



# 4D User Group

November 5, 2025



Meeting #82

# 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 AI Platform – the Future Is Now – Ricardo Mello and Mathieu Ferry

# 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!

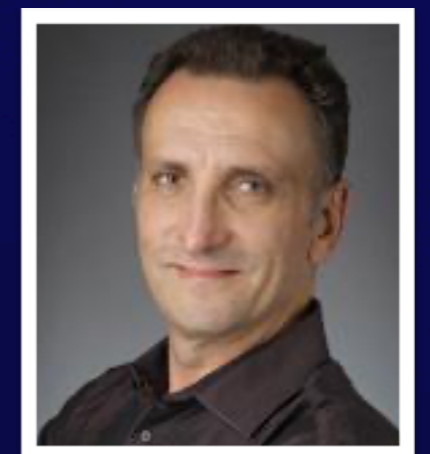


# Be a Presenter



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

- \*January 14 - Advanced Application Signing - Milan Adamov
- \*March 4, 2026 - BWEB – the low-code 4D component for the Web – Jean-Michel Biraghi



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



# What about you?!

2026 open dates:

April 22

June 10

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



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





# Happy Hour 4D on Tap



- Kirk Brooks, E4D LLC
- Connect on Zoom Friday afternoons, 2:30 PDT
- Very informal. Not all about 4D, but mostly
- Much screen sharing, first hand look at development
- 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)



Webinar



# AI with 4D 21 & 4D AI Kit

by Mathieu Ferry



Online |  November 6th | 8:30am PST (San

Francisco), 10:30am CST (Chicago), 11:30am EST (New  
York), 13:30pm GMT-3 (São Paulo)



# 21 Beta Released

- AI Integration
- Network Switching (QUIC is now the recommended network layer!)
- ORDA - Entity Lifecycle Events (validateSave, saving, afterSave, validateDrop, dropping, and afterDrop)
- Embed Qodly in 4D forms (sharing same license)
- Qodly Pro built-in internationalization (i18n)
- Edit components from host (shared or not)
- Custom HTTP Response Rules (HTTPRules.json)
- Unified Session Management

<https://blog.4d.com/en-whats-new-in-4d-21-since-4d-20-r10/>

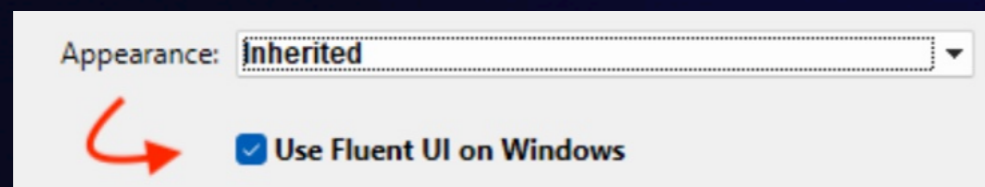
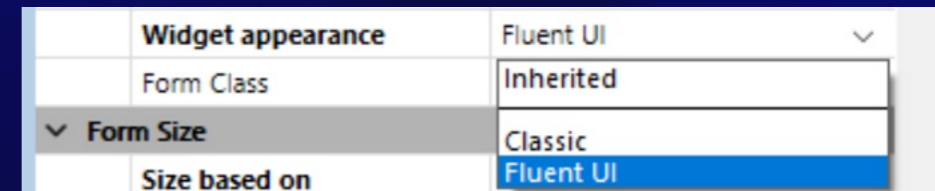


# 4D Blog Highlights

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



- > 4D 21 and AI Kit: Redefining how applications Think and Act (AI Kit's tool calling)
- > Semantic search: querying by vector similarity (not indexed...yet)
- > 4D AIKit: Structured Outputs
- > Trim, Trim start, and Trim end in 4D
- > Modernize your 4D interfaces with Fluent UI (Developer Preview)

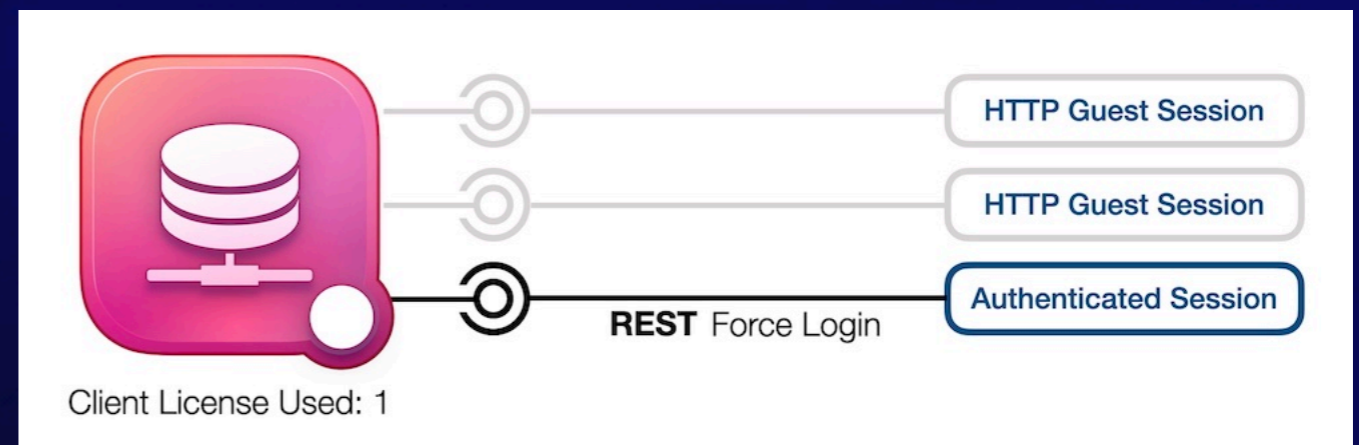


# Of Note in the Knowledge Base

## Add Komoncharoensiri



- Force Login for REST Authentication in 4D  
Abir Hsaini  
<https://kb.4d.com/assetid=79860>



# Special Topic: 4D AI Platform – the Future Is Now



**Mathieu Ferry**

Head of Product at 4D

<https://www.linkedin.com/in/mathieu-ferry/>



**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>