

Installation

Welcome to 4D! On this page, you will find all of the necessary information about installing and launching your 4D product.

Required configuration

The [Product Download](#) page on the 4D website provides information about the minimum macOS / Windows system requirements for your 4D series.

Additional technical details are available on the 4D website's [Resources page](#).

Installation on disk

4D products are installed from the 4D website:

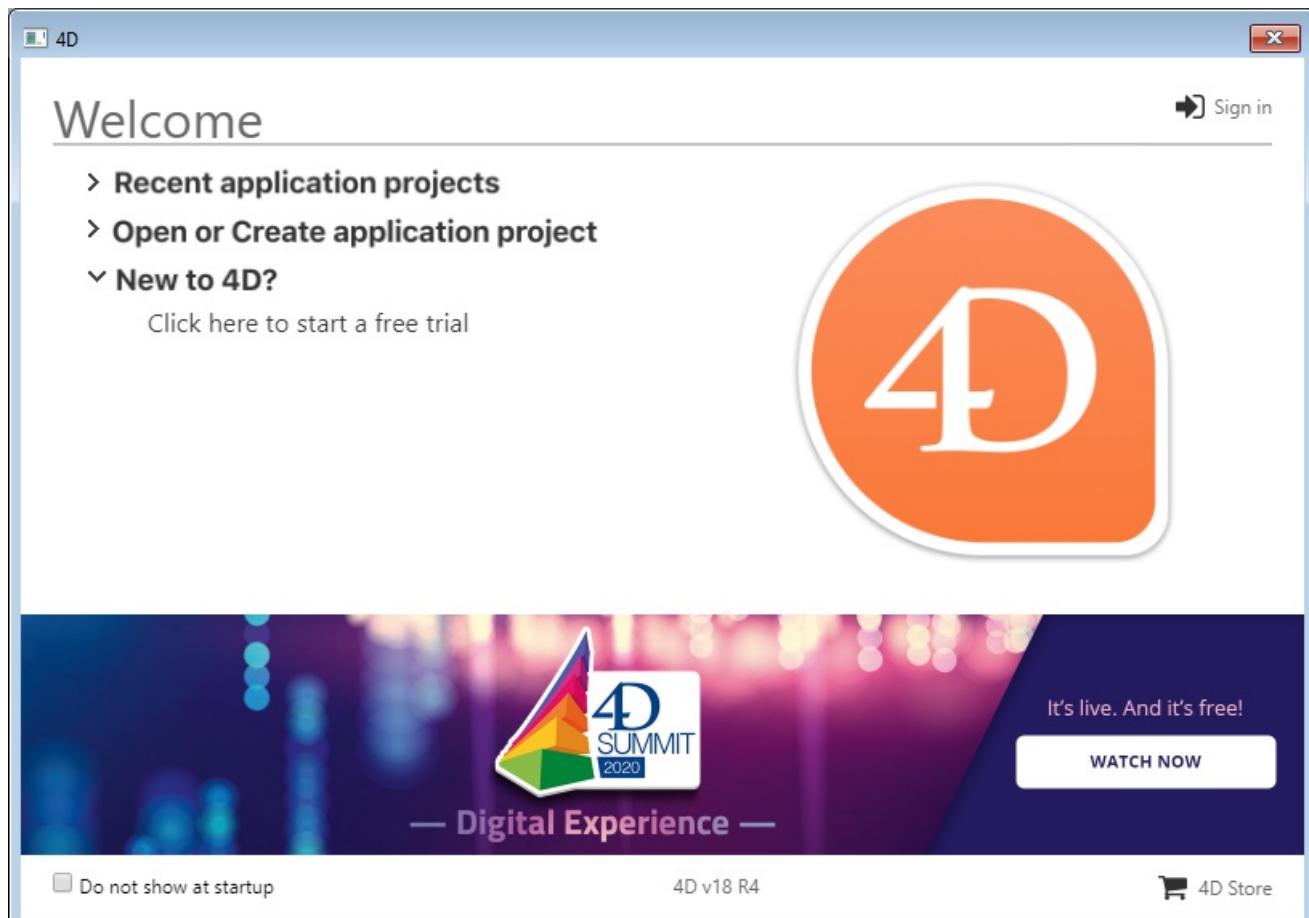
1. Connect to the 4D website and go to the [Downloads](#) page.
2. Click on the download link for your 4D product and follow the on-screen instructions.

Sign in

Once you have completed the installation, you can start 4D and sign in. To do so, double-click on the 4D product icon.



The Welcome Wizard then appears:



- If you want to discover and explore 4D, click on the free trial link. You will only be asked to sign in or to create a 4D account.
- If you already have a 4D account, click on the Sign in link in the upper right side of the Welcome Wizard dialog and enter your account information. Any already registered 4D licenses are automatically updated (or additional expansion packs loaded) on your machine.

Expand the Open or create project application area and select the action you want to perform:

- Connect to 4D Server - use 4D as a remote client and connect to an application that is already loaded by 4D Server.
- Open a local application project - load an existing application project stored on your disk.
- Create a new application project - create a new, empty application project on your disk.

Enjoy your 4D experience!

Architecture of a project

A 4D project is made of several folders and files, stored within a single parent application folder (package folder). Beispiel:

- MyProject
 - Komponenten
 - Daten
 - Logs
 - Settings
 - Documentation
 - Plugins
 - Project
 - DerivedData
 - Sources
 - Trash
 - Resources
 - Settings
 - userPreferences.jSmith
 - WebFolder

If your project has been converted from a binary database, additional folders may be present. See "Converting databases to projects" on [doc.4d.com](#).

Project folder

The Project folder typically contains the following hierarchy:

- <applicationName>.4DProject file
- Sources
 - Classes
 - DatabaseMethods
 - Methoden
 - Formulare
 - TableForms
 - Trigger
- DerivedData
- Trash (if any)

<applicationName>.4DProject file

Project development file, used to designate and launch the project. This file can be opened by:

- 4D
- 4D Server (read-only, see [Opening a remote project](#))

In 4D projects, development is done with 4D and multi-user development is managed through source control tools. 4D Server can open .4DProject files for testing purposes.

This text file can also contain configuration keys, in particular `"tokenizedText": false`.

Sources

Inhalt	Beschreibung	Format
catalog.4DCatalog	Table and field definitions	XML
folders.json	Explorer folder definitions	JSON
menus.json	Menu definitions	JSON
settings.4DSettings	<p><i>Structure</i> database settings. They are not taken into account if user settings or user settings for data are defined.</p> <p>Warning: In compiled applications, structure settings are stored in the .4dz file (read-only). For deployment needs, it is necessary to use user settings or user settings for data to define custom settings.</p>	XML
tips.json	Defined tips	JSON
lists.json	Defined lists	JSON
filters.json	Defined filters	JSON
styleSheets.css	CSS style sheets	CSS
styleSheets_mac.css	Mac css style sheets (from converted binary database)	CSS
styleSheets_windows.css	Windows css style sheets (from converted binary database)	CSS

DatabaseMethods

Inhalt	Beschreibung	Format
databaseMethodName.4dm	Database methods defined in the project. One file per database method	Text

Methoden

Inhalt	Beschreibung	Format
methodName.4dm	Project methods defined in the project. One file per method	Text

Classes

Inhalt	Beschreibung	Format
className.4dm	User class definition method, allowing to instantiate specific objects. One file per class, the name of the file is the class name	Text

Formulare

Inhalt	Beschreibung	Format
formName/form.4DForm	Project form description	json
formName/method.4dm	Project form method	Text
formName/Images/pictureName	Project form static picture	picture
formName/ObjectMethods/objectName.4dm	Object methods. One file per object method	Text

TableForms

Inhalt	Beschreibung	Format
<code>n/Input/formName/form.4DForm</code>	Input table form description (n is the table number)	json
<code>n/Input/formName/Images/pictureName</code>	Input table form static pictures	picture
<code>n/Input/formName/method.4dm</code>	Input table form method	Text
<code>n/Input/formName/ObjectMethods/objectName.4dm</code>	Input form object methods. One file per object method	Text
<code>n/Output/formName/form.4DForm</code>	Output table form description (n is the table number)	json
<code>n/Output/formName/Images/pictureName</code>	Output table form static pictures	picture
<code>n/Output/formName/method.4dm</code>	Output table form method	Text
<code>n/Output/formName/ObjectMethods/objectName.4dm</code>	Output form object methods. One file per object method	Text

Trigger

Inhalt	Beschreibung	Format
<code>table_n.4dm</code>	Trigger methods defined in the project. One trigger file per table (n is the table number)	Text

Note: The .4dm file extension is a text-based file format, containing the code of a 4D method. It is compliant with source control tools.

Trash

The Trash folder contains methods and forms that were deleted from the project (if any). It can contain the following folders:

- Methoden
- Formulare
- TableForms

Within these folders, deleted element names are in parentheses, e.g. "(myMethod).4dm". The folder organization is identical to the [Sources](#) folder.

DerivedData

The DerivedData folder contains cached data used internally by 4D to optimize processing. It is automatically created or recreated when necessary. You can ignore this folder.

Libraries

This folder is used on macOS only.

The Libraries folder contains the file resulting from a compilation with the [Silicon compiler](#) on macOS.

Resources

The Resources folder contains any custom project resource files and folders. In this folder, you can place all the files needed for the translation or customization of the application interface (picture files, text files, XLIFF files, etc.). 4D uses automatic mechanisms to work with the contents of this folder, in particular for the handling of XLIFF files and static pictures. For using in remote mode, the Resources folder lets you share files between the server machine and all the client machines. See the [4D Server Reference Manual](#).

Inhalt	Beschreibung	Format
<i>item</i>	Project resource files and folders	various
Images/Library/ <i>item</i>	Pictures from the Picture Library as separate files(*). Names of these items become file names. If a duplicate exists, a number is added to the name.	picture

(*) only if the project was exported from a .4db binary database.

Daten

The data folder contains the data file and all files and folders relating to the data.

Inhalt	Beschreibung	Format
data.4dd(*)	Data file containing data entered in the records and all the data belonging to the records. When you open a 4D project, the application opens the current data file by default. If you change the name or location of this file, the <i>Open data file</i> dialog box will then appear so that you can select the data file to use or create a new one	binary
data.journal	Created only when the database uses a log file. The log file is used to ensure the security of the data between backups. All operations carried out on the data are recorded sequentially in this file. Therefore, each operation on the data causes two simultaneous actions: the first on the data (the statement is executed normally) and the second in the log file (a description of the operation is recorded). The log file is constructed independently, without disturbing or slowing down the user's work. A database can only work with a single log file at a time. The log file records operations such as additions, modifications or deletions of records, transactions, etc. It is generated by default when a database is created. It is generated by default when a database is created.	binary
data.match	(internal) UUID matching table number	XML

(*) When the project is created from a .4db binary database, the data file is left untouched. Thus, it can be named differently and placed in another location.

Settings

This folder contains user settings files for data used for application administration.

These settings take priority over [user settings files](#) and [structure settings](#) files.

Inhalt	Beschreibung	Format
directory.json	Description of 4D groups, users, and their access rights when the application is run with this data file.	JSON
Backup.4DSettings	Database backup settings, used to set the backup options when the database is run with this data file. Keys concerning backup configuration are described in the 4D XML Keys Backup manual.	XML
settings.4DSettings	Custom database settings for this data file.	XML

Logs

The Logs folder contains all log files used by the project. Log files include, in particular:

- database conversion,
- web server requests,
- backup/restore activities journal (*Backup Journal/[xxx].txt*, see [Backup journal](#))
- command debugging,
- 4D Server requests (generated on client machines and on the server).

An additional Logs folder is available in the system user preferences folder (active 4D folder, see [Get 4D folder command](#)) for maintenance log files and in cases where data folder is read-only.

Settings

This folder contains user settings files used for application administration.

These settings take priority over [structure settings](#) files. However, if a [user settings file for data](#) exists, it takes priority over user settings file.

Inhalt	Beschreibung	Format
directory.json	Description of 4D groups and users for the application, as well as their access rights	JSON
Backup.4DSettings	Database backup settings, used to set the backup options) when each backup is launched. This file can also be used to read or set additional options, such as the amount of information stored in the <i>backup journal</i> . Keys concerning backup configuration are described in the <i>4D XML Keys Backup</i> manual.	XML
BuildApp.4DSettings	Build settings file, created automatically when using the application builder dialog box or the <code>BUILD APPLICATION</code> command	XML
settings.4DSettings	Custom settings for this project (all data files)	XML

userPreferences.<userName>

This folder contains files that memorize user configurations, e.g. break point or window positions. You can just ignore this folder. It contains for example:

Inhalt	Beschreibung	Format
methodPreferences.json	Current user method editor preferences	JSON
methodWindowPositions.json	Current user window positions for methods	JSON
formWindowPositions.json	Current user window positions for forms	JSON
workspace.json	List of opened windows; on macOS, order of tab windows	JSON
debuggerCatches.json	Caught calls to commands	JSON
recentTables.json	Ordered list of tables	JSON
preferences.4DPreferences	Current data path and main window positions	XML
CompilerIntermediateFiles	Intermediate files resulting from Apple Silicon compilation	Folder

Komponenten

This folder contains the components to be available in the application project. It must be stored at the same level as the Project folder.

An application project can be used itself as a component: - for development: put an alias of the .4dproject file in the Components folder of the host project. - for deployment: [build the component](#) and put the resulting .4dz file in a .4dbase folder in the Components folder of the host application.

Plugins

This folder contains the plug-ins to be available in the application project. It must be stored at the same level as the Project folder.

Documentation

This folder contains all documentation files (.md) created for the project elements such as classes, methods, or forms. Documentation files are managed and displayed in the 4D Explorer.

For more information, refer to [Documenting a project](#).

WebFolder

Default root folder of the 4D Web server for pages, pictures, etc. It is automatically created when the Web server is launched for the first time. It is automatically created when the Web server is launched for the first time.

.gitignore file (optional)

File that specifies which files will be ignored by git. You can include a gitignore file in your projects using the [Create .gitignore file](#) option on the General page of the preferences. To configure the contents of that file, see [Create .gitignore file](#).

Documenting a project

In application projects, you can document your methods as well as your forms, tables, or fields. Creating documentation is particularly appropriate for projects being developed by multiple programmers and is generally good programming practice. Documentation can contain a description of an element as well as any information necessary to understand how the element functions in the application.

The following project elements accept documentation:

- Methods (database methods, component methods, project methods, form methods, 4D Mobile methods, triggers, and classes)
- Formulare
- Tabellen und Felder

Your documentation files are written in Markdown syntax (.md files) using any editor that supports Markdown. They are stored as independant files within your project folder.

Documentation is displayed in the preview area (right-side panel) of the Explorer:

The screenshot shows the 4D Explorer window titled "HDI_4DWP_GetSetFormulas - Explorer". The left sidebar has a tree view with categories: Home, Tables, Forms, Methods (selected), Commands, Constants, Plug-ins, and Trash. Under the Methods category, there are sub-categories: Project Methods, Component Methods, Database Methods, Classes, Triggers, Project Form Methods, Table Form Methods, and 4D Mobile Methods. The "Project Methods" category is expanded, showing methods like 00_Start, Compiler_Arrays, Compiler_Methods, Compiler_Variables, Compiler_Variables_Inter, GetEmptyString, GetFullAddress, GetLogo (which is selected and highlighted in grey), GetPage, GetString, initHDI, keep, m_Quit, Method15, and zz. A table to the right lists parameters for the GetLogo method:

Parameter	Type	in/out	Description
size	Longint	in	Logo style selector (1 to 5)
logo	Picture	out	Selected logo

The right panel contains two sections: "Description" and "Example". The "Description" section states: "This method returns a logo of a specific size, depending on the value of the size parameter value. 1 = smallest size, 5 = largest size." The "Example" section shows the following code:

```
C_PICTURE($logo)
C_LONGINT($size)

//Get the Largest Logo
$logo:=GetLogo(5)
```

It can also be partially exposed as [code editor tips](#).

Documentation files

Documentation file name

Documentation files have the same name as their attached element, with the ".md" extension. For example, the documentation file attached to the `myMethod.4dm` project method will be named `myMethod.md`.

In the Explorer, 4D automatically displays the documentation file with the same name as the selected element (see below).

Documentation file architecture

All documentation files are stored in the `Documentation` folder, located at the first level of the package folder.

The `Documentation` folder architecture is the following:

- `Documentation`
 - `Classes`
 - `myClass.md`
 - `DatabaseMethods`
 - `onStartup.md`
 - ...
 - `Formulare`
 - `loginDial.md`
 - ...
 - `Methoden`
 - `myMethod.md`
 - ...
 - `TableForms`
 - `1`
 - `input.md`
 - ...
 - ...
 - `Trigger`
 - `table1.md`
 - ...
- A project form and its project form method share the same documentation file for form and method.
- A table form and its table form method share the same documentation file for form and method.

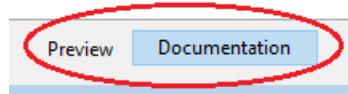
Renaming or deleting a documented element in your project will also rename or delete the element's associated Markdown file.

Documentation in the Explorer

Viewing documentation

To view documentation in the Explorer window:

1. Make sure the preview area is displayed.
2. Select the documented element in the Explorer list.
3. Click the Documentation button located below the preview area.



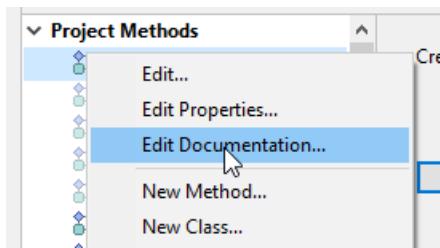
- If no documentation file was found for the selected element, a `Create` button is displayed (see below).
- Otherwise, if a documentation file exists for the selected element, the contents are displayed in the area. The contents are not directly editable in the pane.

Editing documentation file

You can create and/or edit a Markdown documentation file from the Explorer window for the selected element.

If there is no documentation file for the selected element, you can:

- click on the Create button in the Documentation pane or,
- choose the Edit Documentation... option in the contextual menu or options menu of the Explorer.

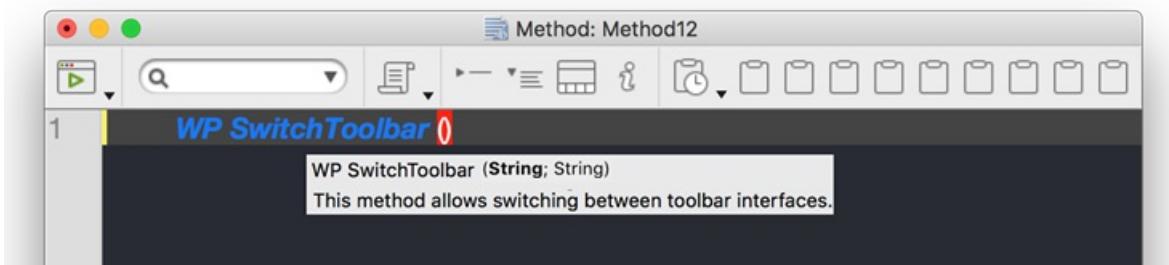


4D automatically creates an appropriately named .md file with a basic template at the relevant location and opens it with your default Markdown editor.

If a documentation file already exists for the selected element, you can open it with your Markdown editor by choosing the Edit Documentation... option in the contextual menu or options menu of the Explorer.

Viewing documentation in the code editor

The 4D code editor displays a part of a method's documentation in its help tip.



If a file named "<MethodName>.md" exists in "<package>/documentation" folder, the code editor displays (by priority):

- Any text entered in an HTML comment tag (`<!-- command documentation -->`) at the top of the markdown file.
- Or, if no html comment tag is used, the first sentence after a `# Description` tag of the markdown file.
In this case, the first line contains the prototype of the method, automatically generated by the 4D code parser.

Otherwise, the code editor displays [the block comment at the top of the method code](#).

Documentation file definition

4D uses a basic template to create new documentation files. This template suggests specific features that allow you to [display information in the code editor](#).

However, you can use any [supported Markdown tags](#).

New documentation files are created with the following default contents:

```
Method15.md
1 <!-- Type here your summary -->
2 ## Description
3 ~
4 ## Example
5 ~
6 ^``4d^
7 Type here your example
8 ``~
```

Line	Beschreibung
"<!-- Type your summary here -->"	HTML comment. Used in priority as the method description in the code editor tips
## Description	Heading level 2 in Markdown. The first sentence after this tag is used as the method description in the code editor tips if HTML comment is not used
## Example	Heading level 2, you can use this area to show sample code
` 4D Type your example here \`	Used to format 4D code examples (uses highlight.js library)

Supported Markdown

- The title tag is supported:

```
# Title 1
## Title 2
### Title 3
```

- The style tags (italic, bold, strikethrough) are supported:

```
_italic_
**bold**
**_bold/_italic_**
~~strikethrough~~
```

- The code block tag (```4d ... ```) is supported with 4D code highlight:

```
` 4d C_TEXT($txt) $txt:="Hello world!" \`
```

- The table tag is supported:

Parameter	Type	Description
-----	-----	-----
wpArea	String	Write pro area
toolbar	String	Toolbar name

- The link tag is supported:

```
// Case 1
The [documentation](https://doc.4d.com) of the command ....

// Case 2
[4D blog][1]

[1]: https://blog.4d.com
```

- The image tags are supported:

```
![image info](pictures/image.png)

![logo 4D](https://blog.4d.com/wp-content/uploads/2016/09/logo0rignal-1.png "4D blog logo")

![logo 4D blog with link](https://blog.4d.com/wp-content/uploads/2016/09/logo0rignal-1.png "4D blog log")
```



For more information, see the [GitHub Markdown guide](#).

Beispiel

In the `WP_SwitchToolbar.md` file, you can write:

```
<!-- This method returns a different logo depending on the size parameter -->

GetLogo (size) -> logo

| Parameter | Type     | in/out | Description |
| ----- | ----- | ----- | ----- |
| size      | Longint | in    | Logo style selector (1 to 5) |
| logo       | Picture  | out   | Selected logo |

## Description

This method returns a logo of a specific size, depending on the value of the *size* parameter value.
1 = smallest size, 5 = largest size.

## Example

C_PICTURE($logo)
C_LONGINT($size)

//Get the largest logo
$logo:=GetLogo(5)
```

- Explorer view:

HDL_4DWP_GetSetFormulas - Explorer

Methods

Project Methods

- 00_Start
- Compiler_Arrays
- Compiler_Methods
- Compiler_Variables
- Compiler_Variables_Inter
- GetEmptyString
- GetFullAddress
- GetLogo**
- GetPage
- GetString
- initHDI
- keep
- m_Quit
- Method15
- zz

Component Methods

Database Methods

Classes

Triggers

Project Form Methods

Table Form Methods

4D Mobile Methods

Parameter	Type	in/out	Description
size	Longint	in	Logo style selector (1 to 5)
logo	Picture	out	Selected logo

Description

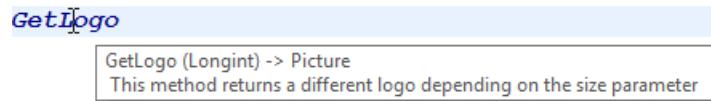
This method returns a logo of a specific size, depending on the value of the *size* parameter value. 1 = smallest size, 5 = largest size.

Example

```
C_PICTURE($logo)
C_LONGINT($size)

//Get the largest logo
$logo:=GetLogo(5)
```

- Code editor view:



Über die 4D Programmiersprache

Die in 4D integrierte Sprache mit mehr als 1300 Befehlen macht 4D zu einem leistungsstarken Entwicklungswerkzeug für Web-, Mobile- oder Desktop-Anwendungen. Sie können die 4D Sprache für ganz unterschiedliche Aufgaben verwenden - von der Durchführung einfacher Berechnungen bis hin zum Erstellen komplexer individueller Benutzeroberflächen. Sie können zum Beispiel:

- Den Zugriff auf jeden Editor zur Datensatzverwaltung (Sortieren, Suchen, usw.) per Programmierung steuern
- Komplexe Berichte und Etiketten mit den Informationen aus der Datenbank erstellen und drucken,
- mit anderen Geräten kommunizieren,
- E-Mails senden,
- Dokumente und Web Seiten verwalten,
- Daten zwischen 4D Anwendungen und anderen Applikationen importieren und exportieren,
- Abläufe, die in anderen Sprachen geschrieben wurden, in die 4D Programmiersprache integrieren.

Die Flexibilität und Leistungsfähigkeit der 4D Programmiersprache macht sie zum idealen Werkzeug für Anwender und Entwickler auf unterschiedlichem Niveau, um eine ganze Reihe von Aufgaben im Informationsmanagement zu erfüllen. Anfänger können schnell Berechnungen durchführen. Erfahrene Benutzer ohne Programmierkenntnisse können ihre Anwendungen selbst anpassen. Erfahrene Entwickler können diese leistungsstarke Programmiersprache nutzen, um ihre Anwendungen mit anspruchsvollen Features und Funktionsweisen auszurüsten, einschließlich Dateiübertragung, Kommunikation und Überwachung. Entwickler mit Programmiererfahrung in anderen Sprachen können der 4D Sprache eigene Befehle hinzufügen.

Was ist eine Sprache?

Die Sprache von 4D unterscheidet sich kaum von der gesprochenen Sprache im Alltag. Es ist eine Form der Kommunikation, um Ideen auszudrücken, zu informieren und zu instruieren. Wie die gesprochene Sprache hat 4D ein eigenes Vokabular, eine eigene Grammatik und Syntax; damit definieren Sie, wie 4D Ihre Anwendung und Ihre Daten verwalten soll.

