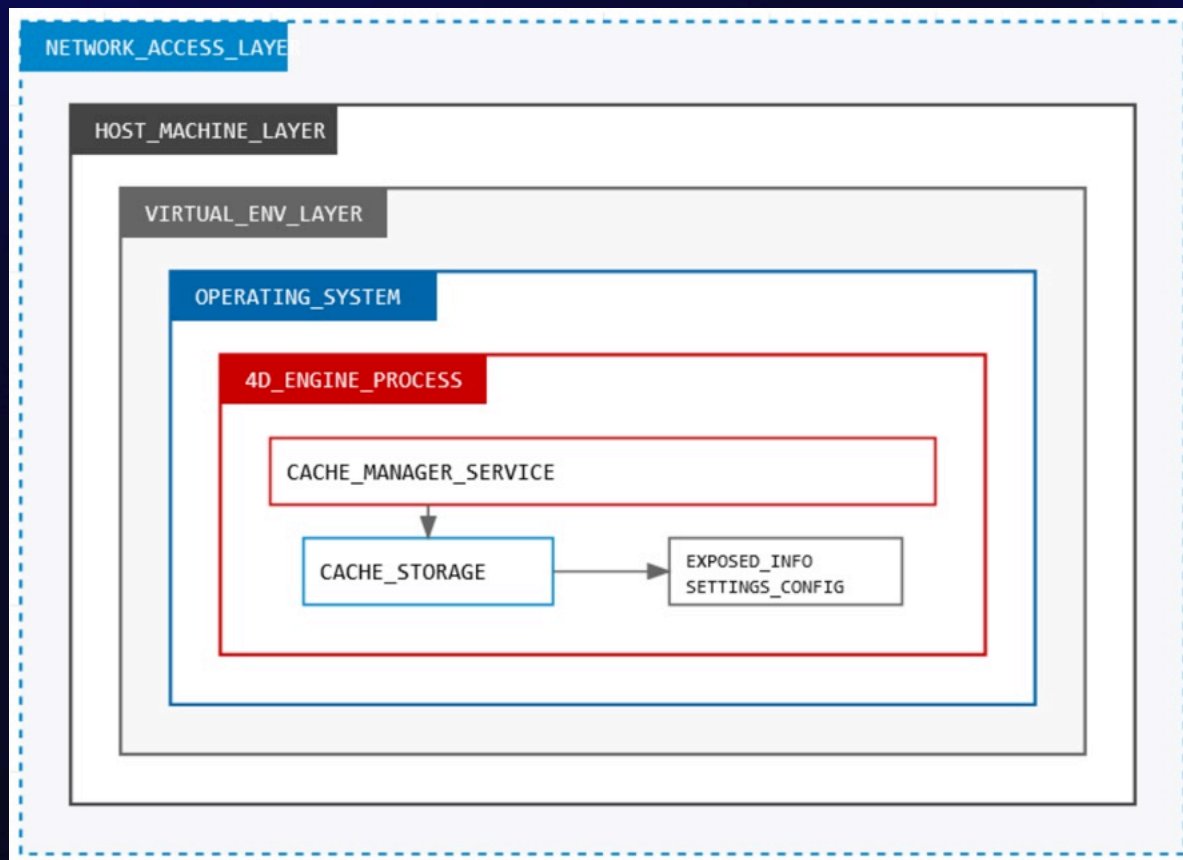


# Of Note in the Knowledge Base

## Add Komoncharoensiri



- Cache information and management - Thomas Schlumberger  
<https://kb.4d.com/assetid=79645>





# Special Topic: 4D and AI – Bring the Power of LLMs to Your 4D Applications



**Ricardo Mello**

VP of Inside Sales and Marketing at 4D  
<https://www.linkedin.com/in/ricardodemello/>



# Questions?



# Wrap Up

Other questions?

Discussion

Feedback is appreciated



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