



4D User Group

April 30, 2025



Meeting #79

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: Beautiful Documentation Made Easy – Jim Kerver

Welcome



Brent Raymond



4D User Group

4dmethod.com

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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.

* June 18 - List As Objects – Bruno Raeymaekers



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



What about you?!

2025 open dates:

August 6

November 5

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



News



Jim Sobczak

VP of Sales & Services
OEM Manager

jsobczak@4d.com



Strict typing & 4D

by Thomas Maul



Already happened on April 10

Recording available

<https://www.youtube.com/watch?v=oiPq2qHdvF4>

Improve code quality and get better Typeahead

Quick review of recent language changes including:

var, class properties, variadic functions, #DECLARE for properties, direct typing, assigning a class to a form



4D Write Pro

Roland Lannuzel

All new from 20.0 to 20 R10... and Beyond



60 minutes with Live Demo

See the AI-driven 4D Write Pro user-interface

English, May 28th at 8:30 am PDT (San Francisco), 10:30 am CDT (Chicago), 11:30 am EDT (New York)

English May 28th at 9:30 am GMT+2 targeting Europe

French May 27 2:30 pm GMT+2



20 R8 Released

- Advanced HTTP Request Handlers
- Debug 4D in Visual Studio Code
- Building evaluation applications
- New class to perform TCP connections
- Notarization on macOS: Changes to Component Structure (rebuild necessary of older components)
- Smarter Syntax Checking in Form Editor
- Direct Typing - moving away from compiler methods

<https://blog.4d.com/4d-20-r8-is-here/>

4D Blog Highlights

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



- > Unlock the Power of AI with 4D AIKit: Automate, Create, and Innovate (4D component)
- > Discover your AI-powered writing assistant in 4D Write Pro
- > Enhancing macOS Privacy and Security with Application UUID
- > Use class in embedded web area with \$4d

```
var $myWAObject:=cs.WAFunctions.new()  
WA SET CONTEXT ( * ; "MyWebArea"; $myWAObject)
```