Sie müssen nicht die komplette Sprache kennen, um effektiv mit 4D zu arbeiten. Zum Sprechen müssen Sie auch nicht die gesamte englische Sprache beherrschen; Sie können ein kleines Vokabular haben und trotzdem ziemlich eloquent sein. Die 4D Sprache ist ganz ähnlich — Sie müssen nur einen kleinen Teil der Sprache kennen, um produktiv zu werden, und können den Rest bei Bedarf dazulernen.

Warum eine Sprache verwenden?

Auf den ersten Blick mag es scheinen, dass es wenig Bedarf für eine Programmiersprache in 4D gibt. Die Designumgebung bietet flexible Tools, mit denen sich ohne Programmierung unzählige Vorgänge in der Datenverwaltung ausführen lassen. Grundlegende Operationen wie Daten eingeben, Berichte erstellen, Suchen und Sortieren lassen sich mühelos durchführen. Außerdem gibt es viele weitere Funktionalitäten, wie Bestätigen der Daten, Unterstützung bei der Dateneingabe, Generieren von Diagrammen und Etiketten.

Wozu brauchen wir also eine 4D Sprache? Hier sind einige Anwendungsbereiche:

- Wiederkehrende Aufgaben automatisieren: beispielsweise Daten aktualisieren, komplexe Berichte erstellen und selbstständige Durchführung langwieriger Operationen.
- Die Benutzeroberfläche steuern: Fenster und Menüs verwalten, Formulare und Objekte der Oberfläche steuern.
- Anspruchsvolles Datenmanagement durchführen: beispielsweise Abwicklung von Transaktionen, komplexe Datenvielfältigung, Multiuser-Management, Erzeugen von Mengen und Operationen temporärer Auswahlen.
- Den Computer steuern: Sie können die Kommunikation über die serielle Schnittstelle, die Dokumenten- und die Fehlerverwaltung steuern.
- Anwendungen erstellen: eigene, leicht-bedeckbare Anwendungen einrichten, die eigenständig laufen.
- Den in 4D integrierten Web Server weiter ausbauen: Dynamische Webseiten, die mit Ihren Daten gefüllt sind, erstellen und aktualisieren.

Mit der Sprache haben Sie die volle Kontrolle über das Design und die Arbeitsweise Ihrer Anwendung. 4D bietet

leistungsstarke "generische" Editoren. Außerdem können Sie mit der Sprache Ihre Anwendung in jedem gewünschten Umfang an Ihre Bedürfnisse anpassen.

Kontrolle über Ihre Daten

Mit der 4D Sprache können Sie die vollständige Kontrolle über Ihre Daten auf eine leistungsstarke und elegante Weise übernehmen. Sie eignet sich für Einsteiger und für erfahrene Anwendungsentwickler gleichermaßen. Sie bietet einen reibungslosen Übergang von den vorgegebenen Funktionen der Datenbank zu einer vollständig angepassten Anwendung.

Die Befehle der 4D Sprache bieten Zugriff auf die standardmäßigen Editoren zur Datenverwaltung. Verwenden Sie zum Beispiel den Befehl `QUERY`, erhalten Sie den Sucheditor (Er lässt sich auch in der Designumgebung über den Befehl Suchen im Menü Datensätze aufrufen). Mit dem Programmierbefehl können Sie nach spezifischen Daten suchen. So findet die Anweisung `QUERY ([People];[People]Last Name="Smith")` in Ihrer Datenbank alle Personen mit dem Nachnamen Smith.

Die 4D Programmiersprache ist sehr leistungsstark — ein Befehl ersetzt oft hunderte oder sogar tausende Zeilen Code in herkömmlichen Computersprachen. Und gleichzeitig ist die Sprache einfach — denn die Befehle haben ganze englische Namen. Zum Durchführen einer Suche verwenden Sie den Befehl `QUERY`; um einen neuen Datensatz hinzuzufügen, verwenden Sie den Befehl `ADD RECORD`.

Die Sprache ist so konzipiert, dass Sie fast jede Aufgabe problemlos erfüllen können. Operationen wie einen Datensatz hinzufügen, Datensätze sortieren, nach Daten suchen, u. ä. werden mit einfachen und direkten Befehlen spezifiziert. Die Sprache kann aber genauso serielle Schnittstellen steuern, Dokumente auf der Festplatte lesen, komplexe Übertragungsprozesse kontrollieren u. v. m.

Die 4D Programmiersprache führt selbst überaus komplexe Aufgaben relativ einfach aus. Die Durchführung solcher Tasks ohne die Programmiersprache wäre für viele schier unvorstellbar. Trotz der leistungsstarken Programmierbefehle können manche Vorgänge umfassend und schwierig sein. Ein Tool allein kann eine Aufgabe nicht realisieren; die Aufgabe selbst kann eine Herausforderung sein und das Tool kann den Prozess nur erleichtern. So lässt sich ein Buch mit einem Textprogramm zwar schneller und einfacher erstellen, das Programm schreibt aber nicht das Buch für Sie. Mit der 4D Sprache lassen sich Ihre Daten leichter verwalten und komplizierte Vorgänge vereinfachen.

Ist 4D eine "traditionelle" Computersprache?

Wenn Sie traditionelle Computersprachen kennen, ist dieser Abschnitt sicher interessant für Sie. Wenn nicht, können Sie ihn überspringen.

Die 4D Programmiersprache ist keine traditionelle Computersprache. Sie ist eine der innovativsten und flexibelsten Sprachen, die heutzutage für Rechner zur Verfügung stehen. Sie ist so konzipiert, dass sie nach Ihrer Art und Weise arbeitet und nicht umgekehrt.

Bei traditionellen Sprachen müssen Sie ausführlich planen. Natürlich zählt Planen zu den wichtigsten Schritten beim Entwickeln. Mit 4D können Sie die Sprache zu jeder Zeit und an beliebiger Stelle in Ihrem Projekt einsetzen. Sie können z. B. einem Formular zuerst eine Methode hinzufügen, und später weitere dazunehmen. Wird Ihre Anwendung komplexer, können Sie eine über Menü gesteuerte Projektmethode anfügen. Sie können so viel oder so wenig von der Sprache einsetzen, wie Sie gerade benötigen. Sie müssen nicht – wie in vielen anderen Datenbanken – nach der Devise "Alles oder nichts" arbeiten.

In traditionellen Sprachen sind Sie gezwungen, Oberflächenobjekte in formalen syntaktischen Begriffen zu definieren und vorab zu deklarieren. In 4D erstellen Sie einfach ein Objekt, wie z. B. eine Schaltfläche und verwenden sie. 4D verwaltet das Objekt automatisch für Sie. Sie zeichnen Ihre Schaltfläche in einem Formular und geben ihr einen Namen. Klickt der Benutzer auf die Schaltfläche, ruft die Sprache automatisch die entsprechenden Methoden auf.

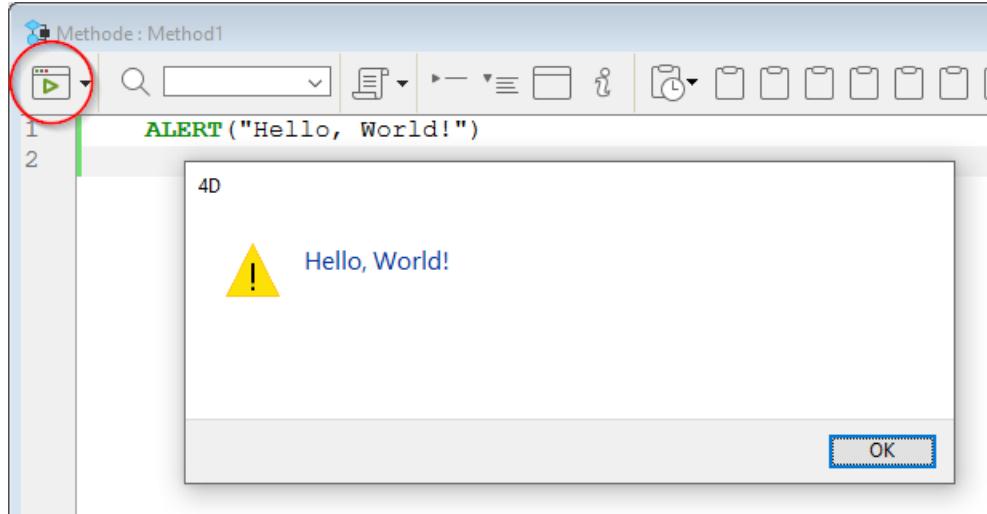
Traditionelle Sprachen sind oft starr und unflexibel, Befehle müssen in genau vorgeschriebener Form und Stil eingegeben werden. Die 4D Programmiersprache macht Schluss damit und Sie profitieren davon.

Schnelle Tour

Mit der 4D Programmiersprache lässt sich die gängige Meldung "Hello, world!" auf dem Bildschirm auf verschiedenen Wegen erzeugen. Der einfachste Weg ist, eine Zeile in eine Projektmethode setzen:

```
ALERT("Hello, World!")
```

Dieser Code zeigt ein standardmäßiges Dialogfenster der Plattform mit der Meldung "Hello, World!" mit der Schaltfläche OK. Zum Ausführen des Code klicken Sie einfach im Methodeneditor auf die Schaltfläche zum Ausführen:



Sie können diesen Code auch einer Schaltfläche in einem Formular zuordnen und das Formular ausführen. Klicken Sie auf diese Schaltfläche, erscheint das Dialogfenster mit der Meldung. In jedem Fall haben Sie gerade Ihre erste Zeile mit 4D Code ausgeführt!

Werte zuweisen

Daten lassen sich in Variablen, Felder, Array Elemente etc. setzen und daraus kopieren. Daten in eine Variable setzen heißt, der Variablen die Daten zuweisen. Das geschieht über den Zuweisungsoperator (:=). Der Zuweisungsoperator wird auch verwendet, um Feldern oder Array Elementen Daten zuzuweisen.

```
$MyNumber:=3 //assigns 3 to MyNumber variable  
[Products]Size:=$MyNumber //assigns MyNumber variable to [Products]Size field  
arrDays{2}:="Tuesday" //assigns "Tuesday" string to the 2nd arrDays element  
MyVar:=Length("Acme") //assigns the result of the function (4) to MyVar  
$myDate:=!2018/01/21! //assigns a date literal  
$myHour:=?08:12:55? //assigns a time literal
```

Der Zuordnungsoperator := unterscheidet sich von den anderen Operatoren. Er kombiniert nicht Ausdrücke zu einem neuen, sondern kopiert die Werte des Ausdrucks auf seiner rechten Seite in die Variable oder das Feld auf seiner linken Seite.

Wichtig: Verwechseln Sie NICHT den Zuweisungsoperator := mit dem Vergleichsoperator ist gleich =. Es wurde absichtlich ein anderer Zuweisungsoperator (und nicht =) gewählt, um Probleme und Verwirrung zu vermeiden, die in anderen Programmiersprachen oft mit == oder === auftreten. Denn solche Fehler sind für den Compiler nur schwer zu erkennen und führen zu einer zeitaufwändigen Fehlerbehebung.

Variablen

Die 4D Sprache ist stark typisiert, obwohl in vielen Fällen eine gewisse Flexibilität erlaubt ist. Sie erstellen eine typisierte

Variable mit dem Schlüsselwort `var`. Um z. B. eine Variable vom Typ Datum zu erstellen, können Sie schreiben:

```
var MyDate : Date
```

Mit dem Schlüsselwort `var` können Sie Variablen vom Typ Objekt einer definierten Klasse deklarieren, wie z. B.:

```
var myPerson : cs.Person  
//variable of the Person user class
```

Auch wenn es normalerweise nicht empfehlenswert ist, können Sie Variablen einfach über ihre Verwendung deklarieren; Sie müssen sie nicht unbedingt förmlich definieren. Beispiel: Für eine Variable, die das aktuelle Datum plus 30 Tage angibt, können Sie schreiben:

```
MyOtherDate:=Current date+30
```

Die Code-Zeile bedeutet "MyOtherDate erhält das aktuelle Datum plus 30 Tage." Diese Zeile erstellt die Variable, weist ihr den Datentyp (temporär) und einen Inhalt zu. Eine per Zuweisung deklarierte Variable wird als typlos interpretiert, d. h. sie kann mit anderen Typen in anderen Zeilen zugewiesen werden und ändert dann den Typ dynamisch. Eine mit `var` typisierte Variable kann ihren Typ nicht ändern. Im [kompilierten Modus](#) lässt sich der Typ dagegen niemals ändern, unabhängig wie die Variable deklariert wurde.

Befehle

4D Befehle sind integrierte Methoden zum Ausführen einer Aktion. Alle 4D Befehle, wie z. B. `CREATE RECORD` oder `ALERT` werden im Handbuch *4D Programmiersprache* beschrieben und sind nach Themen gruppiert. Befehle werden oft mit Parametern verwendet, die in Klammern () und durch Strichpunkt (;) voneinander getrennt übergeben werden. Beispiel:

```
COPY DOCUMENT("folder1\\name1";"folder2\\" ; "new")
```

Einige Befehle sind an Collections oder Objekte gebunden. In diesem Fall werden sie Methoden genannt und mit der Objektnotation verwendet. Beispiel:

```
$c:=New collection(1;2;3;4;5)  
$nc:=$c.slice(0;3) // $nc=[1,2,3]  
  
$lastEmployee:=$employee.last()
```

Über 4D Plug-Ins oder 4D Komponenten können Sie Ihre 4D Entwicklungsumgebung mit weiteren Befehlen ausbauen.

Die 4D User Community oder 3rd-Party Entwickler bieten auf dem Markt viele Plug-Ins für spezifische Bereiche an. Es gibt zum Beispiel das [4d-plugin-pdf-pages](#) auf macOS:

```
PDF REMOVE PAGE(path;page)
```

4D SVG ist ein Beispiel für eine Utility-Komponente, welche die Funktionsweise Ihrer Anwendung erweitert:

```
//drawing a picture  
svgRef:=SVG_New  
objectRef:=SVG_New_arc(svgRef;100;100;90;90;180)
```

4D SVG ist in 4D enthalten.

Konstanten

4D bietet einen umfangreichen Satz vordefinierter Konstanten, deren Werte per Name zugänglich sind. Das sorgt für leichter lesbaren Code. Zum Beispiel ist `Read Mode` eine Konstante (Wert 2).

```
vRef:=Open document("PassFile";"TEXT";Read Mode) // open doc in read only mode
```

Predefined constants appear underlined by default in the 4D Method editor.

Methoden

4D bietet eine große Anzahl integrierter Methoden (oder Befehle), lässt Sie aber auch eigene Projektmethoden erstellen. Projektmethoden sind vom Entwickler definierte Methoden, die Befehle, Operatoren und andere Teile der Programmiersprache enthalten. Projektmethoden sind generische Methoden. Es gibt auch andere Methodenarten: Objektmethoden, Formularmethoden, Tabellenmethoden (Trigger) und Datenbankmethoden.

Eine Methode besteht aus Anweisungen; jede Anweisung ist eine Zeile in der Methode. Eine Anweisung führt eine Aktion aus, die einfach oder komplex sein kann.

Zum Beispiel ist die folgende Zeile eine Anweisung, die ein Dialogfenster zum Bestätigen anzeigt:

```
CONFIRM("Do you really want to close this account?";"Yes";"No")
```

Eine Methode enthält auch Abfragen und Schleifen, die den Ablauf der Ausführung steuern. 4D Methoden unterstützen die Abfragen `If...Else...End if` und `Case of...Else...End case` sowie die Schleifen `While...End while`, `Repeat...Until`, `For...End for` und `For each...End for each`:

Folgendes Beispiel durchläuft alle Zeichen des Textes `vtSomeText`:

```
For($vlChar;1;Length(vtSomeText))
    //Do something with the character if it is a TAB
    If(Character code(vtSomeText[$vlChar])=Tab)
        //...
    End if
End for
```

Eine Projektmethode kann eine andere Projektmethode mit oder ohne Parameter (Argumente) aufrufen. Parameter stehen in Klammern nach dem Methodennamen. Sie sind durch Strichpunkt (;) voneinander getrennt. Die Parameter sind innerhalb der aufgerufenen Methode als durchnumerierte lokale Variablen verfügbar: `$1, $2, ..., $n`. Eine Methode kann einen einzelnen Wert im Parameter `$0` zurückgeben. Wenn Sie eine Methode aufrufen, geben Sie einfach ihren Namen ein:

```
$myText:="hello"
$myText:=Do_Something($myText) //Call the Do_Something method
ALERT($myText) //"HELLO"

//Here the code of the method Do_Something
$0:=Uppercase($1)
```

Datentypen

In der Programmiersprache werden die verschiedenen Arten von Daten zum Bearbeiten als Datentypen bezeichnet. Es gibt grundlegende Datentypen (String, numerisch, Datum, Zeit, Boolean, Bild, Zeiger, Arrays) und zusammengesetzte Datentypen (BLOBs, Objekte, Collections).

Beachten Sie, dass sich die Datentypen String und numerisch mehr als einem Datenfeldtyp zuweisen lassen. Werden Daten in ein Feld gesetzt, konvertiert die Sprache die Daten automatisch in den korrekten Typ für das Feld. So werden zum Beispiel bei einem Feld vom Typ Ganzzahl die Daten automatisch als numerisch behandelt. Das bedeutet, Sie müssen sich keine Gedanken beim Mischen ähnlicher Datenfeldtypen machen; denn das verwaltet die Programmiersprache für Sie.

Es ist jedoch wichtig, dass Sie nicht unterschiedliche Datentypen miteinander mischen. So macht es keinen Sinn, "ABC" in einem Feld oder einer Variablen vom Typ Datum zu speichern. In den meisten Fällen ist 4D sehr tolerant und versucht, das was Sie tun, sinnvoll zu machen. Fügen Sie zum Beispiel einem Datum eine Zahl hinzu, nimmt 4D an, dass Sie dem Datum diese Anzahl Tage hinzufügen wollen. Versuchen Sie dagegen, einem Datum einen String hinzuzufügen, sagt Ihnen 4D, dass das nicht funktionieren kann.

In manchen Fällen müssen Sie Daten als einen Typ speichern und als anderen Typ verwenden. Die Programmiersprache enthält eine ganze Reihe von Befehlen, mit denen Sie einen Datentyp in einen anderen konvertieren können. Sie müssen zum Beispiel eine Artikelnummer erstellen, die mit einer Zahl beginnt und mit Zeichen wie "abc" endet. In diesem Fall schreiben Sie:

```
[Products]Part Number:=String(Number)+"abc"
```

Ist *Number* 17, dann erhält [Products]Part Number den String "17abc".

Die komplette Übersicht der Datentypen finden Sie im Abschnitt [Datentypen](#).

Objekte und Collections

Sie können Objekte und Collections der 4D Programmiersprache mit der Objektnotation verwalten, um ihre Werte zu erhalten oder zu setzen. Beispiel:

```
employee.name:="Smith"
```

Sie können auch ein String in eckigen Klammern verwenden, zum Beispiel:

```
$vName:=employee["name"]
```

Da der Wert einer Objekteigenschaft ein Objekt oder eine Collection sein kann, akzeptiert Objektnotation eine Folge von Symbolen, um auf Untereigenschaften zuzugreifen, wie zum Beispiel:

```
$vAge:=employee.children[2].age
```

Sie müssen folgendes beachten: Ist der Wert der Objekteigenschaft ein Objekt mit einer eingebundenen Methode (eine Formel), müssen Sie an den Eigenschaftsnamen Klammern () anfügen, um die Methode auszuführen:

```
$f:=New object  
$f.message:=New formula(ALERT("Hello world!"))  
$f.message() //displays "Hello world!"
```

Um auf ein Element der Collection zuzugreifen, müssen Sie die Elementnummer in eckigen Klammern übergeben:

```
C_COLLECTION(myColl)  
myColl:=New collection("A";"B";1;2;Current time)  
myColl[3] //access to 4th element of the collection
```

Classes

Die 4D Programmiersprache unterstützt Objekt Klassen. Um eine Klasse mit Name "myClass" zu erstellen, fügen Sie im Ordner Project/Sources/Classes eines Projekts die Datei `myClass.4dm` hinzu.

Um eine Instanz auf ein Objekt der Klasse in einer Methode zu setzen, rufen Sie die Benutzerklasse aus dem `Class Store` auf (`cs`) und verwenden die Member Function `new()`. Sie können Parameter übergeben.

```
// in a 4D method
$o:=cs.myClass.new()
```

In der Klassenmethode `myClass` definieren Sie mit der Anweisung `Function <methodName>` die Member Method `methodName` der Klasse. Sie kann wie jede andere Methode Parameter empfangen und zurückgeben, und `This` als Instanz des Objekts verwenden.

```
//in the myClass.4dm file
Function hello
C_TEXT($0)
$0:="Hello "+This.who
```

Um eine Member Method der Klasse auszuführen, setzen Sie den Operator `()` für die Member Method der Instanz des Objekts.

```
$o:=cs.myClass.new()
$o.who:="World"
$message:=$o.myClass.hello()
//$message: "Hello World"
```

Optional können Sie das Schlüsselwort `Class constructor` zum Deklarieren von Eigenschaften des Objekts verwenden.

```
//in the Rectangle.4dm file
Class constructor
C_LONGINT($1;$2)
This.height:=$1
This.width:=$2
This.name:="Rectangle"
```

Eine Klasse kann über `Class extends <ClassName>` eine andere Klasse erweitern. Superklassen lassen sich über den Befehl `Super` aufrufen. Beispiel:

```
//in the Square.4dm file
Class extends rectangle

Class constructor
C_LONGINT($1)

// It calls the parent class's constructor with lengths
// provided for the Rectangle's width and height
Super($1;$1)

This.name:="Square"
```

Operatoren

In der Programmiersprache kommt es selten vor, dass Sie nur einen Datenteil wollen. Es ist eher so, dass Sie etwas für oder mit diesen Daten durchführen wollen. Dafür verwenden Sie Operatoren. Operatoren führen in der Regel mit 2

Teilen von Daten eine Operation aus, die ein neues Datenteil ergeben. Sie kennen bereits viele Operatoren. Zum Beispiel verwendet $1 + 2$ den Operator für Addition (oder Pluszeichen), um zwei Zahlen zusammenzählen. Das Ergebnis ist 3. Diese Übersicht zeigt die gängigen numerischen Operatoren:

Operator	Operation	Beispiel
+	Addition	$1 + 2$ ergibt 3
-	Subtraktion	$3 - 2$ ergibt 1
*	Multiplikation	$2 * 3$ ergibt 6
/	Division	$6 / 2$ ergibt 3

Numerische Operatoren sind ein Typ der verfügbaren Operatoren. 4D unterstützt viele verschiedene Datentypen, wie Zahlen, Text, Datum und Bilder. So gibt es auch Operatoren, um Operationen mit den verschiedenen Datentypen auszuführen.

Je nach Datentyp werden die gleichen Symbole oft für verschiedene Operationen verwendet. Zum Beispiel führt das Pluszeichen (+) je nach Datentyp unterschiedliche Operationen aus:

Datentyp	Operation	Beispiel
Zahl	Addition	$1 + 2$ addiert die Zahlen und ergibt 3
String	Zusammenfügung	"Hello " + "there" verbindet bzw. setzt die Strings zusammen und ergibt "Hello there"
Datum und Zahl	Datumsaddition	$!1989-01-01!$ + 20 addiert 20 Tage zum Datum 1. Januar 1989 und ergibt das Datum 21. Januar 1989

Ausdrücke

Ausdrücke werden gesetzt und geben einen Wert zurück. Tatsächlich verwenden Sie in der 4D Programmiersprache andauernd Ausdrücke und betrachten sie eher als den Wert, den sie darstellen. Ausdrücke werden manchmal auch als Formeln bezeichnet.

Ausdrücke setzen sich aus fast allen anderen Teilen der Programmiersprache zusammen: Befehle, Operatoren, Variablen, Felder, Objekteigenschaften und Elemente von Collections. Mit Ausdrücken erstellen Sie Anweisungen (Code-Zeilen), die sie dann zum Erstellen von Methoden verwenden. Die Programmiersprache verwendet Ausdrücke überall, wo sie einen Teil von Daten braucht.

Ausdrücke stehen selten "allein". An folgenden Stellen in 4D kann ein Ausdruck für sich allein verwendet werden. Das gilt für:

- Formulareditor (Formel anwenden, Suche mit Formel, Sortiere nach Formel)
- Befehl `EXECUTE FORMULA`
- Eigenschaftenliste, wo ein Ausdruck als Datenquelle für die meisten der Widgets dient
- Debugger, wo sich der Wert des Ausdrucks prüfen lässt
- Schnellberichteteditor als Formel für eine Spalte

Ausdruckstypen

Sie beziehen sich auf einen Ausdruck über den Datentyp, den er zurückgibt. Es gibt folgende Typen. Die folgende Übersicht zeigt Beispiele für die verschiedenen Ausdruckstypen.

Ausdruck	Typ	Beschreibung
"Hello"	String	Das Wort Hello ist eine String Konstante, angegeben in doppelten Anführungszeichen.
"Hello " + "there"	String	Die beiden Strings "Hello " und "there" werden mit dem String Operator (+) zusammengefügt. Der String "Hello there" wird zurückgegeben.
"Mr. " + [People]Name	String	Zwei Strings werden zusammengefügt: Der String "Mr." und der aktuelle Wert den Datenfelds Name in der Tabelle People. Enthält das Feld "Smith", gibt der Ausdruck "Mr. Smith" zurück.
Uppercase("smith")	String	Dieser Ausdruck verwendet den 4D Befehl Uppercase , um den String "smith" in Großbuchstaben umzuwandeln. Er gibt "SMITH" zurück.
4	Zahl	Dies ist die numerische Konstante 4.
4 * 2	Zahl	Die beiden Zahlen 4 und 2 werden mit dem Operator (*) multipliziert. Das ergibt die Zahl 8.
myButton	Zahl	Dies ist eine Variable, die einer Schaltfläche zugeordnet ist. Sie gibt den aktuellen Wert der Schaltfläche zurück: 1 wenn sie angeklickt wurde, 0 wenn nicht.
!1997-01-25!	Datum	Dies ist eine Datumskonstante für das Datum 1/25/97 (January 25, 1997).
Current date+ 30	Datum	Dies ist ein Datumsausdruck mit dem Befehl Current date , um das heutige Datum zu erhalten. Er fügt zum heutigen Datum 30 Tage hinzu und gibt das neue Datum zurück.
?8:05:30?	Zeit	Dies ist eine Zeitkonstante, die 8 Stunden, 5 Minuten und 20 Sekunden darstellt.
?2:03:04? + ? 1:02:03?	Zeit	Dieser Ausdruck fügt zwei Zeiten zusammen und gibt die Zeit 3:05:07 zurück.
Wahr	Boolean	Dieser Befehl gibt den Boolean Wert TRUE zurück.
10 # 20	Boolean	Dies ist ein logischer Vergleich zwischen zwei Zahlen. Das Nummernzeichen (#) bedeutet "ist ungleich zu". Da 10 "ungleich zu" 20 ist, gibt der Ausdruck TRUE zurück.
"ABC" = "XYZ"	Boolean	Dies ist ein logischer Vergleich zwischen zwei Strings. Sie sind ungleich, also gibt der Ausdruck FALSE zurück.
My Picture + 50	Bild	Dieser Ausdruck nimmt das Bild in My Picture, verschiebt es um 50 Pixel nach rechts und gibt das verschobene Bild zurück.
->[People]Name	Zeiger	Dieser Ausdruck gibt einen Zeiger auf das Feld [People]Name zurück.
Table (1)	Zeiger	Dies ist ein Befehl, der einen Zeiger auf die erste Tabelle zurückgibt.
JSON Parse (MyString)	Objekt	Dies ist ein Befehl, der MyString als ein Objekt zurückgibt (bei geeignetem Format)
JSON Parse (MyJSONArray)	Collection	Dies ist ein Befehl, der MyJSONArray als eine Collection zurückgibt (bei geeignetem Format)
Form.pageNumber	Objekteigenschaft	Eine Objekteigenschaft ist ein Ausdruck, der jeder unterstützte Typ sein kann
Col[5]	Collection Element	Ein Collection Element ist ein Ausdruck, der jeder unterstützte Typ sein kann
\$entitySel[0]	Entity	Ein Element einer ORDA Entity-Selection ist ein Ausdruck vom Typ Entity. Diese Art Ausdruck ist nicht-zuweisbar

Zuweisbare und nicht-zuweisbare Ausdrücke

Ein Ausdruck kann einfach eine wortgetreue Konstante sein, wie die Zahl 4 oder der String "Hello", oder eine Variable wie `$myButton`. Er kann auch Operatoren verwenden. Zum Beispiel ist `4 + 2` ein Ausdruck, der den Operator (+) zum Addieren von zwei Zahlen verwendet und das Ergebnis 6 zurückgibt. Diese Ausdrücke sind in allen Fällen nicht-zuweisbar, d.h. Sie können ihnen keinen Wert zuweisen. In 4D können Ausdrücke zuweisbar sein. An expression is assignable when it can be used on the left side of an assignment. Beispiel:

```
//$myVar variable is assignable, you can write:  
$myVar:="Hello" //assign "Hello" to myVar  
//Form.pageNumber is assignable, you can write:  
Form.pageNumber:=10 //assign 10 to Form.pageNumber  
//Form.pageTotal-Form.pageNumber is not assignable:  
Form.pageTotal- Form.pageNumber:=10 //error, non-assignable
```

Im allgemeinen sind Ausdrücke mit Operator nicht-zuweisbar. Beispiel: `[Person]FirstName+[Person]LastName` ist nicht zuweisbar.

Zeiger

Die 4D Programmiersprache bietet eine fortschrittliche Implementierung von Zeigern zum Schreiben von leistungsfähigem und modularem Code. Mit Zeigern können Sie auf Tabellen, Datenfelder, Variablen, Arrays und Array Elemente verweisen.

Ein Zeiger wird mit dem Symbol "`->`" vor dem Elementnamen erstellt und durch das Symbol "`->`" nach dem Elementnamen wieder aufgelöst (dereferenziert).

```
MyVar:="Hello"  
MyPointer:=->MyVar  
ALERT(MyPointer->)
```

Kommentare

Kommentare sind inaktive Zeilen von Code. Diese Zeilen werden nicht von der 4D Programmiersprache interpretiert und nicht ausgeführt, wenn der Code aufgerufen wird.

Es gibt zwei Varianten zum Erstellen von Kommentaren:

- `//` für einzeilige Kommentare
- `/*...*/` für eingebundene oder mehrzeilige Kommentare.

Beide Varianten lassen sich gleichzeitig verwenden.

Einzeilige Kommentare (//)

Fügen Sie `//` am Beginn einer Zeile oder nach einer Anweisung hinzu. Beispiel:

```
//This is a comment  
For($vCounter;1;100) //Starting loop  
    //comment  
    //comment  
    //comment  
End for
```

Eingebundene oder mehrzeilige Kommentare /* */

Umklemmen Sie Inhalt mit den Zeichen `/* ... */`, um eingebundene Kommentare oder mehrzeilige Kommentarblöcke zu erstellen. Beide Arten beginnen mit `/*` und enden mit `*/`.

- Eingebundene Kommentare können überall im Code eingefügt werden. Beispiel:

```
Für /* eingebundenen Kommentar */ ($vCounter;1;100)...
End for
```

- Mehrzeilige Kommentarblöcke können eine unbegrenzte Anzahl Zeilen haben. Sie können verschachtelt sein und jeder Unterblock lässt sich auch auf- oder zuklappen. Beispiel:

```
For ($vCounter;1;100)
/*
comments
 /*
  other comments
 */
*/
...
End for
```

Operatoren

An operator is a symbol or a group of symbols that you use to check, modify, or combine values. Sie kennen bereits viele Operatoren. For example, `1 + 2` uses the addition (or plus sign) operator to add two numbers together, and the result is 3. Comparison operators, like `=` or `>`, let you compare two or more values.

The 4D language supports the operators you may already know from other languages like C or JavaScript. However, the assignment operator is `:=` to prevent it from being mistakenly used when the equal to operator (`=`) is intended. [Basic operators](#) such as arithmetic operators (`+`, `-`, `*`, `/`, `%`...) and comparison operators (`=`, `>`, `>=`...) can be used with numbers, but also with boolean, text, date, time, pointer, or picture data types. Like JavaScript, the 4D language supports the concept of [truthy and falsy values](#), which in use in [short-circuit operators](#).

Terminology

The 4D language supports binary and ternary operators:

- binary operators operate on two targets (such as `2 + 3`) and appear in between their two targets.
- ternary operators operate on three targets. Like C, 4D has only one ternary operator, the [ternary conditional operator](#) (`a ? b : c`).

The values that operators affect are operands. In the expression `1 + 2`, the `+` symbol is a binary operator and its two operands are the values 1 and 2.

Zuweisung

The assignment operator (`a:=b`) initializes or updates the value of `a` with the value of `b`:

```
$myNumber:=3 //assigns 3 to MyNumber variable  
$myDate:=!2018/01/21! //assigns a date literal  
$myLength:=Length("Acme") //assigns the result of the command (4) to $myLength  
$col:=New collection // $col is initialized with an empty collection
```

Do NOT confuse the assignment operator `:=` with the equality comparison operator `=`. A different assignment operator (and not `=`) was deliberately chosen to avoid issues and confusion which often occur with `==` or `====` in other programming languages. Denn solche Fehler sind für den Compiler nur schwer zu erkennen und führen zu einer zeitaufwändigen Fehlerbehebung.

Basic operators

Operator results depend on the data types they are applied to. 4D supports different operators on scalar data types. They are described with the data types, in the following sections:

- [Logical operators](#) (on boolean expressions)
- [Datumsoperatoren](#)
- [Zeitoperatoren](#)
- [Zahlenoperatoren](#)
- [Bitwise operators](#) (on long integer expressions)
- [Bildoperatoren](#)
- [Zeigeroperatoren](#)
- [String Operatoren](#)

Compound assignment operators

4D provides compound assignment operators that combine assignment with another operation. One example is the addition assignment operator (`+=`):

```
$a:=1
$a+=2 // $a=3
```

The following compound assignment operators are supported:

Operator	Syntax	Assigns	Beispiel
Addition	Text <code>+=</code> Text	Text	<code>\$t+=" World" // \$t:=\$t+" World"</code>
	Number <code>+=</code> Number	Zahl	<code>\$n+=5 // \$n:=\$n+5</code>
	Date <code>+=</code> Number	Datum	<code>\$d+=5 // \$d:=\$d+5</code>
	Time <code>+=</code> Time	Zeit	<code>\$t1+="t2" // \$t1:=\$t1+\$t2</code>
	Time <code>+=</code> Number	Zahl	<code>\$t1+=5 // \$t1:=\$t1+5</code>
	Picture <code>+=</code> Picture	Bild	<code>\$p1+="p2" // \$p1:=\$p1+\$p2 (add \$p2 to the right of \$p1)</code>
	Picture <code>+=</code> Number	Bild	<code>\$p1+=5 // \$p1:=\$p1+5 (move \$p1 horizontally 5 pixels to the right)</code>
Subtraktion	Number <code>-=</code> Number	Zahl	<code>\$n-=5 // \$n:=\$n-5</code>
	Date <code>-=</code> Number	Datum	<code>\$d-=5 // \$d:=\$d-5</code>
	Time <code>-=</code> Time	Zeit	<code>\$t1 -= "t2" // \$t1:=\$t1-\$t2</code>
	Time <code>-=</code> Number	Zahl	<code>\$t1-=5 // \$t1:=\$t1-5</code>
	Picture <code>-=</code> Number	Bild	<code>\$p1 -= 5 // \$p1:=\$p1-5 (move \$p1 horizontally 5 pixels to the left)</code>
Division	Number <code>/=</code> Number	Zahl	<code>\$n/=5 // \$n:=\$n/5</code>
	Time <code>/=</code> Time	Zeit	<code>\$t1 /= "t2" // \$t1:=\$t1/\$t2</code>
	Time <code>/=</code> Number	Zahl	<code>\$t1 /= 5 // \$t1:=\$t1/5</code>
	Picture <code>/=</code> Picture	Bild	<code>\$p1 /= "p2" // \$p1:=\$p1/\$p2 (add \$p2 to the bottom of \$p1)</code>
	Picture <code>/=</code> Number	Bild	<code>\$p1 /= 5 // \$p1:=\$p1/5 (move \$p1 vertically 5 pixels)</code>
Multiplikation	Text <code>*=</code> Number	Text	<code>\$t*="abc" // \$t:=\$t*"abc"</code>
	Number <code>*=</code> Number	Zahl	<code>\$n*=5 // \$n:=\$n*5</code>
	Time <code>*=</code> Time	Zeit	<code>\$t1*="t2" // \$t1:=\$t1*\$t2</code>
	Time <code>*=</code> Number	Zahl	<code>\$t1*=5 // \$t1:=\$t1*5</code>
	Picture <code>*=</code> Number	Bild	<code>\$p1*=5 // \$p1:=\$p1*5 (resize \$p1 by 5)</code>

These operators apply on any [assignable expressions](#) (except pictures as object properties or collection elements).

The operation "source `operator` value" is not strictly equivalent to "source `:=` source `operator` value" because the expression designating the source (variable, field, object property, collection element) is only evaluated once. For example, in such expression as `getPointer()->+=1` the `getPointer` method is called only once.

Character indexing in text and byte indexing in blob do not support these operators.

Beispiele

```
// Addition
$x:=2
$x+=5 // $x=7

$t:="Hello"
$t+=" World" // $t="Hello World"

$d:!=2000-11-10!
$d+=10 // $d!=2000-11-20!

// Subtraction
$x1:=10
$x1-=5 // $x1=5

$d1:!=2000-11-10!
$d1-=10 // $d1!=2000-10-31!

// Division
$x3:=10
$x3/=2 // $x3=5

// Multiplication
$x2:=10
$x2*=5 // $x2=10

$t2:="Hello"
$t2*=2 // $t2="HelloHello"
```

Short-circuit operators

The `&&` and `||` operators are short circuit operators. A short circuit operator is one that doesn't necessarily evaluate all of its operands.

The difference with the single [& and | boolean operators](#) is that the short-circuit operators `&&` and `||` don't return a boolean value. They evaluate expressions as [truthy or falsy](#), then return one of the expressions.

Short-circuit AND operator (`&&`)

The rule is as follows:

Given `Expr1 && Expr2` :

The short-circuit AND operator evaluates operands from left to right, returning immediately with the value of the first falsy operand it encounters; if all values are [truthy](#), the value of the last operand is returned.

The following table summarizes the different cases for the `&&` operator:

Expr1	Expr2	Value returned
truthy	truthy	Expr2
truthy	falsy	Expr2
falsy	truthy	Expr1
falsy	falsy	Expr1

Beispiel 1

```

var $v : Variant

$v:= "Hello" && "World" //"World"
$v:=False && 0 // False
$v:=0 && False // False
$v:=5 && !00-00-00! // 00/00/00
$v := 5 && 10 && "hello" //"hello"

```

Beispiel 2

Say you have an online store, and some products have a tax rate applied, and others don't.

To calculate the tax, you multiply the price by the tax rate, which may not have been specified.

So you can write this:

```

var $tax : Variant

$tax:=$item.taxRate && ($item.price*$item.taxRate)

```

`$tax` will be NULL if `taxRate` is NULL (or undefined), otherwise it will store the result of the calculation.

Example 3

Short-circuit operators are useful in tests such as:

```

If(($myObject#Null) && ($myObject.value>10))
    //code
End if

```

If `$myObject` is Null, the second argument is not executed, thus no error is thrown.

Short-circuit OR operator (||)

The `||` operator returns the value of one of the specified operands. The expression is evaluated left to right and tested for possible "short-circuit" evaluation using the following rule:

Given `Expr1 || Expr2` :

If `Expr1` is [truthy](#), `Expr2` is not evaluated and the calculation returns `Expr1`.

If `Expr1` is [falsy](#), the calculation returns `Expr2`.

The following table summarizes the different cases and the value returned for the `||` operator:

Expr1	Expr2	Value returned
truthy	truthy	Expr1
truthy	falsy	Expr1
falsy	truthy	Expr2
falsy	falsy	Expr2

Beispiel 1

Say you have a table called Employee. Some employees have entered a phone number, and others haven't. This means that `$emp.phone` could be NULL, and you cannot assign NULL to a Text variable. But you can write the following:

```
var $phone : Text  
  
$phone:=$emp.phone || "n/a"
```

In which case `$phone` will store either a phone number or the "n/a" string.

Beispiel 2

Given a table called Person with a `name` field, as well as a `maiden name` field for married women.

The following example checks if there is a maiden name and stores it in a variable, otherwise it simply stores the person's name:

```
var $name: Text  
  
$name:=$person.maidenName || $person.name
```

Rangfolge

The `&&` and `||` operators have the same precedence as the logical operators `&` and `|`, and are evaluated left to right.

This means that `a || b && c` is evaluated as `(a || b) && c`.

Ternary operator

The ternary conditional operator allows you to write one-line conditional expressions. For example, it can replace a full sequence of `If...Else` statements.

It takes three operands in the following order:

- a condition followed by a question mark (?)
- an expression to execute if the condition is `truthy`, followed by a colon (:)
- an expression to execute if the condition is `falsy`

Syntax

The syntax is as follows:

```
condition ? condition ? exprIfTruthy : exprIfFalsy condition ? exprIfTruthy : exprIfFalsy condition ?  
exprIfTruthy : exprIfFalsy
```

Since the `token syntax` uses colons, we recommend inserting a space after the colon `:` or enclosing tokens using parentheses to avoid any conflicts.

Beispiele

A simple example

```

var $age : Integer
var $beverage : Text

$age:=26
$beverage:=($age>=21) ? "Beer" : "Juice"

ALERT($beverage) // "Beer" "Beer" : "Juice"

ALERT($beverage) // "Beer" "Beer" : "Juice"

ALERT($beverage) // "Beer" "Beer" : "Juice"

ALERT($beverage) // "Beer"

```

Handling data from a table

This example stores a person's full name in a variable, and handles the case when no first name or last name has been specified:

```

var $fullname : Text

// If one of the names is missing, store the one that exists, otherwise store an empty string
$fullname:=($person.firstname && $person.lastname) ? ($person.firstname+" "+$person.lastname) : ($person

```

Truthy and falsy

As well as a type, each value also has an inherent Boolean value, generally known as either `truthy` or `falsy`.

truthy and falsy values are only evaluated by [short-circuit](#) and [ternary](#) operators.

The following values are falsy:

- `false`
- `Null`
- `Undefiniert`
- `Null object`
- `Null collection`
- `Null pointer`
- `Null picture`
- `Null date !00-00-00!`
- `""` - Empty strings
- `[]` - Empty collections
- `{}` - Empty objects

All other values are considered truthy, including:

- `0` - numeric zero (Integer or otherwise)

In 4D, truthy and falsy evaluation reflects the usability of a value, which means that a truthy value exists and can be processed by the code without generating errors or unexpected results. The rationale behind this is to provide a convenient way to handle *undefined* and *null* values in objects and collections, so that a reduced number of [If...Else](#) statements are necessary to avoid runtime errors.

For example, when you use a [short-circuit OR operator](#):

```
$value:=$object.value || $defaultValue
```

... you get the default value whenever `$object` does not contain the `value` property OR when it is `null`. So this operator checks the existence or usability of the value instead of a specific value. Note that because the numerical value 0 exists and is usable, it is not treated specially, thus it is truthy.

Regarding values representing collections, objects, or strings, "empty" values are considered falsy. It is handy when you want to assign a default value whenever an empty one is encountered.

```
$phone:=$emp.phone || "n/a"
```

Überblick über Datentypen

In 4D werden Daten je nach Typ an zwei Stellen verwaltet: Datenfeld der Datenbank und 4D Programmiersprache.

Auch wenn die Datentypen in der Regel gleich sind, sind bestimmte Typen auf Datenbankebene nicht direkt in der Programmiersprache verfügbar und werden automatisch konvertiert. Dagegen lassen sich bestimmte Datentypen nur über die Programmiersprache verwalten. Nachfolgende Übersicht zeigt alle verfügbaren Datentypen und wie sie unterstützt bzw. deklariert werden:

Datentypen	Datenbank Unterstützung (1)	Programmiersprache Unterstützung	<code>var</code> Deklaration	<code>C_</code> oder <code>ARRAY</code> Deklaration
Alphanumerisch	Ja	Konvertiert in Text	-	-
Text	Ja	Ja	Text	<code>C_TEXT</code> , <code>ARRAY</code> <code>TEXT</code>
Datum	Ja	Ja	Datum	<code>C_DATE</code> , <code>ARRAY</code> <code>DATE</code>
Zeit	Ja	Ja	Zeit	<code>C_TIME</code> , <code>ARRAY</code> <code>TIME</code>
Boolean	Ja	Ja	Boolean	<code>C_BOOLEAN</code> , <code>ARRAY</code> <code>BOOLEAN</code>
Ganzzahl	Ja	Konvertiert in Lange Ganzzahl	Ganzzahl	<code>ARRAY</code> <code>INTEGER</code>
Lange Ganzzahl	Ja	Ja	Ganzzahl	<code>C_LONGINT</code> , <code>ARRAY</code> <code>LONGINT</code>
Lange Ganzzahl 64 bits	Ja (SQL)	Konvertiert in Zahl	-	-
Zahl	Ja	Ja	Zahl	<code>C_REAL</code> , <code>ARRAY</code> <code>REAL</code>
Undefiniert	-	Ja	-	-
Null	-	Ja	-	-
Zeiger	-	Ja	Zeiger	<code>C_POINTER</code> , <code>ARRAY</code> <code>POINTER</code>
Bild	Ja	Ja	Bild	<code>C_PICTURE</code> , <code>ARRAY</code> <code>PICTURE</code>
BLOB	Ja	Ja	<code>Blob</code> , <code>4D.Blob</code>	<code>C_BLOB</code> , <code>ARRAY</code> <code>BLOB</code>
Objekt	Ja	Ja	Objekt	<code>C_OBJECT</code> , <code>ARRAY</code> <code>OBJECT</code>
Collection	-	Ja	Collection	<code>C_COLLECTION</code>
Variant(2)	-	Ja	Variant	<code>C_VARIANT</code>

(1) Beachten Sie, dass ORDA die Datenfelder über Objekte (entities) verwaltet und deshalb nur Datentypen unterstützt, die für diese Objekte verfügbar sind. Weitere Informationen dazu finden Sie unter [Objekt](#).

(2) Variant ist derzeit kein *Daten-*, sondern ein *Variablen*typ, der den Wert eines anderen Datentyps enthalten kann.

Standardwerte

Werden Variablen über eine Compiler Direktive typisiert, empfangen sie einen Standardwert, den sie während der Arbeitssitzung beibehalten, solange sie nicht zugewiesen werden.

The default value depends on the variable type:

Typ	Default value
Boolean	Falsch
Datum	00-00-00
Lange Ganzzahl	0
Zeit	00:00:00
Bild	Bildgröße=0
Zahl	0
Zeiger	Nil=wahr
Text	""
Blob	Größe des BLOB=0
Objekt	Null
Collection	Null
Variant	Undefiniert

Datentypen konvertieren

Die 4D Programmiersprache enthält Operatoren und Befehle zum Konvertieren zwischen Datentypen, wo dies von Bedeutung ist. Die 4D Programmiersprache erzwingt die Überprüfung von Datentypen. Sie können nicht schreiben: "abc"+0.5+!12/25/96!-?00:30:45?. Das erzeugt Syntaxfehler.

Nachfolgende Liste zeigt die wichtigsten Datentypen, in welchen Typ sie konvertiert werden können und die dafür verwendeten Befehle:

Datentyp zum Konvertieren	in String	in Zahl	in Datum	in Zeit	in Boolean
String (1)		Num	Datum	Zeit	Bool
Zahl (2)	String				Bool
Datum	String				Bool
Zeit	String				Bool
Boolean		Num			

(1) In JSON formatierte Strings lassen sich über die Funktion `JSON Parse` in skalare Daten, Objekte oder Collections konvertieren.

(2) Werte vom Typ Zeit lassen sich wie Zahlen behandeln.

Hinweis: Durch Kombinieren von Operatoren und anderen Befehlen erreichen Sie auch komplexere Datenkonvertierungen.

BLOB

A BLOB (Binary Large OBject) field, variable or expression is a contiguous series of bytes that can be treated as one whole object, or whose bytes can be addressed individually.

A blob is loaded into memory in its entirety. A blob variable is held and exists in memory only. A blob field is loaded into memory from the disk, like the rest of the record to which it belongs.

Like other field types that can retain a large amount of data (such as the Picture field type), Blob fields are not duplicated in memory when you modify a record. Consequently, the result returned by the `Old` and `Modified` commands is not significant when applied to a Blob field.

Blob Types

Using the 4D language, there are two ways to handle a blob:

- as a scalar value: a blob can be stored in a Blob variable or field and altered.
- as an object (`4D.Blob`): a `4D.Blob` is a blob object. You can encapsulate a blob or part of it in a `4D.Blob` without altering the original blob. This method is called [boxing](#). For more info on how to instantiate a `4D.Blob`, see [Blob Class](#).

Each blob type has its advantages. Use the following table to determine which one suits your needs:

	Blob	4D.Blob
Alterable	Ja	Nein
Shareable in objects and collections	Nein	Ja
Passed by reference*	Nein	Ja
Performance when accessing bytes	+	-
Maximum size	2GB	Memory

*Unlike the 4D commands designed to take a scalar blob as a parameter, passing a scalar blob to a method duplicates it in memory. When working with methods, using blob objects (`4D.Blob`) is more efficient, as they are passed by reference.

By default, 4D sets the maximum size of scalar blobs to 2GB, but this size limit may be lower depending on your OS and how much space is available.

You cannot use operators on blobs.

Checking if a variable holds a scalar blob or a `4D.Blob`

Use the [Value type](#) command to determine if a value is of type Blob or Object. To check that an object is a blob object (`4D.Blob`), use [OB instance of](#):

```
var $myBlob: Blob
var $myBlobObject: 4D.Blob
$myBlobObject:=4D.Blob.new()

$type:= Value type($myblobObject) // 38 (object)
$is4DBlob:= OB Instance of($myblobObject; 4D.Blob) //True
```

Passing blobs as parameters

Scalar blobs and blob objects can be passed as parameters to 4D commands or plug-in routines that expect blob parameters.

Passing blobs and blob objects to 4D commands

You can pass a scalar blob or a `4D.Blob` to any 4D command that takes a blob as a parameter:

```
var $myBlob: 4D.Blob  
CONVERT FROM TEXT("Hello, World!"; "UTF-8"; $myBlob)  
$myText:= BLOB to text( $myBlob ; UTF8 text without length )
```

Some 4D commands alter the original blob, and thus do not support the `4D.Blob` type:

- [DELETE FROM BLOB](#)
- [INSERT IN BLOB](#)
- [INTEGER TO BLOB](#)
- [LONGINT TO BLOB](#)
- [REAL TO BLOB](#)
- [SET BLOB SIZE](#)
- [TEXT TO BLOB](#)
- [VARIABLE TO BLOB](#)
- [LIST TO BLOB](#)
- [SOAP DECLARATION](#)
- [WEB SERVICE SET PARAMETER](#)

Passing blobs and blob objects to methods

You can pass blobs and blob objects (`4D.Blob`) to methods. Keep in mind that unlike blob objects, which are passed by reference, scalar blobs are duplicated in memory when passed to methods.