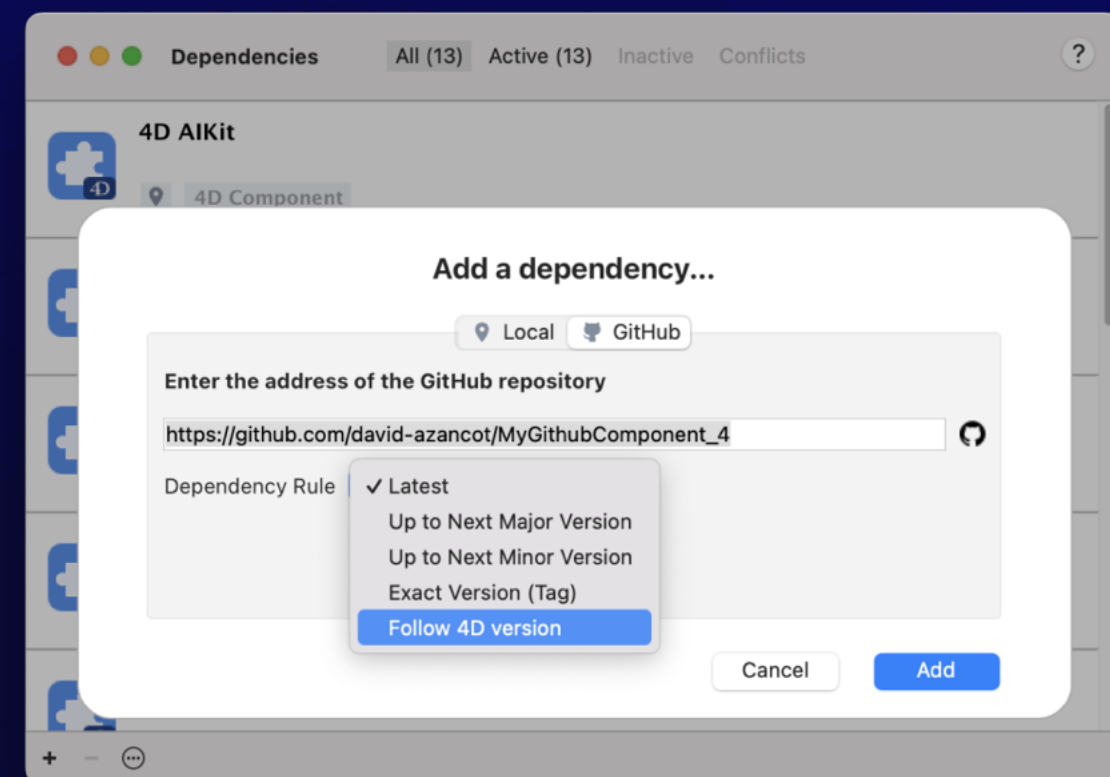
4D Blog Highlights

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



- > Warnings on Deprecated Language Elements
- > Edit and Debug Component Methods and Classes in 4D from the host project
- > Follow 4D version : A Smarter Way to Manage your Dependencies (most recent component for 4D x.x.x)

```
1 C_LONGINT($1)
2 C_BOOLEAN($draw)
3 _O_USE INTERNAL DATABASE
4 $draw:=Is license available(_o_4D Draw license)
```

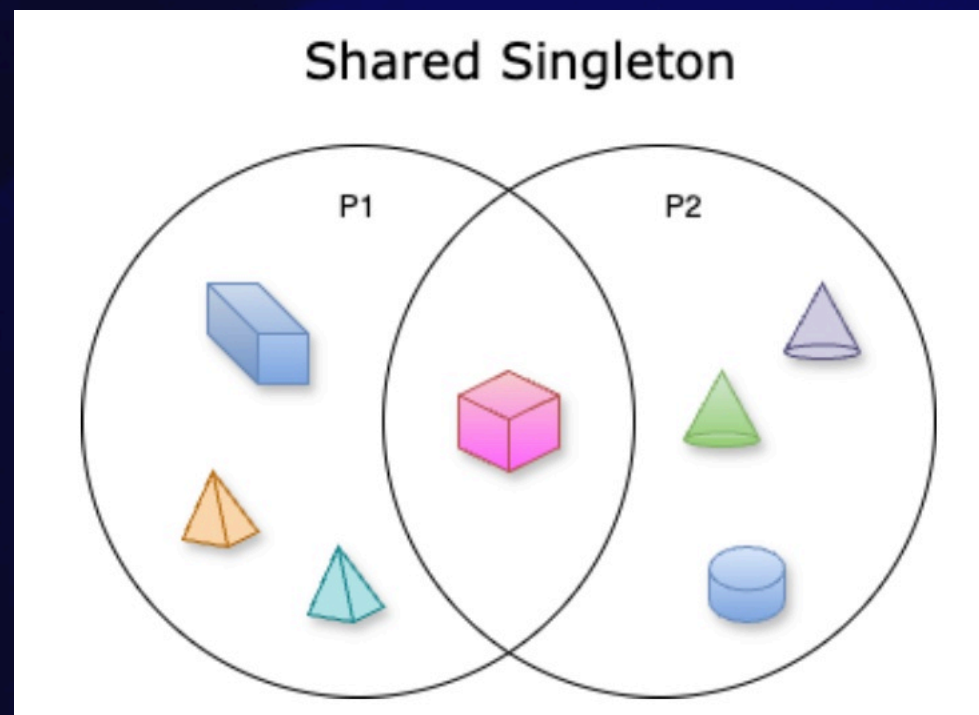


Of Note in the Knowledge Base

Add Komoncharoensiri



- Introduction to Shared Singleton Class:
Dynamic Global Variables - Nhat Do
<https://kb.4d.com/assetid=79699>



Special Topic: Beautiful Documentation Made Easy



Jim Kerver

Application Developer, Iribov
<https://github.com/Jim-Kerver>



Questions?



Wrap Up

Other questions?

Discussion

Feedback is appreciated



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