Passing a scalar blob by reference using a pointer

To pass a scalar blob to your own methods without duplicating it in memory, define a pointer to the variable that stores it and pass the pointer as a parameter.

Beispiele:

```
// Declare a variable of type Blob  
var $myBlobVar: Blob  
// Pass the blob as parameter to a 4D command  
SET BLOB SIZE($myBlobVar;1024*1024)
```

```
// Pass the blob as parameter to an external routine  
$errCode:=Do Something With This blob($myBlobVar)
```

```
// Pass the blob as a parameter to a method that returns a blob  
var $retrieveBlob: Blob  
retrieveBlob:=Fill_Blob($myBlobVar)
```

```
// Pass a pointer to the blob as a parameter to your own method,  
COMPUTE BLOB(>$myBlobVar)
```

Hinweis für Plug-In Entwickler: Ein BLOB Parameter wird als "&0" deklariert (der Buchstabe "O", nicht die Ziffer "0").

Assigning a blob variable to another

You can assign a Blob variable to another:

Beispiel:

```
// Declare two variables of type Blob
var $vBlobA; $vBlobB : Blob
// Set the size of the first blob to 10K
SET BLOB SIZE($vBlobA;10*1024)
// Assign the first blob to the second one
$vBlobB:=$vBlobA
```

Automatic conversion of blob type

4D automatically converts scalar blobs to blob objects, and vice versa, when they're assigned to each other. Beispiel:

```
// Create a variable of type Blob and an object variable
var $myBlob: Blob
var $myObject : Object

// Assign that blob to a property of $myObject named "blob"
$myObject:=New object("blob"; $myBlob)

// The blob stored in $myBlob is automatically converted to a 4D.Blob
$type:= OB Instance of($myObject.blob; 4D.Blob) //True

// Conversion from 4D.Blob to Blob
$myBlob:= $myObject.blob
$type:= Value type($myBlob) // Blob
```

When converting a `4D.Blob` to a scalar blob, if the size of the `4D.Blob` exceeds the maximum size for scalar blobs, the resulting scalar blob is empty. For example, when the maximum size for scalar blobs is 2GB, if you convert a `4D.Blob` of 2.5GB to a scalar blob, you obtain an empty blob.

Modifying a scalar blob

Unlike blob objects, scalar blobs can be altered. Beispiel:

```
var $myBlob : Blob
SET BLOB SIZE ($myBlob ; 16*1024)
```

Individually accessing bytes in a blob

Accessing a scalar blob's bytes

You can access individual bytes of a scalar blob using curly brackets `{}`. Within a blob, bytes are numbered from 0 to N-1, where N is the size of the BLOB:

```
// Declare a variable of type Blob
var $vBlob : Blob
// Set the size of the blob to 256 bytes
SET BLOB SIZE($vBlob;256)
// The following code loops through the blob to set each byte to zero
For(vByte;0;BLOB size($vBlob)-1)
    $vBlob{vByte}:=0
End for
```

Since you can address all the bytes of a blob individually, you can store whatever you want in a Blob variable or field.

Accessing a `4D.Blob`'s bytes

Use square brackets `[]` to directly access a specific byte in a `4D.Blob`

```
var $myBlob: 4D.Blob
CONVERT FROM TEXT("Hello, World!"; "UTF-8"; $myBlob)
$myText:= BLOB to text ( $myBlob ; UTF8 text without length )
$byte:=$myBlob[5]
```

Since a `4D.Blob` cannot be altered, you can read the bytes of a `4D.Blob` using this syntax, but not modify them.

Boolean

Ein Datenfeld, Ausdruck oder eine Variable vom Typ Boolean kann entweder WAHR oder FALSCH sein.

Boolean Funktionen

4D bietet die Boolean Funktionen `True`, `False` und `Not`. For more information, see the descriptions of these commands.

Beispiel

Dieses Beispiel setzt die Boolean Variable je nach Wert der Schaltfläche. Sie gibt Wahr zurück, wenn die Schaltfläche myButton angeklickt wurde und Falsch, wenn sie nicht angeklickt wurde. Ist die Schaltfläche angeklickt, hat die Variable für die Schaltfläche den Wert 1.

```
If(myButton=1) //If the button was clicked  
    myBoolean:=True //myBoolean is set to True  
Else //If the button was not clicked,  
    myBoolean:=False //myBoolean is set to False  
End if
```

Obiges Beispiel lässt sich auch in einer Zeile zusammenfassen.

```
myBoolean:=(myButton=1)
```

Logische Operatoren

4D unterstützt für Boolean Ausdrücke die beiden logischen Operatoren UND und ODER. Ein logisches UND ergibt WAHR, wenn beide Ausdrücke wahr sind. Ein logisches ODER ergibt WAHR, wenn mindestens einer der Ausdrücke wahr ist. Die folgende Übersicht erläutert die logischen Operatoren:

Operation	Syntax	Ergibt	Ausdruck	Wert
UND	Boolean & Boolean	Boolean	("A" = "A") & (15 # 3)	Wahr
			("A" = "B") & (15 # 3)	Falsch
			("A" = "B") & (15 = 3)	Falsch
ODER	Boolean Boolean	Boolean	("A" = "A") (15 # 3)	Wahr
			("A" = "B") (15 # 3)	Wahr
			("A" = "B") (15 # 3)	Falsch

Für das logische UND gilt:

Expr1	Expr2	Expr1 & Expr2
Wahr	Wahr	Wahr
Wahr	Falsch	Falsch
Falsch	Wahr	Falsch
Falsch	Falsch	Falsch

Für das logische ODER gilt:

Expr1	Expr2	Expr1 Expr2
Wahr	Wahr	Wahr
Wahr	Falsch	Wahr
Falsch	Wahr	Wahr
Falsch	Falsch	Falsch

Tipp: Zum Berechnen eines ausschließenden ODER zwischen Expr1 and Expr2 schreiben Sie:

```
(Expr1|Expr2) & Not(Expr1 & Expr2)
```

In boolean contexts, the 4D language also supports [short-circuit operators](#) (`&&` and `||`) and the [truthy and falsy](#) concept.

Collection

Collections sind sortierte Listen von Werten ähnlicher oder unterschiedlicher Typen (Text, Zahl, Datum, Objekt, Boolean, Collection oder Null).

Zum Verwalten von Variablen von Typ Collection müssen Sie Objektnotation verwenden (siehe [Grundlagen der Syntax](#)).

Um auf ein Element der Collection zuzugreifen, müssen Sie die Elementnummer in eckigen Klammern übergeben:

```
collectionRef[expression]
```

Sie können jeden gültigen 4D Ausdruck übergeben, der in *Ausdruck* eine positive Ganzzahl zurückgibt. Beispiele:

```
myCollection[5] //access to 6th element of the collection  
myCollection[$var]
```

Warnung: Elemente in Collections werden ab 0 nummeriert.

Sie können einem Element der Collection einen Wert zuweisen oder einen Wert erhalten:

```
myCol[10]:="My new element"  
$myVar:=myCol[0]
```

Ist die Elementnummer höher als das letzte vorhandene Element der Collection, wird die Collection automatisch angepasst und alle dazwischenliegenden neuen Elemente erhalten einen Nullwert:

```
var myCol : Collection  
myCol:=New collection("A";"B")  
myCol[5]:="Z"  
//myCol[2]=null  
//myCol[3]=null  
//myCol[4]=null
```

Initialisierung

Collections müssen initialisiert sein, z. B. mit dem Befehl `New collection`, sonst wird beim Versuch, ihre Elemente zu lesen oder zu modifizieren, ein Syntaxfehler erzeugt.

Beispiel:

```
var $colVar : Collection //creation of collection type 4D variable  
$colVar:=New collection //initialization of the collection and assignment to the 4D variable
```

Regular oder shared Collection

Sie können zwei Arten von Collections erstellen:

- regular (non-shared) Collections mit dem Befehl `New collection`. Diese Collection lassen sich ohne eine spezifische Zugriffskontrolle bearbeiten, aber nicht zwischen Prozessen teilen.
- shared Collections mit dem Befehl `New shared collection`. Diese Collections lassen sich zwischen Prozessen teilen, inkl. preemptive Threads. Der Zugriff auf diese Collections wird über `Use...End use` Strukturen gesteuert.

Weitere Informationen dazu finden Sie auf der Seite [Shared Objects und Collections](#).

Collection Funktionen

Referenzen auf 4D Collection können spezifische Klassenfunktionen nutzen, manchmal auch *Member Functions* genannt. Collection-Funktionen sind im Abschnitt [Class API Reference](#) aufgelistet.

Beispiel:

```
$newCol:=$col.copy() //deep copy of $col to $newCol  
$col.push(10;100) //add 10 and 100 to the collection
```

Einige Funktionen geben nach Änderung die ursprüngliche Collection zurück, so dass die Aufrufe in einer Sequenz ablaufen können:

```
$col:=New collection(5;20)  
$col2:=$col.push(10;100).sort() // $col2=[5,10,20,100]
```

Parameter propertyPath

Einige Collection-Funktionen akzeptieren als Parameter einen *PropertyPath*. Dieser Parameter steht für:

- Name der Objekteigenschaft, z. B. "lastName"
- oder Pfad der Objekteigenschaft, z.B. eine Sequenz von Untereigenschaften, durch Punkte getrennt, z.B. "employee.children.firstName".

Warnung: Sie können bei Funktionen und Parametern PropertyPath in Eigenschaftsnamen keine Leerzeichen oder ".", "[" "]" verwenden, da 4D den Pfad dann nicht korrekt analysieren kann:

```
$vmin:=$col.min("My.special.property") //undefined  
$vmin:=$col.min(["My.special.property"]) //error
```

Datum

Datenfelder, Variablen oder Ausdrücke vom Typ Datum umfassen den Bereich 1.1.100 bis 31.12.32767. Das Datum wird in der deutschen Version von 4D im Format Tag/Monat/Jahr dargestellt, in der internationalen Version im Format Monat/Tag/Jahr.

Auch wenn die Datumsdarstellung über C_DATE bis zum Jahr 32767 funktioniert, können über das Betriebssystem laufende Operationen eine niedrigere Grenze vorschreiben.

Hinweis: Bei der Beschreibung von Befehlen im Handbuch 4D Programmiersprache werden Datumsparameter als Datum bezeichnet, wenn nichts anderes angegeben ist.

Datumsformat

Das Datumsformat in der Programmiersprache und das bei Eingabe durch den Endanwender unterscheiden sich. In der Programmiersprache erfolgt die Eingabe immer im ISO-Format (!YYYY-MM-DD!), immer mit vierstelliger Jahreszahl vorab und Monat in der Mitte. Bei Eingabe durch den Anwender immer je nach Einstellung im Betriebssystem, in Deutschland also durch 5.12.2020, hier ist auch die zweistellige Jahreszahl möglich. In diesem Kapitel geht es um die Programmiersprache. Ein Datumsformat steht zwischen Ausrufezeichen (!…!). Ein Datum muss im ISO Format strukturiert werden (!YYYY-MM-DD!). Hier ein paar Beispiele:

```
!1976-01-01!  
!2004-09-29!  
!2015-12-31!
```

Ein Leerdatum wird als *!00-00-00!* angegeben.

Tipp: Der Methodeneditor enthält ein Tastenkürzel für Leerdatum. Tippen Sie einfach das Ausrufezeichen (!) und drücken die Enter-Taste.

Hinweise:

- Zur Wahrung der Kompatibilität akzeptiert 4D die Eingabe einer zweistelligen Jahreszahl. Eine zweistellige Jahreszahl bedeutet 20. oder 21. Jahrhundert, je nachdem ob sie größer oder kleiner als 30 ist, außer die Einstellung wurde mit dem Befehl. SET DEFAULT CENTURY geändert.
- Haben Sie die Option "Verwende regionale Systemeinstellungen" markiert (siehe Seite Methoden), müssen Sie das Datumsformat Ihres Betriebssystems verwenden. Im allgemeinen gilt in einer deutschen Umgebung für Datum das Format Tag. Monat. Jahr, getrennt durch Punkte; in der US-Version das Format Monat/Tag/Jahr, getrennt durch Schrägstriche (/). Wir empfehlen diese Option nicht zu verwenden, weil sie die Weitergabe des Codes (z. B. in Version Control Systeme) behindert.

Datumsoperatoren

Operation	Syntax	Ergibt	Ausdruck	Wert
Datumsdifferenz	Datum – Datum	Zahl	!2017-01-20! - !2017-01-01!	19
Datumsaddition	Datum + Zahl	Datum	!2017-01-20! + 9	!2017-01-29!
Datumssubtraktion	Datum - Zahl	Datum	!2017-01-20! - 9	!2017-01-11!
Gleichheit	Datum = Datum	Boolean	!2017-01-01! ==!2017-01-01!	Wahr
			!2017-01-20! == !2017-01-01!	Falsch
Ungleichheit	Datum # Datum	Boolean	!2017-01-20! # !2017-01-01!	Wahr
			!2017-01-20! # !2017-01-20!	Falsch
Größer als	Datum > Datum	Boolean	!2017-01-20! > !2017-01-01!	Wahr
			!2017-01-20! > !2017-01-20!	Falsch
Kleiner als	Datum < Datum	Boolean	!2017-01-01! < !2017-01-20!	Wahr
			!2017-01-20! < !2017-01-20!	Falsch
Größer als oder gleich	Datum >= Datum	Boolean	!2017-01-20! >= !2017-01-01!	Wahr
			!2017-01-01! >= !2017-01-20!	Falsch
Kleiner als oder gleich	Datum <= Datum	Boolean	!2017-01-01! <= !2017-01-20!	Wahr
			!2017-01-20! <= !2017-01-01!	Falsch

Null und Undefiniert

Null und Undefiniert werden verwendet, wenn der Wert eines Ausdrucks unbekannt ist.

Null

Null ist ein spezieller Datentyp mit nur einem möglichen Wert: Null. Dieser Wert wird von einem Ausdruck zurückgegeben, der gar keinen Wert enthält.

In der 4D Programmiersprache und für Objekt Feldattribute werden Nullwerte über die Funktion `Null` verwaltet. Sie lässt sich mit folgenden Ausdrücken zum Setzen oder Vergleichen des Nullwerts verwenden:

- Objekt Attribute
- Collection Elemente
- Variablen vom Typ Objekt, Collection, Zeiger, Bild oder Variant.

Undefiniert

Undefiniert ist kein Datentyp. Er bezeichnet eine Variable, die noch nicht definiert ist. Eine Funktion (eine Projektmethode, die ein Ergebnis zurückgibt) kann einen undefinierten Wert zurückgeben, wenn in der Methode dem Ergebnis der Funktion (\$0) ein undefinierter Ausdruck zugewiesen wurde (Ausdruck mit mindestens einer undefinierten Variablen). Ein Datenfeld kann nicht undefiniert sein (die Funktion `Undefined` gibt für ein Datenfeld immer Falsch zurück). Eine Variable vom Typ Variant hat undefiniert als Standardwert.

Beispiele

Hier sehen Sie je nach Kontext unterschiedliche Ergebnisse mit `Undefined` sowie dem Befehl `Null` mit Objekteigenschaften:

```
C_OBJECT($vEmp)
$vEmp:=New object
$vEmp.name:="Smith"
$vEmp.children:=Null

$undefined:=Undefined($vEmp.name) // False
>null:=( $vEmp.name=NULL) //False

$undefined:=Undefined($vEmp.children) // False
>null:=( $vEmp.children=NULL) //True

$undefined:=Undefined($vEmp.parent) // True
>null:=( $vEmp.parent=NULL) //True
```

Numerisch (Zahl, Lange Ganzzahl, Ganzzahl)

Numerisch ist der Oberbegriff für:

- Datenfeld, Variable oder Ausdruck vom Typ Zahl. Der Typ Zahl umfasst den Bereich $\pm 1,7e\pm 308$ mit 13 Stellen Genauigkeit.
- Datenfeld, Variable oder Ausdruck vom Typ Lange Ganzzahl. Der Typ Lange Ganzzahl (4 Bytes) umfasst den Bereich -2 147 483 648 bis 2 147 483 647 ($-2^{31}..(2^{31}-1)$).
- Datenfeld, Variable oder Ausdruck vom Typ Ganzzahl. Der Typ Ganzzahl (2 Bytes) umfasst den Bereich -32 768 bis 32 767 ($2^{15}..(2^{15}-1)$).

Hinweis: Feldwerte vom Typ Ganzzahl werden in der 4D Programmiersprache automatisch in Lange Ganzzahl umgewandelt.

Sie können numerische Datentypen untereinander zuweisen. 4D erledigt die Konvertierung und kürzt oder rundet bei Bedarf. Jedoch gibt die Konvertierung bei Werten außerhalb des entsprechenden Bereichs keinen gültigen Wert zurück. Sie können numerische Datentypen in Ausdrücken miteinander mischen.

Hinweis: Bei der Beschreibung von Befehlen im Handbuch 4D Programmiersprache gilt der Begriff numerisch für alle Datentypen der Art Zahl, Ganzzahl und Lange Ganzzahl, wenn nichts anderes angegeben ist.

Zahlenformate

Eine numerische Konstante wird als einfache Zahl geschrieben. Hier sehen Sie ein paar Beispiele:

```
27  
123.76  
0.0076
```

Der Dezimaltrenner ist standardmäßig ein Punkt (.), unabhängig von der Sprache des Betriebssystems. Haben Sie die Option "Verwende regionale Systemeinstellungen" auf der Seite Methoden der Datenbankeigenschaften markiert, müssen Sie den Trenner verwenden, der in Ihrem System definiert ist.

Negative Zahlen werden mit dem Minuszeichen (-) angegeben. Beispiel:

```
-27  
-123.76  
-0.0076
```

Zahlenoperatoren

Operation	Syntax	Ergibt	Ausdruck	Wert
Addition	Zahl + Zahl	Zahl	2 + 3	5
Subtraktion	Zahl - Zahl	Zahl	3 - 2	1
Multiplikation	Zahl * Zahl	Zahl	5 * 2	10
Division	Zahl / Zahl	Zahl	5 / 2	2.5
Ganzzahlige Division	Zahl ¥ Zahl	Zahl	5 ¥ 2	2
Modulo	Zahl % Zahl	Zahl	5 % 2	1
Exponent	Zahl ^ Zahl	Zahl	2 ^ 3	8
Gleichheit	Zahl = Zahl	Boolean	10 = 10	Wahr
			10 = 11	Falsch
Ungleichheit	Zahl # Zahl	Boolean	10 # 11	Wahr
			10 # 10	Falsch
Größer als	Zahl > Zahl	Boolean	11 > 10	Wahr
			10 > 11	Falsch
Kleiner als	Zahl < Zahl	Boolean	10 < 11	Wahr
			11 < 10	Falsch
Größer als oder gleich	Zahl >= Zahl	Boolean	11 >= 10	Wahr
			10 >= 11	Falsch
Kleiner als oder gleich	Zahl <= Zahl	Boolean	10 <= 11	Wahr
			11 <= 10	Falsch

Der Modulo Operator % dividiert die erste Zahl durch die zweite und übergibt den ganzzahligen Restwert. Hier sehen Sie ein paar Beispiele:

- 10 % 2 ergibt 0, da kein Restwert übrigbleibt.
- 10 % 3 ergibt 1, da der Restwert 1 ist.
- 10.5 % 2 ergibt 0, da der Restwert keine Ganzzahl ist.

WARNUNG:

- Der Modulo Operator % gibt signifikante Werte mit Zahlen aus dem Bereich Lange Ganzzahl (von -2^{31} bis $+2^{31} - 1$) zurück. Verwenden Sie bei Berechnungen des Restwerts mit Zahlen außerhalb dieses Bereich die Funktion `Mod`.
- Der Operator für ganzzahlige Division ¥ gibt nur für Ganzzahlen signifikante Werte zurück.

Rangfolge

Die Reihenfolge, in der ein Ausdruck berechnet wird, heißt Rangfolge. 4D hat eine Rangfolge von links-nach-rechts, die algebraische Rangfolge wird nicht berücksichtigt. Beispiel:

3+4*5

ergibt 35, da der Ausdruck von links nach rechts berechnet wird: $3 + 4$ ist gleich 7, multipliziert mit 5 ergibt als Endergebnis 35.

Wollen Sie die Rangfolge von links nach rechts ändern, MÜSSEN Sie Klammern setzen. Beispiel:

3+(4*5)

ergibt 23, da der Ausdruck $(4 * 5)$ aufgrund der Klammer zuerst berechnet wird. Zum Ergebnis 20 wird dann 3 hinzugezählt. Das ergibt als Endergebnis 23.

Sie können Klammern auch innerhalb anderer Klammern setzen. Achten Sie darauf, dass eine geöffnete Klammer auch immer wieder geschlossen wird. Fehlende oder falsch gesetzte Klammern können ungültige Ausdrücke oder unerwartete Ergebnisse hervorrufen. Außerdem können Sie Ihre Anwendungen nur kompilieren, wenn die Klammern zusammenpassen. Bei fehlenden Klammern meldet 4D Compiler einen Syntaxfehler.

Bit Operatoren

Bit Operatoren arbeiten mit Ausdrücken oder Werten vom Typ Lange Ganzzahl.

Übergeben Sie einen Wert vom Typ Ganzzahl oder Zahl an einen Bit Operator, wertet 4D diesen vor der Berechnung mit einem Bit Operator als Lange Ganzzahl.

Beim Arbeiten mit Bit Operatoren müssen Sie sich den Wert vom Typ Lange Ganzzahl als Array mit 32 Bits vorstellen. Bits werden von rechts nach links von 0 bis 31 durchnummiertert.

Da jedes Bit entweder 0 oder 1 ist, können Sie sich einen Wert vom Typ Lange Ganzzahl auch als Wert vorstellen, der 32 Boolean Werte speichern kann. Ein Bit gleich 1 bedeutet Wahr, ein Bit gleich 0 bedeutet Falsch.

Ein Ausdruck mit Bit Operator gibt einen Wert von Typ Lange Ganzzahl zurück, mit Ausnahme des Operators Bit Test. Hier wird ein Wert vom Typ Boolean zurückgegeben. Es gibt folgende Bit Operatoren:

Operation	Operator	Syntax	Ergibt
Bitweises UND	&	Lang & Lang	Lang
Bitweises ODER (inklusiv)		Lang Lang	Lang
Bitweises ODER (exklusiv)	^	Lang ^ Lang	Lang
Left Bit Shift	<<	Lang << Lang	Lang (siehe Hinweis 1)
Right Bit Shift	>>	Lang >> Lang	Lang (siehe Hinweis 1)
Bit setzen	?+	Lang ?+ Lang	Lang (siehe Hinweis 2)
Bit löschen	?-	Lang ?- Lang	Lang (siehe Hinweis 2)
Bit Test	??	Lang ?? Lang	Boolean (siehe Hinweis 2)

Hinweise

1. Für die Operationen `Left Bit Shift` und `Right Bit Shift` gibt der zweite Operand die Stellen an, um die die Bits des ersten Operanden im Ergebniswert verschoben werden. Deshalb sollte dieser zweite Operand zwischen 0 und 31 liegen. Beachten Sie jedoch, dass Verschieben um 0 einen unveränderten Wert zurückgibt und um mehr als 31 Bits 0x00000000 zurückgibt, da hier alle Bits verloren gehen. Übergeben Sie als zweiten Operanden einen anderen Wert, ist das Ergebnis nicht signifikant.
2. Für die Operationen `Bit setzen`, `Bit löschen` und `Bit Test` gibt der zweite Operand die Stelle des entsprechenden Bit an. Deshalb muss dieser zweite Operand zwischen 0 und 31 liegen. Sonst ist das Ergebnis des Ausdrucks nicht signifikant.

Folgende Tabelle zeigt die Bit Operatoren und ihre Auswirkung:

Operation	Beschreibung
Bitweises UND	<p>Jedes resultierende Bit ist das logische UND der Bits in den beiden Operanden. Hier ist die logische UND Tabelle:</p> <ul style="list-style-type: none"> • $1 \& 1 \rightarrow 1$ • $0 \& 1 \rightarrow 0$ • $1 \& 0 \rightarrow 0$ • $0 \& 0 \rightarrow 0$ <p>Das resultierende Bit ist 1, wenn beide Bits der Operanden 1 sind; sonst ist das resultierende Bit 0.</p>
Bitweises ODER (inklusiv)	<p>Jedes resultierende Bit ist das logische ODER der Bits in den beiden Operanden. Hier ist die logische ODER Tabelle:</p> <ul style="list-style-type: none"> • $1 1 \rightarrow 1$ • $0 1 \rightarrow 1$ • $1 0 \rightarrow 1$ • $0 0 \rightarrow 0$ <p>Das resultierende Bit ist 1, wenn mindestens einer der Bit Operanden 1 ist; sonst ist das resultierende Bit 0.</p>
Bitweises ODER (exklusiv)	<p>Jedes resultierende Bit ist das logische XODER der Bits in den beiden Operanden. Hier ist die logische XODER Tabelle:</p> <ul style="list-style-type: none"> • $1 ^ 1 \rightarrow 0$ • $0 ^ 1 \rightarrow 1$ • $1 ^ 0 \rightarrow 1$ • $0 ^ 0 \rightarrow 0$ <p>Das resultierende Bit ist 1, wenn mindestens einer der Bit Operanden 1 ist; sonst ist das resultierende Bit 0.</p>
Left Bit Shift	<p>Der resultierende Wert wird auf den ersten Operanden gesetzt, dann werden die Bits um die im zweiten Operanden angegebenen Stellen nach links verschoben. Die Bits auf der linken Seite gehen verloren, die neuen Bits auf der rechten Seite werden auf 0 gesetzt. Hinweis: Werden nur die positiven Werte berücksichtigt, ist das Verschieben um N Bits nach links dasselbe wie das Multiplizieren mit 2^N.</p>
Right Bit Shift	<p>Der resultierende Wert wird auf den ersten Operanden gesetzt, dann werden die Bits um die vom zweiten Operanden angegebenen Stellen nach rechts verschoben. Die Bits auf der rechten Seite gehen verloren, die neuen Bits auf der linken Seite werden auf 0 gesetzt. Hinweis: Werden nur die positiven Werte berücksichtigt, ist das Verschieben um N Bits nach rechts dasselbe wie das Dividieren durch 2^N.</p>
Bit setzen	Der resultierende Wert wird auf den ersten Operanden gesetzt, dann wird das Bit, dessen Stelle im zweiten Operanden angegeben ist, auf 1 gesetzt. Die anderen Bits bleiben unverändert.
Bit löschen	Der resultierende Wert wird auf den ersten Operanden gesetzt, dann wird das Bit, dessen Stelle im zweiten Operanden angegeben ist, auf 0 gesetzt. Die anderen Bits bleiben unverändert.
Bit Test	Ergibt wahr, wenn im ersten Operanden das Bit, dessen Stelle im zweiten Operanden angegeben ist, gleich 1 ist. Ergibt Falsch, wenn im ersten Operanden das Bit, dessen Stelle im zweiten Operanden angegeben ist, gleich 0 ist.

Beispiele

Operation	Beispiel	Ergebnis
Bitweises UND	0x0000FFFF & 0xFF00FF00	0x0000FF00
Bitweises ODER (inklusiv)	0x0000FFFF 0xFF00FF00	0xFF00FFFF
Bitweises ODER (exklusiv)	0x0000FFFF ^ 0xFF00FF00	0xFF0000FF
Left Bit Shift	0x0000FFFF << 8	0x00FFFF00
Right Bit Shift	0x0000FFFF >> 8	0x0000000F
Bit setzen	0x00000000 ?+ 16	0x00010000
Bit löschen	0x00010000 ?- 16	0x00000000
Bit Test	0x00010000 ?? 16	Wahr

Objekt

Variablen, Felder oder Ausdrücke vom Typ Objekt können verschiedene Datentypen enthalten. Die Struktur von "native" 4D Objekten basiert auf dem klassischen Prinzip von "Eigenschaft/Wert" bzw. "Key/Value" Paaren. Die Syntax dieser Objekte basiert auf JSON Notation:

- Ein Eigenschaftenname ist immer ein Text, z. B. "Name". Er muss [spezifische Regeln](#) einhalten.
- Der Wert einer Eigenschaft kann einer der folgenden Typen sein:
 - numerisch (Zahl, Ganzzahl, etc.)
 - Text
 - Null
 - Boolean
 - Zeiger (als solcher gespeichert, wird beim Verwenden der Funktion `JSON Stringify` oder beim Kopieren bewertet)
 - Datum (Datumstyp oder ISO Datumsformat)
 - Objekt(1) (Objekte können in mehrere Stufen verschachtelt sein)
 - Bild(2)
 - collection

(1) ORDA Objekte wie [Entities](#) oder [Entity Selections](#) lassen sich nicht in Feldern vom Typ Objekt speichern; sie werden jedoch voll in Objektvariablen im Speicher unterstützt.

(2) Bei Darstellung als Text im Debugger oder Export in JSON zeigen die Eigenschaften des Objekts Bild "[Objekt Bild]" an.

Warnung: Beachten Sie, dass Attributnamen zwischen Groß- und Kleinschreibung unterscheiden.

Sie verwalten Variablen, Felder oder Ausdrücke vom Typ Objekt mit der [Objektnotation](#) oder über die klassischen Befehle im Kapitel Objekte des Handbuchs 4D Programmiersprache. Über spezifische Befehle im Kapitel Suchen wie `QUERY BY ATTRIBUTE`, `QUERY SELECTION BY ATTRIBUTE` oder `ORDER BY ATTRIBUTE` können Sie mit Objektfeldern arbeiten.

Jeder Eigenschaftswert, auf den über Objektnotation zugegriffen wird, wird als ein Ausdruck gewertet. Sie können solche Werte überall verwenden, wo 4D Ausdrücke erwartet werden:

- In 4D Code, entweder in den Methoden (Methodeneditor) oder extern geschrieben (Formeln, Dateien mit 4D Tags, die mit `PROCESS 4D TAGS` oder dem Web Server bearbeitet werden, Exportdateien, 4D Write Pro Dokumente...),
- In den Bereichen Ausdruck des Debugger und des Runtime Explorer,
- In der Eigenschaftenliste des Formulareditors für Formularobjekte: Felder vom Typ Variable oder Ausdruck, sowie verschiedene Auswahl Listboxen und Spalten Ausdrücke (Datenquelle, Hintergrundfarbe, Stil oder Schriftfarbe).

Initialisierung

Objekte müssen initialisiert sein, z. B. mit dem Befehl `New object`, sonst wird beim Versuch, ihre Elemente zu lesen oder zu modifizieren, ein Syntaxfehler erzeugt.

Beispiel:

```
C_OBJECT($obVar) //creation of an object type 4D variable  
$obVar:=New object //initialization of the object and assignment to the 4D variable
```

Regular oder shared Object

Sie können zwei Arten von Objekten erstellen:

- regular (non-shared) objects mit dem Befehl `New object`. Diese Objekte lassen sich ohne eine spezifische

Zugriffskontrolle bearbeiten, aber nicht zwischen Prozessen teilen.

- shared objects mit dem Befehl `New shared object`. Diese Objekte lassen sich zwischen Prozessen teilen, inkl. preemptive Threads. Der Zugriff auf diese Objekte wird über `Use...End use` Strukturen gesteuert. Weitere Informationen dazu finden Sie auf der Seite [Shared Objects und Collections](#).

Grundlagen der Syntax

Mit Objektnotation können Sie auf Werte von Objekteigenschaften über eine Kette von Tokens zugreifen.

Objekteigenschaften

Objektnotation bietet zwei Wege, um auf Objekteigenschaften zuzugreifen:

- Über das Zeichen "Punkt": `> object.propertyName`

Beispiel:

```
employee.name:="Smith"
```

- Über eine Zeichenkette in eckigen Klammern: `> object["propertyName"]`

Beispiele:

```
$vName:=employee["name"]
//or also:
$property:="name"
$vName:=employee[$property]
```

Da der Wert einer Objekteigenschaft ein Objekt oder eine Collection sein kann, akzeptiert Objektnotation eine Folge von Symbolen, um auf Untereigenschaften zuzugreifen, wie zum Beispiel:

```
$vAge:=employee.children[2].age
```

Objektnotation ist in allen Elementen der Programmiersprache verfügbar, die ein Objekt enthalten oder zurückgeben, wie z.B:

- Die Objekte selbst (gespeichert in Variablen, Feldern, Objekteigenschaften, Objekt Arrays oder Collection Elementen). Beispiele:

```
$age:=$myObjVar.employee.age //variable
$addr:=[Emp]data_obj.address //field
$city:=$addr.city //property of an object
$pop:=$aObjCountries{2}.population //object array
$val:=$myCollection[3].subvalue //collection element
```

- 4D Befehle, die Objekte zurückgeben. Beispiel:

```
$measures:=Get database measures.DB.tables
```

- Projektmethoden, die Objekte zurückgeben. Beispiel:

```
// MyMethod1
C_OBJECT($0)
$0:=New object("a";10;"b";20)

//myMethod2
$result:=MyMethod1.a //10
```

- Collections Beispiel:

```
myColl.length //size of the collection
```

Zeiger

Vorbemerkung: Da Objekte immer per Referenz übergeben werden, sind normalerweise keine Zeiger erforderlich. 4D verwendet bei Objekten intern automatisch einen ähnlichen Mechanismus wie bei einem Zeiger. Das minimiert Speicherplatz, Sie können die Parameter verändern und Änderungen zurückgeben. Folglich benötigen Sie eigentlich keine Zeiger. Wollen Sie jedoch Zeiger verwenden, können Sie über Zeiger auf Eigenschaftswerte zugreifen.

Die Objektnotation mit Zeigern ist ähnlich wie die Objektnotation direkt mit Objekten, der Unterschied ist Weglassen des Zeichens "Punkt".

- Direkter Zugriff:

```
pointerOnObject->propertyName
```

- Zugriff über Name:

```
pointerOnObject->["propertyName"]
```

Beispiel:

```
C_OBJECT(v0bj)
C_POINTER(vPtr)
v0bj:=New object
v0bj.a:=10
vPtr:=->v0bj
x:=vPtr->a //x=10
```

Wert Null

Die Objektnotation unterstützt den Nullwert über die Funktion Null. Damit können Sie Objekteigenschaften oder Collection Elementen den Nullwert zuweisen oder vergleichen, zum Beispiel:

```
myObject.address.zip:=Null
If(myColl[2]=Null)
```

Weitere Informationen dazu finden Sie unter dem Befehl `Null`.

Wert Undefiniert

Das Bewerten einer Objekteigenschaft kann manchmal einen undefinierten Wert ergeben. Wenn Sie versuchen, undefinierte Ausdrücke zu lesen oder zuzuweisen, generiert 4D normalerweise Fehler. Das passiert jedoch nicht in folgenden Fällen:

- Lesen der Eigenschaft eines undefinierten Objekts oder Werts gibt undefiniert zurück; Variablen (außer Arrays)

einen undefinierten Wert zuweisen hat dieselbe Wirkung, wie `CLEAR VARIABLE` aufrufen:

```
C_OBJECT($o)
C_LONGINT($val)
$val:=10 // $val=10
$val:=$o.a // $o.a is undefined (no error), and assigning this value clears the variable
// $val=0
```

- Lesen der Eigenschaft `length` einer undefinierten Collection ergibt 0:

```
C_COLLECTION($c) // variable created but no collection is defined
$size:=$c.length // $size = 0
```

- Ein undefinierter Wert in einer Projektmethode wird automatisch in 0 oder "" konvertiert, je nach dem deklarierten Parametertyp.

```
C_OBJECT($o)
mymethod($o.a) // pass an undefined parameter

// In mymethod method
C_TEXT($1) // parameter type is text
// $1 contains ""
```

- Ein bedingter Ausdruck wird automatisch in Falsch konvertiert, wenn er über If und Case of als undefiniert gewertet wird:

```
C_OBJECT($o)
If($o.a) // false
End if
Case of
:($o.a) // false
End case
```

- Einer vorhandenen Objekteigenschaft einen undefinierten Wert zuweisen, initialisiert je nach Typ ihren Wert neu oder hebt ihn auf:
- Objekt, Collection, Zeiger: Null
- Bild: Leeres Bild
- Boolean: Falsch
- String: ""
- Zahl: 0
- Datum: !00-00-00! wenn die Einstellung "Verwende Datumstyp anstelle von ISO Datumsformat in Objekten" aktiviert ist, sonst ""
- Zeit: 0 (Anzahl ms)
- Undefiniert, Null: keine Änderung

```
C_OBJECT($o)
$o:=New object("a";2)
$o.a:=$o.b // $o.a=0
```

- Einer nicht vorhandenen Objekteigenschaft einen undefinierten Wert zuweisen, führt nichts aus.

Erwartet Ihr 4D Code Ausdrücke eines bestimmten Typs, können Sie sicherstellen, dass diese den korrekten Typ haben, selbst wenn sie als undefiniert bewertet werden. Dazu übergeben Sie die passenden 4D Befehle `String`, `Num`, `Date`, `Time`, `Bool`. Sie geben einen leeren Wert des angegebenen Typs zurück, wenn der Ausdruck als undefiniert bewertet wird. Beispiel:

```
$myString:=Lowercase(String($o.a.b)) //make sure you get a string value even if undefined
//to avoid errors in the code
```

Beispiele

Der Einsatz von Objektnotation im 4D Code vereinfacht die Verwaltung von Objekten. Beachten Sie, dass die Befehlsnotation weiterhin voll unterstützt wird.

- Objekte schreiben und lesen (dieses Beispiel vergleicht Objektnotation und Befehlsnotation miteinander):

```
// Using the object notation
C_OBJECT($myObj) //declares a 4D variable object
$myObj:=New object //creates an object and assigns to the variable
$myObj.age:=56
$age:=$myObj.age //56

// Using the command notation
C_OBJECT($myObj2) //declares a 4D variable object
OB SET($myObj2;"age";42) //creates an object and adds the age property
$age:=OB Get($myObj2;"age") //42

// Of course, both notations can be mixed
C_OBJECT($myObj3)
OB SET($myObj3;"age";10)
$age:=$myObj3.age //10
```

- Eine Eigenschaft erstellen und Werte, inkl. Objekte, zuweisen:

```
C_OBJECT($Emp)
$Emp:=New object
$Emp.city:="London" //creates the city property and sets its value to "London"
$Emp.city:="Paris" //modifies the city property
$Emp.phone:=New object("office";"123456789";"home";"0011223344")
//creates the phone property and sets its value to an object
```

- Einen Wert in einem Unterobjekt erhalten, ist mit Objektnotation ganz einfach:

```
$vCity:=$Emp.city //"Paris"
$vPhone:=$Emp.phone.home //"0011223344"
```

- Mit dem Operator [] können Sie auf Eigenschaften als String zugreifen

```
$Emp["city"]:="Berlin" //modifies the city property
//this can be useful for creating properties through variables
C_TEXT($addr)
$addr:="address"
For($i;1;4)
    $Emp[$addr+String($i)]:=""
End for
// creates 4 empty properties "address1...address4" in the $Emp object
```

Bild

Datenfelder, Variablen oder Ausdrücke vom Typ Bild können in gängigen Windows- oder MacOS-Formaten sein. Dazu gehört jedes Bild, das Sie in die Zwischenablage legen oder mit 4D Befehlen wie `READ PICTURE FILE` von der Festplatte lesen können.

4D verwendet native APIs, um Felder und Variablen vom Typ Bild unter Windows und auf macOS zu codieren (schreiben) bzw. decodieren (lesen). Dies bietet Zugriff auf zahlreiche native Formate, inkl. RAW, dem gängigen Format für Digitalkameras.

- Unter Windows verwendet 4D WIC (Windows Imaging Component).
- Auf MacOS verwendet 4D ImageIO.

Mit WIC und ImageIO lassen sich auch Metadaten in Bildern verwenden. Dafür können Sie die beiden Befehle `SET PICTURE METADATA` und `GET PICTURE METADATA` einsetzen.

Bild Codec Kennung

4D unterstützt nativ ein breites Spektrum an [Bildformaten](#), wie .jpeg, .png oder .svg.

Der Befehl `PICTURE CODEC LIST` gibt von 4D erkannte Bildformate als Codec ID für Bilder zurück. Es gibt folgende Formen:

- Als Endung (zum Beispiel ".gif")
- Als Mime Typ (zum Beispiel "image/jpeg")

Die vom Befehl zurückgegebene Form richtet sich nach der Art, wie der Codec auf Ebene des Betriebssystems gespeichert ist. Beachten Sie, dass die Liste der verfügbaren Codecs zum Lesen und Schreiben unterschiedlich sein können, da für Codecs zum Codieren u. U. spezifische Lizenzen erforderlich sind.

Die meisten [4D Befehle zur Bildverwaltung](#) können eine Codec ID als Parameter empfangen. Deshalb muss unbedingt die vom Befehl `PICTURE CODEC LIST` zurückgegebene ID des Systems verwendet werden. Der Befehl `PICTURE CODEC LIST` gibt von 4D erkannte Bildformate zurück.

Bildoperatoren

Operation	Syntax	Ergibt	Aktion
Horizontal Aneinanderfügen	Bild1 + Bild2	Bild	Fügt Bild2 rechts von Bild1 an
Vertikal Aneinanderfügen	Bild1 / Bild2	Bild	Fügt Bild2 unter Bild1 an
Exklusives Aufeinandersetzen	Bild1 & Bild2	Bild	Setzt Bild2 vor Bild1 (Bild2 ist vorne) Liefert dasselbe Ergebnis wie <code>COMBINE PICTURES(pict3;pict1;Superimposition;pict2)</code>
Inklusives Aufeinandersetzen	Bild1 Bild2	Bild	Setzt Bild2 auf Bild1 und gibt Ergebnisbild zurück, wenn beide Bilder dieselbe Größe haben. Liefert dasselbe Ergebnis wie <code>\$equal:=Equal pictures(Pict1;Pict2;Pict3)</code>
Horizontal Verschieben	Bild + Zahl	Bild	Verschiebt Bild horizontal um n Pixel
Vertikal Verschieben	Bild / Zahl	Bild	Verschiebt Bild vertikal um n Pixel
Zoomen	Bild * Zahl	Bild	Verändert Bildgröße gemäß Faktor n
Horizontal Skalieren	Bild *+ Zahl	Bild	Skaliert Bild horizontal gemäß Faktor n
Vertikal Skalieren	Bild * Zahl	Bild	Skaliert Bild vertikal gemäß Faktor n

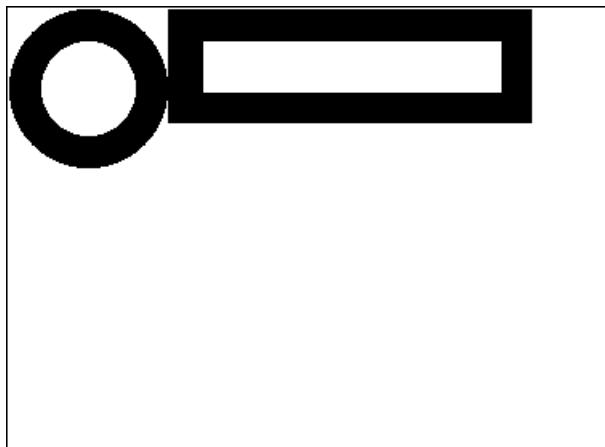
Hinweise:

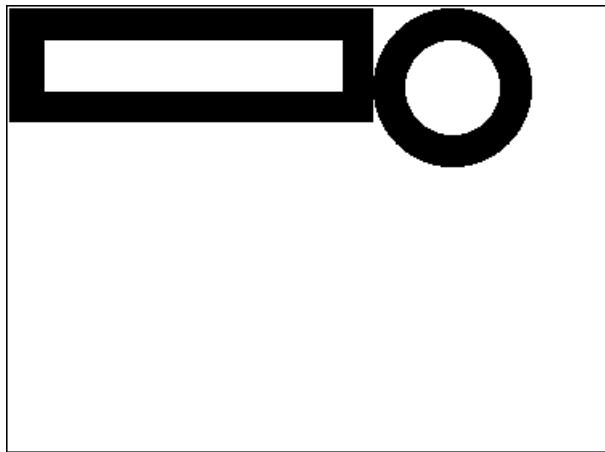
- Beim Operator | müssen Bild1 und Bild2 exakt dieselben Ausmaße haben. Haben sie unterschiedliche Ausmaße, ergibt die Operation Bild1 | Bild2 ein leeres Bild.
- Mit dem Befehl `COMBINE PICTURES` können Sie Bilder übereinanderlegen und die Merkmale jedes Ausgangsbildes im Ergebnisbild beibehalten.
- Zusätzliche Operationen auf Bilder können Sie mit dem Befehl `TRANSFORM PICTURE` ausführen.
- Es gibt keine Vergleichoperatoren für Bilder. 4D bietet jedoch den Befehl `Equal picture` zum Vergleichen von zwei Bildern.

Beispiele

Horizontal Aneinanderfügen

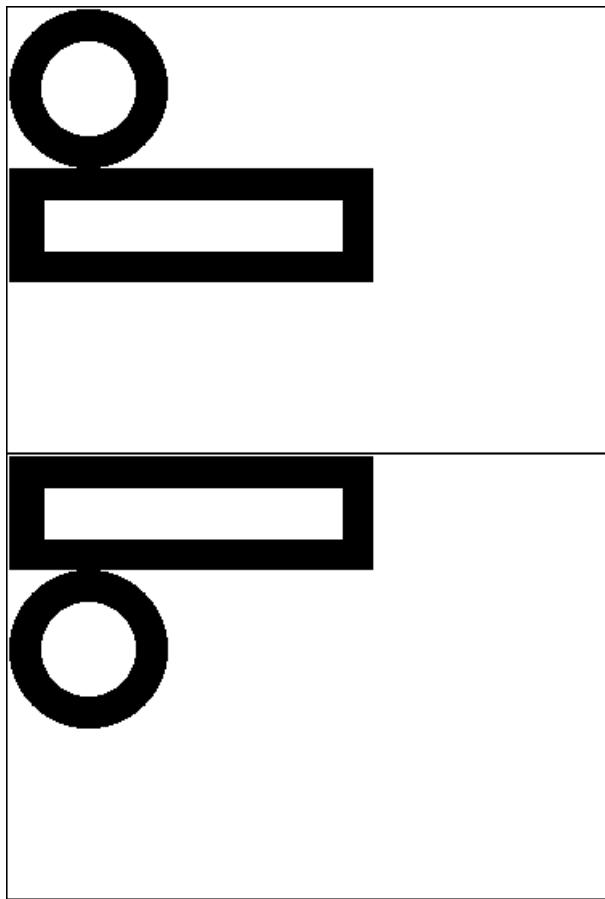
```
circle+rectangle //Place the rectangle to the right of the circle
rectangle+circle //Place the circle to the right of the rectangle
```





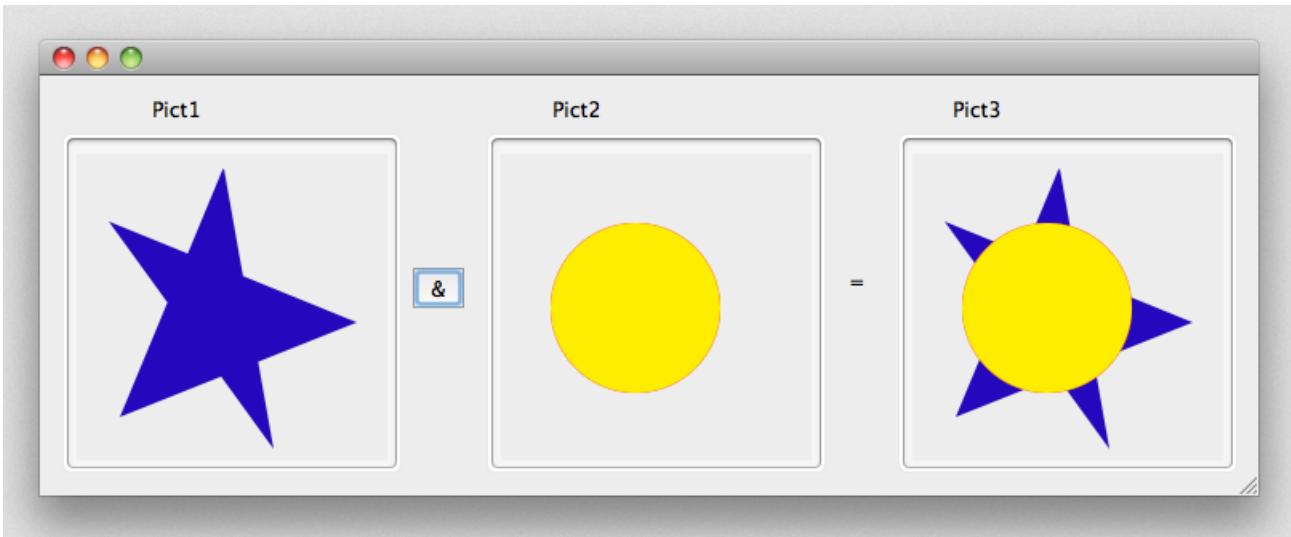
Vertikal Aneinanderfügen

```
circle/rectangle //Place the rectangle under the circle  
rectangle/circle //Place the circle under the rectangle
```



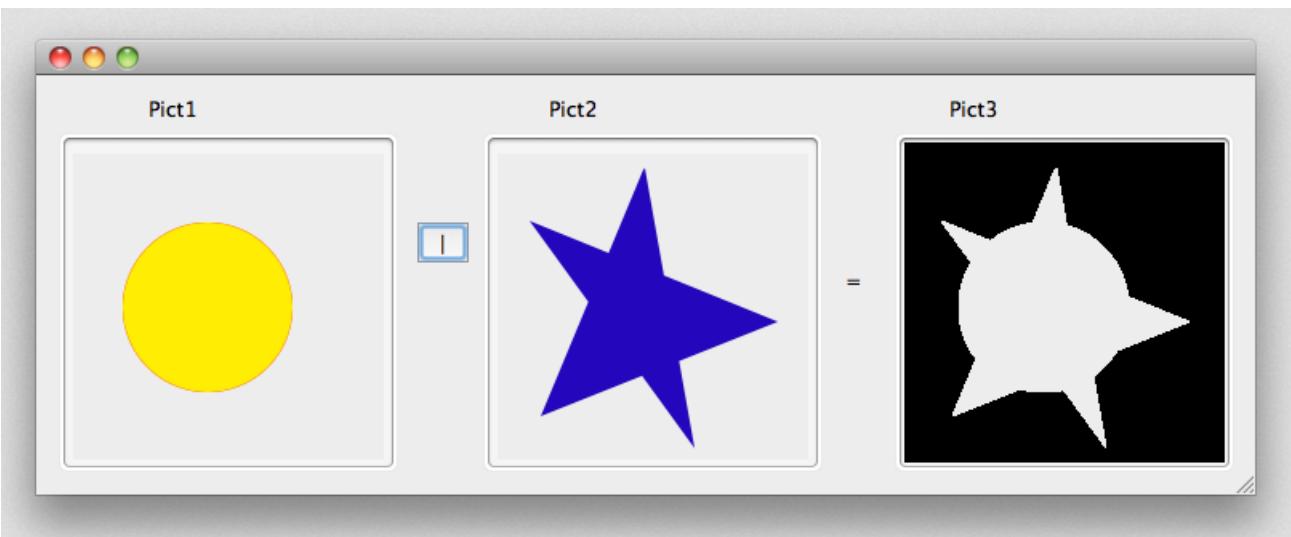
Exklusives Aufeinandersetzen

```
Pict3:=Pict1 & Pict2 // Superimposes Pict2 on top of Pict1
```



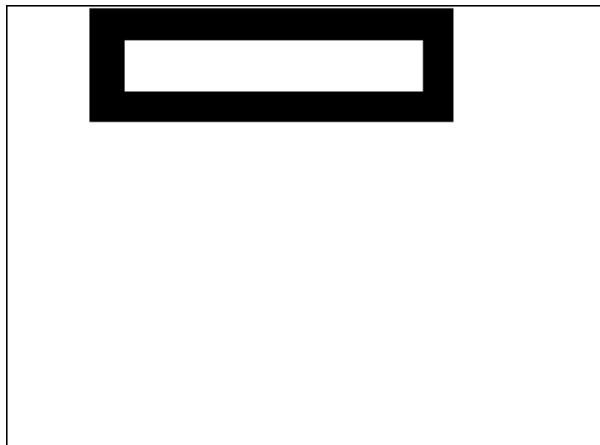
Inklusives Aufeinandersetzen

```
Pict3:=Pict1|Pict2 // Recovers resulting mask from superimposing two pictures of the same size
```



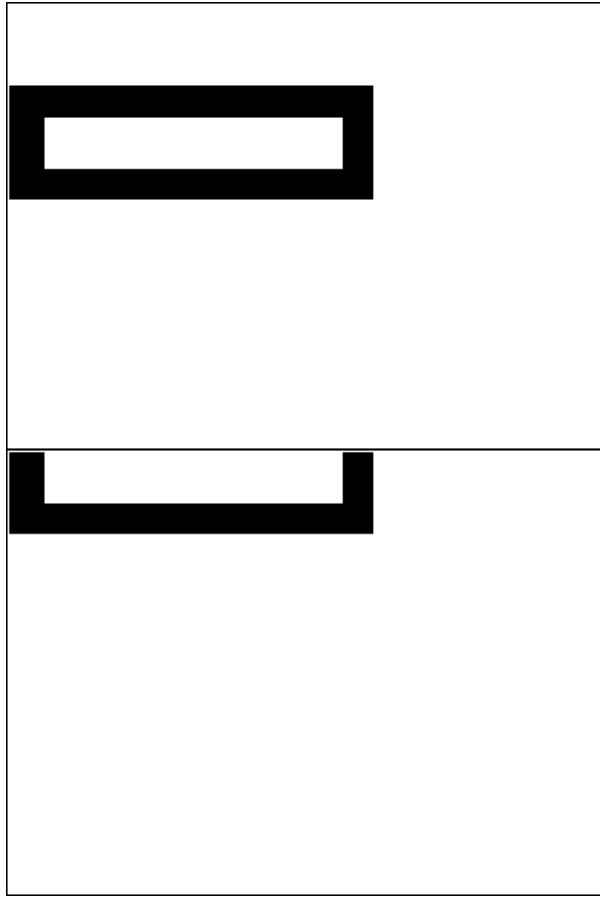
Horizontal Verschieben

```
rectangle+50 //Move the rectangle 50 pixels to the right  
rectangle-50 //Move the rectangle 50 pixels to the left
```



Vertikal Verschieben

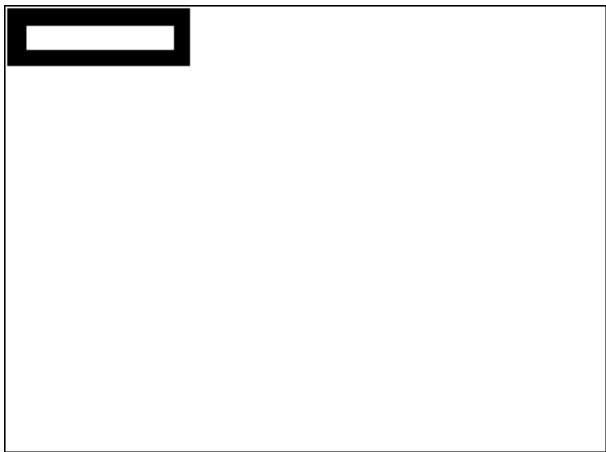
```
rectangle/50 //Move the rectangle down by 50 pixels  
rectangle/-20 //Move the rectangle up by 20 pixels
```



Zoomen

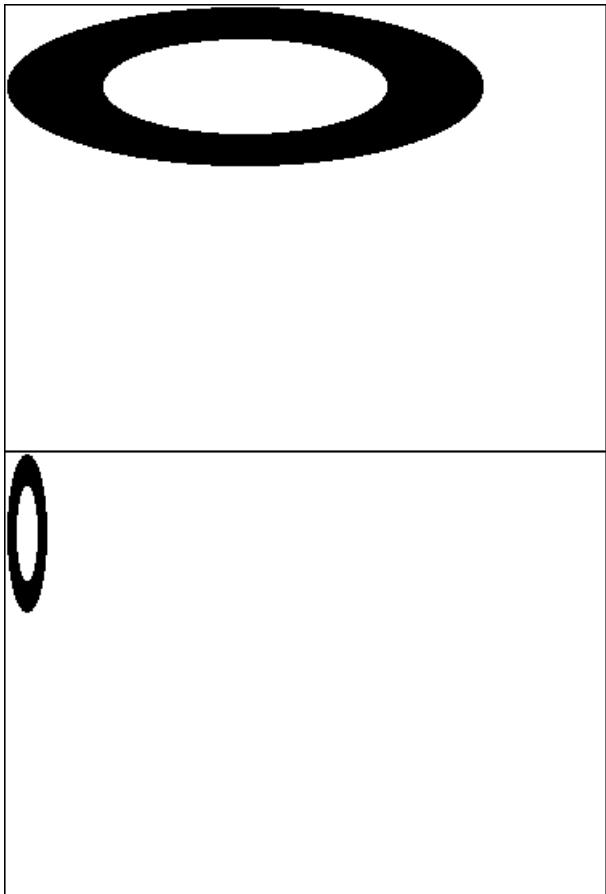
```
rectangle*1.5 //The rectangle becomes 50% bigger  
rectangle*0.5 //The rectangle becomes 50% smaller
```





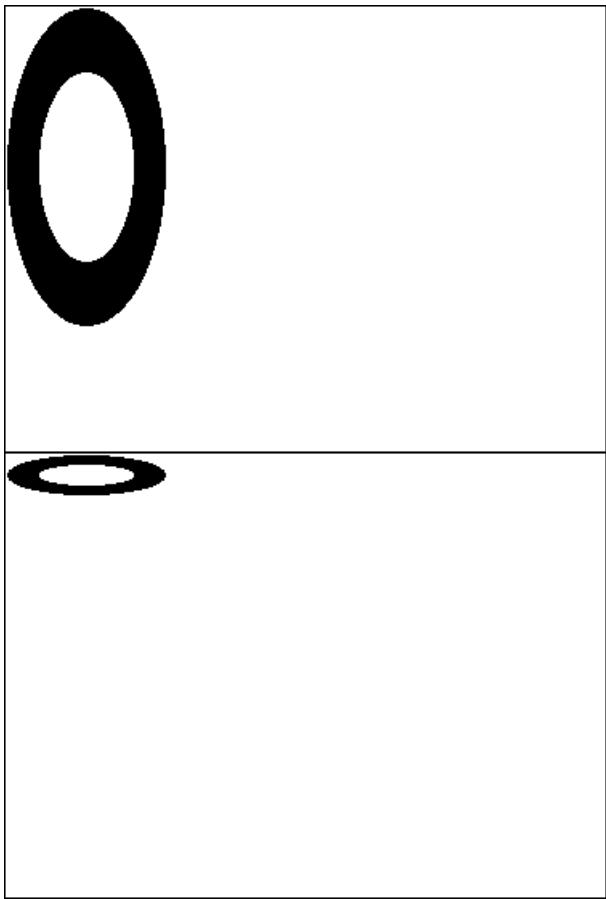
Horizontal Skalieren

```
circle*+3 //The circle becomes 3 times wider  
circle*+0.25 //The circle's width becomes a quarter of what it was
```



Vertikal Skalieren

```
circle*|2 //The circle becomes twice as tall  
circle*|0.25 //The circle's height becomes a quarter of what it was
```



Zeiger

Eine Variable oder ein Ausdruck vom Typ Zeiger verweist auf eine andere Variable (inkl. Arrays und Array Elemente), Tabelle, Datenfeld oder Objekt. Ein Datenfeld kann nicht vom Typ Zeiger sein.

Mit Hilfe der Zeiger können Sie Ihre Methoden strukturunabhängig schreiben und dadurch Ihre Programme übertragbarer gestalten. Sie können mit der Programmiersprache auf verschiedene Objekte, wie Tabellen, Datenfelder, Variablen, Objekte und Arrays, einfach über ihre Namen zugreifen. Jedoch ist es oft hilfreich, auf diese Elemente zuzugreifen, ohne ihre Namen zu kennen. Das können Sie mit Zeigern tun.

Das Konzept hinter Zeigern begegnet Ihnen auch im täglichen Leben. Oft verweisen Sie auf etwas, ohne die Identität exakt zu kennen. Sie sagen normalerweise zu einem Freund: "Lass uns eine Fahrt in Deinem Auto machen", anstatt "Lass uns eine Fahrt in dem Auto mit dem Kennzeichen M-AX-1234 machen". In diesem Fall verweisen Sie auf das Auto mit dem Kennzeichen M-AX-1234 über den Begriff "Dein Auto". Die Umschreibung "Auto mit dem Kennzeichen M-AX-1234" ist wie der Name eines Objekts und der Begriff "Dein Auto" ist wie ein Zeiger, der auf das Objekt verweist.

Die Möglichkeit, auf etwas zu verweisen, ohne die Identität exakt zu kennen, hat einige Vorteile. Ihr Freund kann ein neues Auto haben, und die Aussage "mit Deinem Auto" passt weiterhin, denn es bleibt ein Auto und gehört Ihrem Freund. Zeiger arbeiten auf dieselbe Weise. Ein Zeiger kann beispielsweise einmal auf ein numerisches Datenfeld mit Namen Alter verweisen und später auf eine numerische Variable, umbenannt in Rentenalter. In beiden Fällen zeigt der Zeiger auf numerische Daten, die sich in einer Berechnung verwenden lassen.

Mit Zeigern können Sie auf Tabellen, Datenfelder, Variablen, Arrays und seine Elemente, und Objekte verweisen. Folgende Tabelle zeigt ein Beispiel für jeden Datentyp:

Typ	Referenz	Verwenden	Zuweisen
Tabelle	vpTable:=->[Table]	DEFAULT TABLE(vpTable->)	----
Datenfeld	vpField:=->[Table]Field	ALERT(vpField->)	vpField->:="John"
Variable	vpVar:=->Variable	ALERT(vpVar->)	vpVar->:="John"
Array	vpArr:=->Array	SORT ARRAY(vpArr->:>)	COPY ARRAY (Arr;vpArr->)
Array Element	vpElem:=->Array{1}	ALERT (vpElem->)	vpElem->:="John"
Objekt	vpObj:=->myObject	ALERT (vpObj->myProp)	vpObj->myProp:="John"

Zeiger verwenden

Wir erläutern die Verwendung von Zeigern an einem Beispiel. Dieses Beispiel zeigt, wie Sie über einen Zeiger auf eine Variable zugreifen können. Wir erstellen zuerst eine Variable:

```
$MyVar:="Hello"
```

\$MyVar ist jetzt eine Variable mit dem String "Hello". Nun können wir einen Zeiger auf \$MyVar erstellen:

```
C_POINTER($MyPointer)  
$MyPointer:=->$MyVar
```

Das Symbol `->` bedeutet "setze Zeiger auf". Es ist die Kombination aus einem Bindestrich und dem Zeichen "größer als". In diesem Fall verweist bzw. zeigt der Zeiger auf \$MyVar. Dieser Zeiger wird mit dem Zuordnungsoperator dem Zeiger MyPointer zugewiesen.

\$MyPointer ist nun eine Variable mit einem Zeiger auf \$MyVar. \$MyPointer enthält nicht "Hello", den Wert von \$MyVar, vielmehr erhalten Sie diesen Wert über \$MyPointer. Folgender Ausdruck gibt den Wert in \$MyVar zurück:

```
$MyPointer->
```

In diesem Fall gibt er die Zeichenkette "Hello" zurück. Das Symbol `->` nach dem Zeiger verweist auf das Objekt, auf das gezeigt wird. Das nennt man Dereferenzierung.

Es ist wichtig zu verstehen, dass Sie einen Zeiger gefolgt vom Symbol `->` überall verwenden können, wo Sie das Objekt verwenden könnten, auf das der Zeiger zeigt. Das bedeutet, Sie können den Ausdruck `$MyPointer->` überall verwenden, wo Sie auch die ursprüngliche Variable `$MyVar` einsetzen können. Folgende Programmierzeile zeigt z. B. eine Warnung mit dem darin enthaltenen Wort Hello:

```
ALERT($MyPointer->)
```

Über `$MyPointer` können Sie auch den Inhalt von `$MyVar` ändern. Folgende Anweisung speichert die Zeichenkette "Goodbye" in der Variablen `$MyVar`:

```
$MyPointer->:="Goodbye"
```

Wie Sie sehen, verhält sich der Ausdruck `$MyPointer->` wie die Variable `$MyVar`. Die beiden nachfolgenden Zeilen führen dieselbe Aktion aus—beide zeigen eine Warnung mit dem aktuellen Wert der Variablen `$MyVar`:

```
ALERT($MyPointer->)
ALERT($MyVar)
```

Die beiden folgenden Zeilen führen dieselbe Aktion aus—beide weisen der Variablen `$MyVar` die Zeichenkette "Goodbye" zu:

```
$MyPointer->:="Goodbye"
$MyVar:="Goodbye"
```

Zeigeroperatoren

Es gilt folgendes:

```
` vPtrA and vPtrB point to the same object
vPtrA:=>anObject
vPtrB:=>anObject
` vPtrC points to another object
vPtrC:=>anotherObject
```

Operation	Syntax	Ergibt	Ausdruck	Wert
Gleichheit	Zeiger = Zeiger	Boolean	vPtrA = vPtrB	Wahr
			vPtrA = vPtrC	Falsch
Ungleichheit	Zeiger # Zeiger	Boolean	vPtrA # vPtrC	Wahr
			vPtrA # vPtrB	Falsch

Zeiger verwenden

Zeiger auf Tabellen

Überall, wo die Programmiersprache eine Tabelle erwartet, können Sie einen Zeiger erstellen, der auf die Tabelle zeigt. Sie definieren den Zeiger auf eine Tabelle folgendermaßen:

```
$TablePtr:==>[anyTable]
```

Sie können einen Zeiger über die Funktion `Table` einrichten:

```
$TablePtr:=Table(20)
```

oder den dereferenzierten Zeiger in Befehlen verwenden:

```
DEFAULT TABLE($TablePtr->)
```

Zeiger auf Datenfelder

Überall, wo die Programmiersprache ein Datenfeld erwartet, können Sie einen Zeiger verwenden, der das Datenfeld anspricht. Sie definieren den Zeiger auf ein Datenfeld folgendermaßen:

```
$FieldPtr:==>[aTable]ThisField
```

Sie können einen Zeiger über die Funktion `Field` einrichten:

```
$FieldPtr:=Field(1;2)
```

oder den dereferenzierten Zeiger in Befehlen verwenden:

```
OBJECT SET FONT($FieldPtr->;"Arial")
```

Zeiger auf lokale Variablen

Bei Verwendung von Zeigern auf Prozess- oder lokale Variablen müssen Sie sicherstellen, dass die Variable, auf die gezeigt wird, bereits eingerichtet ist. Beachten Sie folgendes: Lokale Variablen werden gelöscht, wenn die Ausführung der Methode, welche diese erstellt hat, beendet ist; Prozessvariablen werden mit Beenden des Prozesses gelöscht, der sie erstellt hat. Ruft ein Zeiger eine Variable auf, die nicht mehr existiert, verursacht das im interpretierten Modus einen Syntaxfehler (Variable nicht definiert), im kompilierten Modus kann dies hingegen zu einem ernsteren Fehler führen.

Über Zeiger auf lokale Variablen lassen sich in vielen Fällen Prozessvariablen sichern. Zeiger auf lokale Variablen lassen sich nur im gleichen Prozess verwenden. Zeigen Sie einen Zeiger auf eine lokale Variable an, die in einer anderen Methode deklariert wurde, erscheint im Debugger der ursprüngliche Methodenname nach dem Zeiger in Klammern. Schreiben Sie zum Beispiel in Method1:

```
$MyVar:="Hello world"  
Method2(->$MyVar)
```

Zeigt der Debugger in Method2 \$1 wie folgt an:

\$1	->\$MyVar (Method1)
-----	---------------------

Der Wert von \$1 lautet:

\$MyVar (Method1)	"Hello world"
-------------------	---------------

Zeiger auf Array Elemente

Sie können einen Zeiger auf ein Array Element erstellen. Im folgenden Beispiel wird ein Array erstellt und dem ersten Element des Array ein Zeiger auf die Variable \$ElemPtr zugewiesen:

```
ARRAY REAL($anArray;10) //Create an array  
$ElemPtr:==>$anArray{1} //Create a pointer to the array element
```

Sie können den dereferenzierten Zeiger verwenden, um dem Element einen Wert zuzuweisen, z.B:

```
$ElemPtr->:=8
```

Zeiger auf Arrays

Sie können auch einen Zeiger erstellen, der auf ein Array zeigt. Folgende Anweisung erstellt ein Array und weist dem Array einen Zeiger auf die Variable \$ArrPtr zu:

```
ARRAY REAL($anArray;10) //Create an array  
$ArrPtr:==>$anArray //Create a pointer to the array
```

Beachten Sie, dass der Zeiger das Array anspricht und nicht ein Element dieses Arrays. Sie können den soeben angelegten Zeiger folgendermaßen einsetzen:

```
SORT ARRAY($ArrPtr->:>) //Sort the array
```

oder über den Zeiger das 4. Element des Arrays ansprechen:

```
ArrPtr->{4}:=84
```

Zeiger als Parameter in Methoden

Sie können einen Zeiger als Parameter in einer Methode übergeben. In der Methode können Sie das über den Zeiger angesprochene Objekt ändern. Zum Beispiel enthält die Methode `takeTwo` zwei Parameter in Form von Zeigern. Sie wandelt das erste angesprochene Objekt in Großbuchstaben um, das zweite in Kleinbuchstaben. Die Projektmethode lautet wie folgt:

```
//takeTwo project method  
//$1 – Pointer to a string field or variable. Change this to uppercase.  
//$2 – Pointer to a string field or variable. Change this to lowercase.  
$1->:=Uppercase($1->)  
$2->:=Lowercase($2->)
```

Nachfolgende Zeile wandelt über die Methode `takeTwo` ein Datenfeld in Großbuchstaben um und eine Variable in Kleinbuchstaben:

```
takeTwo(>[myTable]myField;=>$MyVar)
```

Enthält das Datenfeld [myTable]myField den String "jones", wird es umgewandelt in "JONES". Enthält die Variable \$MyVar den String "HELLO", wird er umgewandelt in "Hello".

Achten Sie darauf, dass in der Methode `takeTwo` und immer, wenn Sie Zeiger verwenden, das angesprochene Objekt vom richtigen Datentyp ist. Im vorigen Beispiel muss der Zeiger ein Objekt vom Typ String oder Text ansprechen.

Zeiger auf Zeiger

Wenn Sie es komplexer machen wollen, können Sie auch Zeiger verwenden, die auf andere Zeiger verweisen. Nehmen wir dieses Beispiel:

```
$MyVar:="Hello"  
$PointerOne:==>$MyVar  
$PointerTwo:==>$PointerOne  
($PointerTwo->)->:="Goodbye"  
ALERT(($PointerTwo->)->)
```

Es zeigt eine Meldung mit dem Inhalt "Goodbye".

Im folgenden werden die einzelnen Zeilen erläutert:

- \$MyVar:="Hello" --> Diese Zeile setzt die Zeichenkette "Hello" in die Variable \$MyVar.
- \$PointerOne:==>\$MyVar --> \$PointerOne enthält nun den Zeiger auf \$MyVar.
- \$PointerTwo:==>\$PointerOne --> \$PointerTwo (eine neue Variable) enthält einen Zeiger auf \$PointerOne, der auf \$MyVar zeigt.
- (\$PointerTwo->)->:="Goodbye" --> \$PointerTwo-> verweist auf den Inhalt von \$PointerOne, der wiederum auf \$MyVar verweist. Deshalb verweist (\$PointerTwo->)-> auf den Inhalt von \$MyVar. In diesem Beispiel ist also der Variablen \$MyVar "Goodbye" zugewiesen.
- ALERT ((\$PointerTwo->)->) --> Hier gilt das gleiche: \$PointerTwo-> verweist auf den Inhalt von \$PointerOne, der wiederum auf \$MyVar verweist. Deshalb verweist (\$PointerTwo->)-> auf den Inhalt von \$MyVar. In diesem Fall zeigt die Meldung den Inhalt von \$MyVar an.

Die folgende Zeile setzt "Hello" in \$MyVar:

```
($PointerTwo->)->:="Hello"
```

Die folgende Zeile nimmt "Hello" aus \$MyVar und setzt es in \$NewVar:

```
$NewVar:=($PointerTwo->)->
```

Wichtig: Bei mehrfacher Dereferenzierung müssen Sie mit Klammern arbeiten.

String

String ist der Oberbegriff für:

- Textfelder bzw. -variablen: Ein Feld, eine Variable oder ein Ausdruck vom Typ Text kann 0 bis 2 GB an Text enthalten.
- Alphanumerische Felder: Ein Datenfeld vom Typ alphanumerisch kann 0 bis 255 Zeichen enthalten (Limit wird bei der Felddefinition festgelegt).

Stringformate

Ein Stringformat steht zwischen geraden doppelten Anführungszeichen ("..."). Hier ein paar Beispiele für Stringformate:

```
"Datensätze hinzufügen"  
"Keine Datensätze gefunden."  
"Rechnung"
```

Ein leerer String wird mit Anführungszeichen ohne etwas dazwischen angegeben ("").

Escape Sequenzen

In Strings lassen sich folgende Escape Sequenzen verwenden:

Escape Sequenz	Ersetzte Zeichen
¥n	LF (Line feed - Zeilenvorschub)
¥t	HT (Tabulator)
¥r	CR (Carriage return -Zeilenschaltung)
¥¥	\ (Backslash - umgekehrter Schrägstrich)
¥"	" (Anführungszeichen)

Hinweis: Das Zeichen ¥ (backslash) wird unter Windows als Trenner in Pfadnamen verwendet. Deshalb müssen Sie in Pfaden einen doppelten Backslash ¥¥ verwenden, wenn Sie einen Backslash vor einem Zeichen haben möchten, das in einer der von 4D erkannten Escape-Sequenzen verwendet wird (z.B. "C:¥¥MyDocuments¥¥New.txt").

String Operatoren

Operation	Syntax	Ergibt	Ausdruck	Wert
Zusammenfügung	String + String	String	"abc" + "def"	"abcdef"
Wiederholung	String * Zahl	String	"ab" * 3	"ababab"
Gleichheit	String = String	Boolean	"abc" = "abc"	Wahr
			"abc" = "abd"	Falsch
Ungleichheit	String # String	Boolean	"abc" # "abd"	Wahr
			"abc" # "abc"	Falsch
Größer als	String > String	Boolean	"abd" > "abc"	Wahr
			"abc" > "abc"	Falsch
Kleiner als	String < String	Boolean	"abc" < "abd"	Wahr
			"abc" < "abc"	Falsch
Größer als oder gleich	String >= String	Boolean	"abd" >= "abc"	Wahr
			"abc" >= "abd"	Falsch
Kleiner als oder gleich	String <= String	Boolean	"abc" <= "abd"	Wahr
			"abd" <= "abc"	Falsch
Mit Schlüsselwort	String % String	Boolean	"Alpha Bravo" % "Bravo"	Wahr
			"Alpha Bravo" % "ravo"	Falsch
	Bild % String	Boolean	Picture_expr % "Mer"	Wahr (*)

(*) Wenn das Schlüsselwort "Mer" dem Bild zugeordnet ist, das im Bildausdruck (Datenfeld oder Variable) gespeichert ist.

String Vergleiche

- Strings werden Zeichen für Zeichen miteinander verglichen (außer bei Suchen nach [Schlüsselwörter](#), siehe unten).
- Bei String Vergleichen wird die Groß- und Kleinschreibung ignoriert, so gibt "a"="A" `TRUE` zurück. Wollen Sie die Schreibweise von zwei Zeichen überprüfen, vergleichen Sie deren Zeichen Codes. So ergibt z. B. folgender Ausdruck `FALSE` :

```
Character code("A")=Character code("a") // because 65 is not equal to 97
```

- Bei String Vergleichen werden diakritische Zeichen wie die entsprechenden Zeichen ohne Akzente behandelt. So ergibt z. B. folgender Ausdruck `TRUE` :

```
"n"="ñ"  
"n"="Ñ"  
"A"="ä"  
// and so on
```

Hinweis: String Vergleiche berücksichtigen die Eigenheiten der Sprache, die für die 4D Datendatei definiert wurde. Das ist normalerweise das gleiche Format wie das System, kann aber auf eine andere Sprache eingestellt werden. Je nach Sprache können diakritische Zeichen anders bewertet oder sortiert werden.

Joker Zeichen (@)

Die 4D Programmiersprache unterstützt @ als Joker Zeichen. @ kann für beliebig viele Zeichen stehen. So ergibt z. B. folgender Ausdruck `TRUE` :

```
"abcdefgij"="abc@"
```

Sie können das Jokerzeichen nur für den zweiten Operanden (der String auf der rechten Seite) einsetzen. Demnach ergibt folgender Ausdruck `FALSE`, da @ im ersten Operanden lediglich als 1 Zeichen gewertet wird:

```
"abc@"="abcdefgij"
```

Das Jokerzeichen bedeutet "ein Zeichen, viele Zeichen oder gar kein Zeichen". Demnach ergeben folgende Ausdrücke `TRUE`:

```
"abcdefgij"="abcdefgij@"
"abcdefgij"="@abcdefgij"
"abcdefgij"="abcd@efgij"
"abcdefgij"="@abcdefgij@"
"abcdefgij"="@abcde@fghij@"
```

Zwei aufeinanderfolgende Jokerzeichen werden dagegen nicht erkannt. Hier gibt der Ausdruck `FALSE` zurück:

```
"abcdefgij"="abc@@fg"
```

Enthält der Vergleichsoperator ein < oder > Zeichen, wird nur der Vergleich mit einem Joker am Ende des Operanden unterstützt:

```
"abcd"<="abc@"
"abcd"<="abc@ef" //Not a valid comparison
```

Wollen Sie Vergleiche oder Suchläufe mit @ als Zeichen, also nicht als Joker durchführen, müssen Sie die Anweisung `Character code (At sign)` verwenden. Angenommen, Sie wollen wissen, ob ein String mit dem Zeichen @ endet. Der folgende Ausdruck ist immer `TRUE`, außer \$vsValue ist leer:

```
($vsValue[[Length($vsValue)]] = "@")
```

Der folgende Ausdruck wird korrekt interpretiert:

```
(Character code($vsValue[[Length($vsValue)]]))#64)
```

Hinweis: In der Designumgebung können Sie festlegen, wie das @ Zeichen interpretiert wird, wenn es innerhalb einer Zeichenkette enthalten ist.

Schlüsselwörter

Im Gegensatz zu anderen String Vergleichen werden bei der Suche nach Schlüsselwörtern "Wörter" in "Texten" nur im ganzen berücksichtigt. Der Operator % gibt immer `Falsch` zurück, wenn die Suche mehr als ein Wort oder nur einen Teil davon betrifft, z. B. eine Vorsilbe. "Wörter" werden definiert als Zeichenketten, umgeben von „Trennern“, also Leerzeichen, Punktzeichen und Bindestriche. Ein Apostroph, z. B. Today's gilt normalerweise als Teil des Wortes, wird aber in bestimmten Fällen ignoriert (siehe Regeln unten). Sie können auch nach Nummern suchen, da sie inkl. Trennzeichen für Tausend oder Dezimalstellen (. ,) als Ganzes gewertet werden. Andere Zeichen (Währungssymbole, Temperatur, usw.) werden dabei ignoriert.

```

"Alpha Bravo Charlie"%"Bravo" // Returns True
"Alpha Bravo Charlie"%"vo" // Returns False
"Alpha Bravo Charlie"%"Alpha Bravo" // Returns False
"Alpha,Bravo,Charlie"%"Alpha" // Returns True
"Software and Computers"%"comput@" // Returns True

```

Hinweise: - 4D verwendet die ICU library zum Vergleichen von Strings (mit den Operatoren <>=#) und Suchen von Schlüsselwörtern. Weitere Informationen zu den Regeln bei Schlüsselwörtern finden Sie unter: http://www.unicode.org/reports/tr29/#Word_Boundaries. - In der japanischen Version verwendet 4D zum Suchen von Schlüsselwörtern anstatt ICU standardmäßig Mecab.

Symbole für direkten Zeichenzugriff

Mit den Symbolen [[...]]

können Sie sich auf ein einzelnes Zeichen innerhalb einer Zeichenkette beziehen. So können Sie in einem Feld bzw. einer Variablen vom Typ Text oder String einzelne Zeichen ansprechen.

Diese Syntax auf der linken Seite des Zuweisungsoperators (:=) weist an der angegebenen Position in der Zeichenkette ein Zeichen zu. Beispiel: Ist vsName kein leerer String, setzt folgender Code das erste Zeichen von vsName in Großbuchstaben:

```

If(vsName#"")

    vsName[[1]]:=Uppercase(vsName[[1]])

End if

```

Diese Syntax mit dem gewünschten Zeichen innerhalb eines Ausdrucks gibt es als String mit einem Zeichen zurück. Beispiel:

```

//The following example tests if the last character of vtText is an At sign "@"
If(vtText#"")

    If(Character code(Substring(vtText;Length(vtText);1))=At sign)
    //...
    End if
End if

//Using the character reference syntax, you would write in a simpler manner:
If(vtText#"")

    If(Character code(vtText[[Length(vtText)]])=At sign)
    // ...
    End if
End if

```

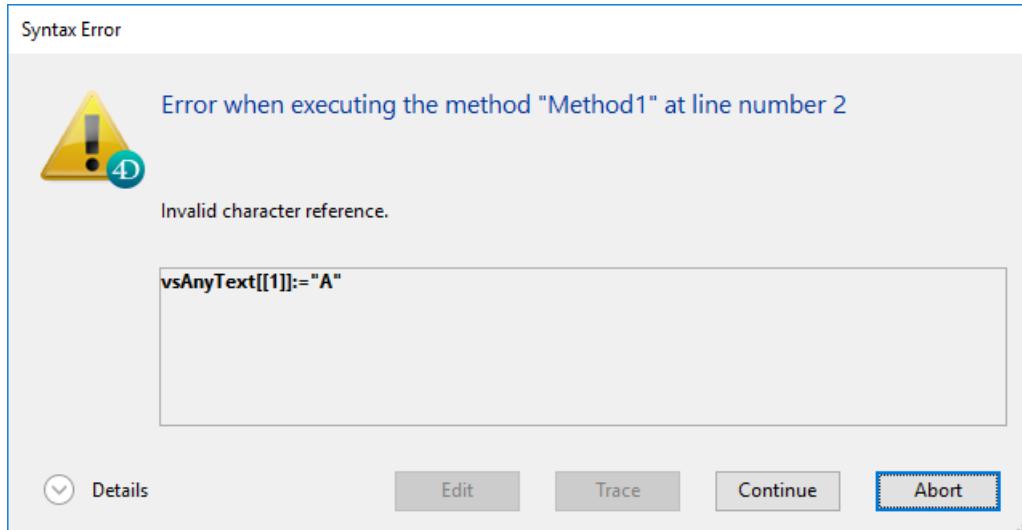
Bemerkung zu ungültigem Zeichenzugriff

Beim Einsatz der Symbole für direkten Zeichenzugriff müssen Sie vorhandene Zeichen im String auf dieselbe Weise wie vorhandene Elemente in einem Array ansprechen. Sprechen Sie beispielsweise das 20. Zeichen einer Textvariablen an, muss diese Variable auch mindestens 20 Zeichen enthalten. Ist das nicht der Fall,

- verursacht das im interpretierten Modus keinen Syntaxfehler.
- kann das im kompilierten Modus (mit deaktivierter Bereichsprüfung) zu einem Absturz wegen Speicherüberlauf führen, z. B. wenn Sie ein Zeichen nach dem Ende eines String oder Textes schreiben.
- wird das im kompilierten Modus mit aktivierter Option Bereichsprüfung einen Fehler auslösen. So löst der folgende Code:

```
//Very bad and nasty thing to do, boo!
vsAnyText:=""
vsAnyText[[1]]:="A"
```

einen Runtime-Fehler aus:



Beispiel

Folgende Projektmethode schreibt das erste Zeichen jedes Worts im Text groß, der als Parameter übergeben wurde und gibt den Text mit großen Anfangsbuchstaben zurück:

```
//Capitalize_text project method
//Capitalize_text ( Text ) -> Text
//Capitalize_text ( Source text ) -> Capitalized text

$0:=$1
$vLen:=Length($0)
If($vLen>0)
    $0[[1]]:=Uppercase($0[[1]])
    For($vChar;1;$vLen-1)
        If(Position($0[[vChar]]," !&()-{};:>?/,.=+*")>0)
            $0[[vChar+1]]:=Uppercase($0[[vChar+1]])
        End if
    End for
End if
```

Die Zeile:

```
ALERT(Capitalize_text("hello, my name is jane doe and i'm running for president!"))
```

zeigt folgende Meldung:

Alert



Hello, My Name Is Jane Doe And I'm Running For President!

OK

Zeit

Datenfelder, Variablen oder Ausdrücke vom Typ Zeit umfassen den Bereich 00:00:00 bis 596.000:00:00.

Zeiten werden im 24 Stundenformat angezeigt.

Ein Wert vom Typ Zeit wird intern wie eine Zahl behandelt. Die von einer Zeit zurückgegebene Zahl ist die Anzahl Sekunden ab Mitternacht (00:00:00).

Hinweis: Im *Handbuch 4D Programmiersprache* werden Zeitparameter in der Beschreibung der Befehle generell als Zeit bezeichnet, außer es ist anders angegeben.

Zeitformate

Eine Zeitkonstante steht zwischen Fragezeichen (?...?).

Ein Zeitformat erscheint in der Reihenfolge Stunde:Minute:Sekunde, getrennt durch Doppelpunkt (:). Zeiten erscheinen im 24-Stunden Format.

Hier ein paar Beispiele:

```
?00:00:00? ` Mitternacht  
?09:30:00? ` 9:30 am  
?13:01:59? ` 13 Uhr, 1 Minute und 59 Sekunden
```

Eine Leerzeit wird als ?00:00:00? angegeben.

Tipp: Der Methodeneditor hat ein Tastaturkürzel für Leerzeit. Tippen Sie ein Fragezeichen (?) und drücken die Eingabetaste.

Zeitoperatoren

Operation	Syntax	Ergibt	Ausdruck	Wert
Addition	Zeit + Zeit	Zeit	?02:03:04? + ?01:02:03?	?03:05:07?
Subtraktion	Zeit – Zeit	Zeit	?02:03:04? – ?01:02:03?	?01:01:01?
Addition	Zeit + Zahl	Zahl	?02:03:04? + 65	7449
Subtraktion	Zeit – Zahl	Zahl	?02:03:04? – 65	7319
Multiplikation	Zeit * Zahl	Zahl	?02:03:04? * 2	14768
Division	Zeit / Zahl	Zahl	?02:03:04? / 2	3692
Ganzzahlige Division	Zeit ¥ Zahl	Zahl	?02:03:04? ¥ 2	3692
Modulo	Zeit % Zeit	Zeit	?20:10:00? % ?04:20:00?	?02:50:00?
Modulo	Zeit % Zahl	Zahl	?02:03:04? % 2	0
Gleichheit	Zeit = Zeit	Boolean	?01:02:03? = ?01:02:03?	Wahr
			?01:02:03? = ?01:02:04?	Falsch
Ungleichheit	Zeit # Zeit	Boolean	?01:02:03? # ?01:02:04?	Wahr
			?01:02:03? # ?01:02:03?	Falsch
Größer als	Zeit > Zeit	Boolean	?01:02:04? > ?01:02:03?	Wahr
			?01:02:03? > ?01:02:03?	Falsch
Kleiner als	Zeit < Zeit	Boolean	?01:02:03? < ?01:02:04?	Wahr
			?01:02:03? < ?01:02:03?	Falsch
Größer als oder gleich	Zeit >= Zeit	Boolean	?01:02:03? >=?01:02:03?	Wahr
			?01:02:03? >=?01:02:04?	Falsch
Kleiner als oder gleich	Zeit <= Zeit	Boolean	?01:02:03? <=?01:02:03?	Wahr
			?01:02:04? <=?01:02:03?	Falsch

Beispiel 1

Für eine Zeitangabe, die Ausdrücke vom Typ Zeit und Zahl kombiniert, verwenden Sie die Befehle `Time` und `Time string`.

Mit den Funktionen `Time` oder `Current time` können Sie Ausdrücke vom Typ Zeit und Zahl kombinieren:

```
//The following line assigns to $vlSeconds the number of seconds
//that will be elapsed between midnight and one hour from now
$vlSeconds:=Current time+3600
//The following line assigns to $vhSoon the time it will be in one hour
$vhSoon:=Time(Current time+3600)
```

Die 2. Zeile lässt sich auch einfacher schreiben:

```
// The following line assigns to $vhSoon the time it will be in one hour
$vhSoon:=Current time+?01:00:00?
```

Beispiel 2

Der Operator Modulo dient insbesondere zum Hinzufügen von Zeiten im 24-Stunden Format:

```
$t1:=?23:00:00? // It is 23:00 hours  
// We want to add 2 and a half hours  
$t2:=$t1 +?02:30:00? // With a simple addition, $t2 is ?25:30:00?  
$t2:=($t1 +?02:30:00?)%?24:00:00? // $t2 is ?01:30:00? and it is 1:30 hour the next morning
```

Variant

Variant ist ein VariablenTyp, um Daten von beliebigem regulären Typ in eine Variable zu setzen. Dieser Typ lässt sich z.B. zum Schreiben von generischem Code verwenden, der Werte von nicht bekanntem Typ zurückgibt oder empfängt. Das ist beispielsweise bei Code zum Verwalten von Objektattributen der Fall.

Eine Variable vom Typ Variant kann einen Wert in folgenden Datentypen enthalten:

- BLOB
- Boolean
- collection
- date
- Lange Ganzzahl
- object
- picture
- pointer
- Zahl
- Text
- time
- Null
- Undefiniert

Arrays lassen sich nicht in Variablen vom Typ Variant speichern.

Sowohl im interpretierten als auch im kompilierten Modus kann derselben Variablen vom Typ Variant Inhalt mit unterschiedlichen Typen zugewiesen werden. Im Gegensatz zu festen VariablenTypen ist der Inhaltstyp von Variant unterschiedlich von der Variable selbst. Beispiel:

```
C_VARIANT($variant)

$variant:="hello world"
$vtype:=Type($variant) // 12 (Is variant)
$value:=Value type($variant) // 2 (Is text)

$variant:=42
$vtype:=Type($variant) // 12 (Is variant)
$value:=Value type($variant) // 1 (Is real)
```

Sie können Variablen vom Typ Variant immer verwenden, wo Variablen erwartet werden. Sie müssen nur sicherstellen, dass der Datentyp des Variableninhalts vom erwarteten Typ ist. Beim Zugriff auf Variablen vom Typ Variant wird nur ihr aktueller Wert berücksichtigt. Beispiel:

```
C_VARIANT($v)
$v:="hello world"
$v2:=$v //assign variable to another variable

$t:=Type($v) // 12 (Is variant)
$t2:=Type($v2) // 2 (Is text)
```

Mit Variant lassen sich Parameter in Methoden (\$0, \$1,...) deklarieren, die von unterschiedlichem Typ sein können. In diesem Fall können Sie Code schreiben, der den Typ des Parameterwertes testet, zum Beispiel:

```
C_VARIANT($1)
Case of
: (Value type($1)=Is longint)
...
: (Value type($1)=Is text)
...
End case
```

Sind Variablen vom Typ Variant nicht erforderlich (z.B. wenn der Datentyp bekannt ist), empfehlen wir, Variablen mit festen Typen zu verwenden. Denn sie bieten bessere Performance, klareren Code und sind für den Compiler hilfreich, da sie Fehler durch Übergeben unerwarteter Datentypen vermeiden.

Variablen

Daten in 4D werden auf zwei ganz unterschiedliche Weisen gespeichert. Felder speichern Daten permanent auf der Festplatte, Variablen speichern Daten temporär im Speicher.

Beim Einrichten Ihrer 4D Datenbank legen Sie die Namen und Typen Ihrer Datenfelder fest. Variablen sind ganz ähnlich —Sie geben diesen auch Namen und verschiedene Typen (siehe unter [Datentypen](#)).

Ist die Variable angelegt, können Sie diese überall in Ihrer Anwendung verwenden, wo sie benötigt wird. Sie wollen z. B. eine Textvariable in einem Feld vom gleichen Typ speichern:

```
[MyTable]MyField:=MyText
```

Variablen sind Objekte der Programmiersprache; Sie können Variablen erstellen und verwenden, die nie auf dem Bildschirm erscheinen. In Ihren Formularen können Sie Variablen (außer Zeiger und BLOB) auf dem Bildschirm anzeigen, Daten in sie eingeben und sie in Berichten drucken. Auf diese Weise verhalten sich eingebbare und nicht-eingebbare Variablenbereiche wie Felder und haben dieselben integrierten Kontrollen beim Erstellen. Variablen in Formularen können auch Schaltflächen, Listboxen, rollbare Bereiche, Bildschaltflächen, usw. steuern oder Ergebnisse von Berechnungen anzeigen, die nicht gesichert werden müssen.

Variablen erstellen

Sie erstellen Variablen, indem Sie diese deklarieren. Die 4D Programmiersprache bietet zwei Wege zum Deklarieren von Variablen:

- Über das Schlüsselwort `var` (empfohlen, besonders wenn Ihr Code Objekte und Klassen verwendet),
- über Befehle der 4D Programmiersprache in den Kapiteln "Compiler" oder "Arrays" (nur in der klassischen Programmiersprache).

Hinweis: Auch wenn wir davon abraten, können Sie Variablen einfach durch ihre Verwendung erstellen; Sie müssen sie nicht formell mit Typ definieren. Beispiel: Für eine Variable, die das aktuelle Datum plus 30 Tage angibt, können Sie schreiben:

```
MyDate:=Current date+30 //MyDate is created
// 4D guesses it is of date type
// and assigns the current date plus 30 days
```

Das Schlüsselwort `var` verwenden

Es wird empfohlen, Variablen mit dem Schlüsselwort `var` zu deklarieren, da sich mit dieser Syntax Objektvariablen mit Klassen verbinden lassen. Diese Syntax verbessert die Vorschläge und type-ahead Features im Code-Editor.

Für eine Variable von beliebigem Typ verwenden Sie folgende Syntax:

```
var <varName>{; <varName2>;...}{ : <varType>}
```

Beispiel:

```
var $myText : Text //a text variable
var myDate1; myDate2 : Date //several date variables
var $myFile : 4D.File //a file class object variable
var $myVar //a variant variable
```

`varName` ist der Variablenname, er muss mit den [4D Regeln](#) für Identifier konform sein.

Diese Syntax unterstützt nur Deklarationen für [lokale und Prozessvariablen](#), d. h. [Interprozessvariablen](#) und [Arrays](#) sind

ausgeschlossen.

`varTyp` kann folgendes sein:

- **Datentyp**, dann enthält die Variable einen Wert vom deklarierten Typ
- **Referenz auf eine Klasse** (4D Klasse oder Benutzerklasse), dann enthält die Variable die Referenz auf ein Objekt der definierten Klasse.

Ist `varTyp` nicht übergeben, wird eine Variable vom Typ `variant` erstellt.

Nachfolgende Liste zeigt alle unterstützten Werte für `varTyp`:

varTyp	Inhalt
Text	Textwert
Datum	Datumswert
Zeit	Zeitwert
Boolean	Boolean Wert
Ganzzahl	Wert Lange Ganzzahl
Zahl	Zahlenwert
Zeiger	Zeigerwert
Bild	Bildwert
Blob	Scalar Blob value
Collection	Collection Wert
Variant	Variant Wert
Objekt	Objekt mit Standardklasse (4D.Objekt)
4D.<className>	Objekt des 4D Klassennamens
cs.<className>	Objekt des Benutzerklassennamens

Beispiele

- Einfache lokale Variable bzw. Prozessvariable deklarieren:

```
var $myText; myText; $vt : Text
var myVar //variant

var $o : Object
//equivalent to:
var $o : 4D.Object
//also equivalent to C_OBJECT($o)
```

- Objektvariablen der 4D Klasse deklarieren:

```
var $myFolder : 4D.Folder
var $myFile : 4D.File
```

- Objektvariablen der Benutzerklasse deklarieren:

```
var $myClass : cs.MyClass
var $dataclass : cs.Employee
var $entity : cs.EmployeeEntity
```

Eine C_Direktive verwenden

Hinweis zur Kompatibilität: Dieses Feature wird zum Deklarieren von Variablen in Methoden nicht empfohlen. Es wird empfohlen, das Schlüsselwort **var** zu verwenden.

Über Direktiven von Compiler-Befehlen können Sie Grundtypen von Variablen deklarieren.

Wollen Sie z. B. eine Textvariable definieren, schreiben Sie:

```
C_TEXT(myText)
```

Hier sehen Sie einige grundlegende Variablen-deklarationen:

```
C_BLOB(vxMyBlob) // Die Prozessvariable vxMyBlob ist deklariert als eine Variable vom Typ BLOB  
C_DATE($vdCurDate) // Die lokale Variable $vdCurDate ist deklariert als eine Variable vom Typ Datum  
C_LONGINT(vg1;vg2;vg3) // Die 3 Prozessvariablen vg1, vg2 und vg3 sind deklariert als Variablen vom Typ LONGINT  
C_OBJECT($vObj) // Die lokale Variable $vObj ist deklariert als eine Variable vom Typ Objekt  
C_COLLECTION($vCol) // Die lokale Variable $vCol ist deklariert als eine Variable vom Typ Collection
```

Hinweis: Arrays sind ein spezieller Variablen-typ (ein Array ist eine sortierte Reihe von Variablen vom gleichen Typ). Arrays werden mit spezifischen Befehlen deklariert, wie z.B. `ARRAY LONGINT(a1AnArray;10)`. Weitere Informationen dazu finden Sie unter [Arrays](#).

Daten zuweisen

Daten lassen sich in Variablen und Arrays setzen und daraus kopieren. Daten in eine Variable setzen heißt, der Variablen die Daten zuweisen. Das geschieht über den Zuweisungsoperator (`:=`). Der Zuweisungsoperator wird auch verwendet, um Feldern Daten zuzuweisen.

Der Zuweisungsoperator ist wesentlich, um eine Variable zu erstellen und Daten in sie einzusetzen. Sie schreiben den Namen der gewünschten Variablen auf die linke Seite des Zuweisungsoperators. Beispiel:

```
MyNumber:=3
```

erstellt die Variable `_ MyNumber_` und setzt die Zahl 3 ein. Existiert MyNumber bereits, wird einfach die Zahl 3 eingesetzt.

In der Regel wird davon abgeraten, Variablen ohne Deklarieren eines Typs zu erstellen.

Natürlich wären Variablen nicht sehr hilfreich, wenn Sie keine Daten daraus erhalten könnten. Sie verwenden wieder den Zuweisungsoperator. Wollen Sie den Wert von MyNumber z.B. in ein Feld mit Namen `[Products]Size` setzen, schreiben Sie `_ MyNumber_` auf die rechte Seite des Zuweisungsoperators:

```
[Products]Size:=MyNumber
```

In diesem Fall ist `[Products]Size` gleich 3. Dieses Beispiel ist ganz einfach, aber es zeigt, wie Daten über Programmierung von einer Stelle an eine andere übertragen werden.

Daten an Elemente eines Array weisen Sie über geschweifte Klammern zu, also `{...}`:

```
atNames{1}:="Richard"
```

Lokale, Prozess- und Interprozessvariablen

Sie können drei Variablentypen erstellen: lokal, Prozess und Interprozess. Der Unterschied sind die jeweilige Reichweite oder die Objekte, für die sie verfügbar sind.

Lokale Variable

Wie schon der Name sagt, gilt sie lokal für eine Methode, d. h. sie ist nur in der Methode verfügbar, wo sie erstellt wurde. Außerhalb dieser Methode ist sie nicht zugänglich. Lokal zu einer Methode bedeutet formell "lokal in Reichweite". Lokale Variablen dienen zur Eingrenzung, so dass die Variable nur innerhalb der Methode funktioniert.

Sie verwenden eine lokale Variable, um:

- Namenskonflikte mit anderen Variablen zu vermeiden
- Daten temporär zu verwenden
- Die Anzahl der Prozessvariablen zu verringern

Der Name einer lokalen Variable startet immer mit dem Dollarzeichen (\$) und kann bis zu 31 zusätzliche Zeichen enthalten. Geben Sie einen längeren Namen ein, kürzt 4D ihn auf die passende Länge.

In einer Anwendung mit vielen Methoden und Variablen kommt es oft vor, dass Sie eine Variable nur in der Methode benötigen, in der Sie arbeiten. Sie können eine lokale Variable in der Methode anlegen bzw. verwenden und müssen sich keine Gedanken machen, ob Sie den gleichen Variablenamen bereits irgendwo anders verwendet haben.

Häufig benötigt eine Anwendung nur eine kurze Info vom Benutzer. Dafür gibt es den Befehl `Request`. Er zeigt ein Dialogfenster mit einer Meldung, die den Benutzer zu einer Antwort auffordert. Gibt der Benutzer die Antwort ein, gibt der Befehl diese Angaben zurück. In der Regel müssen Sie diese Angaben nicht sehr lange in Ihren Methoden halten. Dies ist ein typischer Anwendungsbereich für eine lokale Variable. Hier ein Beispiel:

```
$vsID:=Request("Please enter your ID:")
If(OK=1
    QUERY([People];[People] ID =$vsID)
End if
```

Diese Methode fordert den Benutzer auf, eine ID einzugeben. Sie setzt die Antwort in eine lokale Variable \$vsID und sucht dann nach der ID, die der Benutzer eingegeben hat. Ist die Methode abgeschlossen, wird die lokale Variable \$vsID aus dem Speicher entfernt. Das ist gut so, denn die Variable wird nur einmal und nur in dieser Methode benötigt.

Hinweis: Die in einer Methode übergebenen Parameter \$1, \$2... sind lokale Variablen. Weitere Informationen dazu finden Sie unter [Parameter](#).

Prozessvariablen

Eine Prozessvariable ist nur innerhalb eines Prozesses verfügbar. Sie ist in der Prozessmethode oder einer anderen Methode innerhalb des Prozesses verfügbar.

Der Name der Prozessvariable hat kein vorangestelltes Zeichen. Der Name der Prozessvariablen kann max. 31 Zeichen lang sein.

Im interpretierten Modus werden Variablen dynamisch verwaltet; sie werden erstellt und "on the fly" aus dem Speicher entfernt. Im kompilierten Modus nutzen alle Prozesse, die Sie anlegen (Benutzerprozesse) dieselbe Definition der Prozessvariablen, aber jeder Prozess hat für jede Variable eine andere Instanz. So ist die Variable myVar eine Variable im Prozess P_1 und eine andere im Prozess P_2.

Ein Prozess kann über die Befehle `GET PROCESS VARIABLE` und `SET PROCESS VARIABLE` Prozessvariablen aus einem anderen Prozess "erspähen und anstoßen". Es ist eine gute Programmierpraxis, diese Befehle nur für die Situation anzuwenden, für die sie in 4D hinzugefügt wurden:

- Kommunikation auf Interprozessebene an spezifischen Stellen in Ihrem Code
- Verwalten von Drag-and-Drop auf Interprozessebene
- Im Client-/Server-Betrieb zur Kommunikation zwischen Prozessen auf Client-Rechnern und den Serverprozeduren auf Server Rechnern

Weitere Informationen dazu finden Sie im Kapitel Prozesse und in der Beschreibung dieser Befehle.

Interprozessvariablen

Interprozessvariablen sind im gesamten Projekt verfügbar und werden über alle kooperativen Prozesse gemeinsam genutzt. Sie dienen hauptsächlich dazu, Information in verschiedenen Prozessen gemeinsam zu nutzen.

Die Verwendung von Interprozessvariablen wird nicht empfohlen, da sie in preemptive Prozessen nicht verfügbar sind und u.U. die Verwaltung des Code erschweren können.

Der Name einer Interprozessvariablen beginnt mit den Symbolen <> — ein Zeichen “kleiner als” gefolgt von einem Zeichen “größer als” — und kann bis zu 31 zusätzliche Zeichen enthalten.

Im Client-/Server-Betrieb kann jeder Rechner (Client oder Server) dieselbe Definition von Interprozessvariablen gemeinsam nutzen, jedoch hat jeder Rechner pro Variable eine andere Instanz.

Arrays

Ein Array ist eine sortierte Reihe von Variablen des gleichen Typs. Jede Variable wird als Element des Array bezeichnet. Ein Array erhält seine Größe beim Erstellen; Sie können die Größe beliebig oft verändern durch Hinzufügen, Ändern oder Löschen von Elementen oder über den Befehl, der es erstellt hat. Array Elemente werden von 1 bis N durchnummieriert, wobei N die Größe des Array ist. Ein Array hat immer ein spezielles [Element Null](#). Arrays sind 4D Variablen. Ein Array hat, wie jede Variable, eine Reichweite und wendet bis auf wenige Ausnahmen die Regeln der 4D Programmiersprache an.

In den meisten Fällen empfiehlt es sich, Collections anstelle von Arrays zu verwenden. Collections sind flexibler und bieten ein breites Spektrum an spezifischen Methoden. Weitere Informationen dazu finden Sie im Abschnitt [Collection](#).

Arrays erstellen

Sie erstellen ein Array mit einem Befehl unter dem Thema "Array", der ein Array deklariert. Jeder dieser Befehle kann ein- oder zweidimensionale Arrays erstellen oder in der Größe anpassen. Weitere Informationen zu zweidimensionalen Arrays finden Sie im Abschnitt [zweidimensionale Arrays](#).

Folgende Code-Zeile erstellt (deklariert) ein Array vom Typ Ganzzahl mit 10 Elementen:

```
ARRAY INTEGER(aiAnArray;10)
```

Dann passt folgende Code-Zeile dieses Array auf 20 Elemente an:

```
ARRAY INTEGER(aiAnArray;20)
```

und folgende Code-Zeile passt dieses Array auf keine Elemente an:

```
ARRAY INTEGER(aiAnArray;0)
```

Werte in Arrays zuweisen

Auf Elemente in einem Array verweisen Sie über geschweifte Klammern ({...}). Die Nummer innerhalb der Klammern bezieht sich auf ein bestimmtes Element; sie heißt Elementnummer. Folgender Code fügt fünf Namen in das Array mit Namen atNames ein und zeigt sie dann in Fenstern mit Meldungen an:

```
ARRAY TEXT(atNames;5)
atNames{1}:="Richard"
atNames{2}:="Sarah"
atNames{3}:="Sam"
atNames{4}:="Jane"
atNames{5}:="John"
For($vlElem;1;5)
    ALERT("The element #"+String($vlElem)+" is equal to: "+atNames{$vlElem})
End for
```

Beachten Sie die Syntax atNames{\$vlElem}. Sie können das Element auch über eine Variable vom Typ Zahl ansprechen, z. B. atNames{3}. Über eine Schleife (`For...End for`, `Repeat...Until` oder `While...End while`) können kompakte Teile des Code alle oder bestimmte Elemente in einem Array ansprechen.

Wichtig: Achten Sie darauf, dass Sie den Zuweisungsoperator (`:=`) nicht mit dem Vergleichsoperator ist gleich (`=`) verwechseln. Zuweisen und Vergleichen sind ganz unterschiedliche Operationen.

Ein Array einem anderen Array zuweisen

Im Gegensatz zu Variablen vom Typ Text oder String können Sie ein Array nicht einem anderen zuweisen. Dafür müssen Sie den Befehl `COPY ARRAY` verwenden (zuweisen).

Element Null

Ein Array hat immer ein Element Null. Das Element Null erscheint zwar nicht in einem Array für ein Formularobjekt, kann jedoch ohne Einschränkung (*) in der Programmiersprache eingesetzt werden.

Hier ein Beispiel: Sie wollen ein Formularobjekt mit einem Textwert initialisieren, jedoch ohne Setzen eines Standardwerts. Hierfür können Sie das Element Null des Array verwenden:

```
// method for a combo box or drop-down list
// bound to atName variable array
Case of
  :(Form event code=On Load)
  // Initialize the array (as shown further above)
  // But use the element zero
    ARRAY TEXT(atName;5)
      atName{0}:=Please select an item"
      atName{1}:="Text1"
      atName{2}:="Text2"
      atName{3}:="Text3"
      atName{4}:="Text4"
      atName{5}:="Text5"
    // Position the array to element 0
    atName:=0
End case
```

(*) Es gibt eine Ausnahme: In einem Array vom Typ Listbox wird das Element Null intern zum Speichern des vorigen Wertes eines Elements in Bearbeitung verwendet. Sie können es also in diesem spezifischen Kontext nicht verwenden.

Zweidimensionale Arrays

Jeder Befehl zum Erstellen von Arrays kann ein- oder zweidimensionale Arrays erstellen bzw. in der Größe anpassen. Beispiel:

```
ARRAY TEXT(atTopics;100;50) // Creates a text array composed of 100 rows of 50 columns
```

Zweidimensionale Arrays sind Objekte der Programmiersprache; von daher lassen sie sich weder anzeigen noch ausdrucken.

Im oben angezeigten Beispiel gilt:

- `atTopics` ist ein zweidimensionales Array
- `atTopics{8}{5}` ist das 5. Element (5. Spalte...) der 8. Reihe
- `atTopics{20}` ist die 20. Reihe und selbst ein eindimensionales Array
- `Größe des Array(atTopics)` gibt 100 zurück, das ist die Anzahl der Reihen
- `Größe des Array(atTopics{17})` gibt 50 zurück, das ist die Anzahl der Spalten für die 17. Reihe

Folgendes Beispiel speichert für jedes Datenfeld jeder Tabelle einen Zeiger in einem zweidimensionalen Array:

```

C_LONGINT($vlLastTable;$vlLastField)
C_LONGINT($vlFieldNumber)
// Create as many rows (empty and without columns) as there are tables
$vlLastTable:=Get last table number
ARRAY POINTER(<>apFields;$vlLastTable;0) //2D array with X rows and zero columns
// For each table
For($vlTable;1;$vlLastTable)
    If(Is table number valid($vlTable))
        $vlLastField:=Get last field number($vlTable)
    // Give value of elements
    $vlColumnNumber:=0
    For($vlField;1;$vlLastField)
        If(Is field number valid($vlTable;$vlField))
            $vlColumnNumber:=$vlColumnNumber+1
    //Insert a column in a row of the table underway
    INSERT IN ARRAY(<>apFields{$vlTable};$vlColumnNumber;1)
    //Assign the "cell" with the pointer
    <>apFields{$vlTable}{$vlColumnNumber}:=Field($vlTable;$vlField)
    End if
    End for
End if
End for

```

Vorausgesetzt, dieses zweidimensionale Array wurde initialisiert, erhalten Sie nun die Zeiger auf die Datenfelder für eine bestimmte Tabelle:

```

// Get the pointers to the fields for the table currently displayed at the screen:
COPY ARRAY(<>apFields{Table(Current form table)};$apTheFieldsIamWorkingOn)
// Initialize Boolean and Date fields
For($vlElem;1;Size of array($apTheFieldsIamWorkingOn))
    Case of
        :(Type($apTheFieldsIamWorkingOn{$vlElem}->)=Is date)
            $apTheFieldsIamWorkingOn{$vlElem}->:=Current date
        :(Type($apTheFieldsIamWorkingOn{$vlElem}->)=Is Boolean)
            $apTheFieldsIamWorkingOn{$vlElem}->:=True
    End case
End for

```

Hinweis: Wie Sie in diesem Beispiel sehen, können Reihen in zweidimensionalen Arrays dieselbe oder verschiedene Größen haben.

Arrays und Speicher

Ein Array wird im Gegensatz zu Daten, die Sie in Tabellen und Datensätzen auf der Festplatte speichern, immer vollständig im Speicher gehalten.

Geben Sie zum Beispiel alle Postleitzahlen in einer Tabelle [PLZ] ein, enthält sie ca. 10.000 Datensätze. Die Tabelle enthält zusätzlich weitere Datenfelder, wie Landeskennzahl und Stadt. Wählen Sie nun das Postleitzahlengebiet 8, erstellt die 4D Datenbank-Engine die entsprechende Datensatzauswahl in der Tabelle [PLZ] und lädt die Datensätze nur bei Bedarf, also z.B. zum Anzeigen auf dem Bildschirm oder zum Drucken. Mit anderen Worten, Sie arbeiten mit einer geordneten Reihe von Werten vom selben Typ pro Datenfeld, die die Engine von 4D teilweise von der Festplatte in den Speicher lädt.

Dieses Vorgehen ist für Arrays undenkbar. Das hat folgende Gründe:

- Zum Verwalten der drei Informationstypen (Landeskennzahl, Postleitzahl, Stadt) müssten Sie drei umfangreiche Arrays im Speicher halten.
- Da ein Array immer vollständig im Speicher gehalten wird, müssten Sie alle Informationen dieser Arrays während der ganzen Arbeitssitzung im Speicher halten, auch wenn die Daten nicht ständig in Gebrauch sind.
- Diese Arrays müssten bei jedem Starten der Anwendung komplett geladen und dann beim Beenden auf der

Festplatte gesichert werden, selbst wenn die Daten während der ganzen Arbeitssitzung weder benutzt noch verändert wurden.

Fazit: In Arrays sollten überschaubare Datenmengen für eine kurze Zeitspanne gehalten werden. Andererseits sind Arrays, da sie im Hauptspeicher gehalten werden, sehr schnell und leicht zu verwalten.

Unter bestimmten Umständen müssen Sie jedoch Arrays mit hunderten oder tausenden von Elementen einsetzen. Nachfolgende Tabelle zeigt die Formel zum Berechnen der Speicherbelegung für jeden Array-Typ:

Array-Typ	Formel für Speicherbelegung in Bytes
Blob	(1+Anzahl der Elemente) * 12 + Summe der Größe jedes Blob
Boolean	(31+Anzahl der Elemente) / 8
Datum	(1+Anzahl der Elemente) * 6
Ganzzahl	(1+Anzahl der Elemente) * 2
Lange Ganzzahl	(1+Anzahl der Elemente) * 4
Objekt	(1+Anzahl der Elemente) * 8 + Summe der Größe jedes Objekts
Bild	(1+Anzahl der Elemente) * 8 + Summe der Größe jedes Bilds
Zeiger	(1+Anzahl der Elemente) * 8 + Summe der Größe jedes Zeigers
Zahl	(1+Anzahl der Elemente) * 8
Text	(1+Anzahl der Elemente) * 20 + (Summe der Länge jedes Textes) * 2
Zeit	(1+Anzahl der Elemente) * 4
Zweidimensional	(1+Anzahl der Elemente) * 16 + Summe der Größe jedes Array

Hinweise:

- Die Größe eines Textes im Speicher wird mit der Formel ((Länge + 1)* 2) berechnet
- Ein paar zusätzliche Bytes werden benötigt, um das ausgewählte Element, die Anzahl der Elemente und das Array selbst zu verwalten.

Parameter

Sie werden öfters sehen, dass Sie Ihren Methoden und Funktionen Daten übergeben müssen. Das lässt sich leicht mit Parametern durchführen.

Überblick

Parameter (oder Argumente) sind Datenteile, die eine Methode oder eine Class Function zum Ausführen ihrer Aufgaben benötigen. Die Begriffe *Parameter* und *Argument* werden in der Dokumentation ohne Unterscheidung verwendet. Parameter werden auch in den integrierten 4D Befehlen verwendet. In diesem Beispiel ist der String "Hello" ein Argument des 4D Befehls `ALERT` :

```
ALERT("Hello")
```

Parameter werden Methoden oder Class Functions auf dieselbe Weise übergeben. Erlaubt beispielsweise eine Class Function mit Namen `getArea()` zwei Parameter, könnte ein Aufruf der Class Function wie folgt aussehen:

```
$area:=$o.getArea(50;100)
```

Oder erlaubt beispielsweise eine Projektmethode mit Namen `DO_SOMETHING` drei Parameter, könnte ein Aufruf der Methode wie folgt aussehen:

```
DO_SOMETHING($WithThis;$AndThat;$ThisWay)
```

Die Eingabeparameter werden durch Strichpunkte (;) voneinander getrennt.

Dasselbe Prinzip gilt, wenn Methoden durch bestimmte Befehle ausgeführt werden, zum Beispiel:

```
EXECUTE METHOD IN SUBFORM("Cal2";"SetCalendarDate";*;!05/05/20!)
//pass the !05/05/20! date as parameter to the SetCalendarDate
//in the context of a subform
```

Daten können auch von Methoden und Class Functions zurückgegeben werden. Folgende Zeile ist beispielsweise eine Anweisung mit dem integrierten Befehl `Length`, um die Länge eines String zurückzugeben. Die Anweisung setzt den von `Length` zurückgegebenen Wert in eine Variable mit Namen `MyLength`. Hier sehen Sie die Anweisung:

```
MyLength:=Length("How did I get here?")
```

Jede Subroutine kann einen Wert zurückgeben. Pro Methode oder Class Function lässt sich nur ein einzelner Ausgabeparameter deklarieren.

Eingabe- und Ausgabewerte werden im Moment des Aufrufs `bewertet` und in lokale Variablen innerhalb der aufgerufenen Class Function oder Methode kopiert. Es gibt zwei Syntaxarten, um Variablenparameter im aufgerufenen Code zu deklarieren:

- **benannte Variablen** (in den meisten Fällen empfohlen) oder
- **sequentiell nummerierte Variablen**.

Both `named` and `sequential` syntaxes can be mixed with no restriction to declare parameters. Beispiel:

```
Function add($x : Integer)
  var $0;$2 : Integer
  $0:=$x+$2
```

Parameter mit Namen

In den aufgerufenen Methoden oder Class Functions werden Parameterwerte lokalen Variablen zugewiesen. Sie deklarieren Parameter mit einem Parameternamen und mit einem Parametertyp, getrennt durch Strichpunkt.

- Für Class Functions werden Parameter über das Schlüsselwort `Function` deklariert.
- Für Methoden (Projektmethoden, Formularobjektmethoden, Datenbankmethoden und Trigger) werden Parameter über das Schlüsselwort `#DECLARE` zu Beginn des Methodencode deklariert.

Beispiele:

```
Function getArea($width : Integer; $height : Integer) -> $area : Integer
```

```
//myProjectMethod
#DECLARE ($i : Integer) -> $myResult : Object
```

Es gelten folgende Regeln:

- Die Zeile zum Deklarieren muss die erste Zeile des Methoden- oder Function-Code sein, sonst erscheint ein Fehler (davor können nur Kommentare oder Zeilenumbrüche stehen).
- Parameter names must start with a `$` character and be compliant with [property naming rules](#).
- Mehrere Parameter (und Typen) werden durch Strichpunkte (`;`) voneinander getrennt.
- Eine Syntax über mehrere Zeilen wird unterstützt (mit den Zeichen "`¥`").

Sie können z. B. eine Function `getArea()` mit zwei Parametern aufrufen:

```
$area:=$o.getArea(50;100)
```

Im Code der Class Function wird der Wert jedes Parameters in den entsprechenden deklarierten Parameter kopiert:

```
// Class: Polygon
Function getArea($width : Integer; $height : Integer)-> $area : Integer
  $area:=$width*$height
```

If the type is not defined, the parameter will be defined as `Variant`.

Alle Arten von 4D Methoden unterstützen das Schlüsselwort `#DECLARE`, inkl. Datenbankmethoden. Sie können z. B. in der Datenbankmethode `On Web Authentication` benannte Parameter deklarieren:

```
// On Web Authentication database method
#DECLARE ($url : Text; $header : Text; \
  $BrowserIP : Text; $ServerIP : Text; \
  $user : Text; $password : Text) \
-> $RequestAccepted : Boolean
$entitySelection:=ds.User.query("login=:1"; $user)
// Check hash password...
```

Rückgabewert

Sie deklarieren den Rückgabeparameter einer Funktion mit einem Pfeil (->) und der Definition des Parameters nach der Liste der Eingabeparameter. Beispiel:

```
Function add($x : Variant; $y : Integer) -> $result : Integer
```

You can also declare the return parameter only by adding `: type`, in which case it can be handled by a [return statement](#) or through `$0` in the [sequential syntax](#)). Beispiel:

```
Function add($x : Variant; $y : Integer): Integer  
$0:=$x+$y
```

Unterstützte Datentypen

Mit benannten Parametern können Sie dieselben Datentypen wie für [das Schlüsselwort `var`] ([/docs/Rx/de/Concepts/variables.html#das schlüsselwort-var-verwenden](#)) verwenden, inkl. Objekte von Klassen. Beispiel:

```
Function saveToFile($entity : cs.ShapesEntity; $file : 4D.File)
```

Sequentielle Parameter

Als Alternative zur Syntax [benannte Parameter](#) können Sie Parameter über fortlaufend nummerierte Variablen deklarieren: `$1`, `$2`, `$3`, usw. Die Nummerierung der lokalen Variablen zeigt die Reihenfolge der Parameter.

Auch wenn Class Functions diese Syntax unterstützen, empfehlen wir hier, die Syntax [benannte Parameter](#) zu verwenden.

Sie können z. B. eine Projektmethode `DO_SOMETHING` mit drei Parametern aufrufen:

```
DO_SOMETHING($WithThis;$AndThat;$ThisWay)
```

Im Code der Methode wird der Wert jedes Parameters automatisch in die Variablen `$1`, `$2`, `$3` kopiert:

```
//Code of the method DO_SOMETHING  
//Assuming all parameters are of the text type  
C_TEXT($1;$2;$3)  
ALERT("I received "+$1+" and "+$2+" and also "+$3)  
//$1 contains the $WithThis parameter  
//$2 contains the $AndThat parameter  
//$3 contains the $ThisWay parameter
```

Rückgabewert

Der zurückzugebende Wert wird automatisch in die lokale Variable `$0` gesetzt.

Zum Beispiel gibt die folgende Methode mit Namen `Uppercase4` einen String zurück, der seine ersten vier Zeichen in Großbuchstaben gesetzt hat:

```
$0:=Uppercase(Substring($1;1;4))+Substring($1;5)
```

Hier ein Beispiel mit der Methode Uppercase4:

```
$NewPhrase:=Uppercase4("This is good.")
```

Die Variable `$NewPhrase` erhält "THIS is good."

Der zurückgegebene Wert `$0` ist eine lokale Variable innerhalb der Unterroutine. Sie lässt sich als solche innerhalb der Unterroutine verwenden. Sie schreiben zum Beispiel:

```
// Do_something  
$0:=Uppercase($1)  
ALERT($0)
```

In diesem Beispiel wird `$0` zuerst der Wert von `$1` zugewiesen und dann als Parameter für den Befehl `ALERT` verwendet. Innerhalb der Unterroutine können Sie `$0` auf dieselbe Weise wie jede andere lokale Variable verwenden. Es ist 4D, das den Wert von `$0` (genauso wenn die Unterroutine endet) an die aufgerufene Methode zurückgibt.

Unterstützte Datentypen

Sie können jeden [Ausdruck](#) als sequentiellen Parameter verwenden, außer:

- Tabellen
- arrays

Tabellen oder Array Ausdrücke lassen sich nur [über einen Zeiger als Referenz übergeben](#).

return {expression}

► History

The `return` statement ends function or method execution and can be used to return an expression to the caller.

For example, the following function returns the square of its argument, `$x`, where `$x` is a number.

```
Function square($x : Integer)  
    return $x * $x
```

Internally, `return x` executes `$0:=x` or (if declared) `myReturnValue:=x`, and returns to the caller. If `return` is used without an expression, the function or method returns a null value of the declared return type (if any), otherwise `undefined`.

The `return` statement can be used along with the standard syntax for [returned values](#) (the returned value must be of the declared type). However, note that it ends immediately the code execution. Beispiel:

```
Function getValue  
    $0:=10  
    return 20  
    // returns 20  
  
Function getValue -> $v : Integer  
    return 10  
    $v:=20 // never executed  
    // returns 10
```

Parameter indirection (\${N})

4D project methods accept a variable number of parameters. You can address those parameters with a `For...End for` loop, the `Count parameters` command and the parameter indirection syntax. Within the method, an indirection address is formatted `${N}`, where `N` is a numeric expression. `${N}` is called a generic parameter.

Using generic parameters

For example, consider a method that adds values and returns the sum formatted according to a format that is passed as a parameter. Bei jedem Aufruf dieser Methode kann die Anzahl der zu addierenden Werte variieren. Wir müssen die Werte als Parameter an die Methode und das Format in Form einer Zeichenkette übergeben. Die Anzahl der Werte kann von Aufruf zu Aufruf variieren.

Here is the method, named `MySum`:

```
#DECLARE($format : Text) -> $result : Text
$sum:=0
For($i;2;Count parameters)
    $sum:=$sum+$i
End for
$result:=String($sum;$format)
```

The method's parameters must be passed in the correct order, first the format and then a variable number of values:

```
Result:=MySum("##0.00";125,2;33,5;24) //182.70
Result:=MySum("000";1;2;200) //203
```

Note that even if you declared 0, 1, or more parameters in the method, you can always pass the number of parameters that you want. Parameters are all available within the called method through the `${N}` syntax and extra parameters type is `Variant` by default (you can declare them using a `compiler directive`). You just need to make sure parameters exist, thanks to the `Count parameters` command. Beispiel:

```
//foo method
#DECLARE($p1: Text;$p2 : Text; $p3 : Date)
For($i;1;Count parameters)
    ALERT("param "+String($i)+" = "+String(${i}))
End for
```

This method can be called:

```
foo("hello";"world";!01/01/2021!;42;?12:00:00?) //extra parameters are passed //extra parameters are pas
```

Die Indirektion von Parametern funktioniert am besten, wenn Sie die folgende Regel beachten: Werden nur einige der Parameter durch Indirektion angesprochen, sollten sie nach den anderen übergeben werden.

Generische Parameter deklarieren

Analog zu anderen lokalen Variablen müssen auch generische Parameter nicht zwingend über Compiler Direktive aufgerufen werden. Es wird jedoch empfohlen, um jegliche Zweideutigkeiten zu vermeiden. Non-declared generic parameters automatically get the `Variant` type.

To declare generic parameters, you use a compiler directive to which you pass `${N}` as a parameter, where `N` specifies the first generic parameter.

```
C_TEXT(${4})
```

Declaring generic parameters can only be done with the [sequential syntax](#).

This command means that starting with the fourth parameter (included), the method can receive a variable number of parameters of text type. \$1, \$2 und \$3 können einen beliebigen Datentyp haben. Nutzen Sie jedoch \$2 per Indirektion, wird als Datentyp der generische Typ verwendet. \$1, \$2 und \$3 können einen beliebigen Datentyp haben.

Die Nummer in der Deklaration muss eine Konstante und keine Variable sein.

Parameter für kompilierten Modus deklarieren

Auch wenn es im [interpretierten Modus](#) nicht zwingend ist, sollten Sie jeden Parameter in den aufgerufenen Methoden oder Functions deklarieren, um Probleme zu vermeiden.

Mit der Syntax [benannte Variable](#), werden Parameter automatisch über das Schlüsselwort `#DECLARE` oder den Prototyp `Function` deklariert. Beispiel:

```
Function add($x : Variant; $y : Integer) -> $result : Integer
    // all parameters are declared with their type
```

When using the [sequential variable syntax](#), you need to make sure all parameters are properly declared. Im folgenden Beispiel akzeptiert die Projektmethode `Capitalize` einen Textparameter und gibt ein Textergebnis zurück:

```
// Capitalize Project Method
// Capitalize ( Text ) -> Text
// Capitalize ( Source string ) -> Capitalized string

C_TEXT($0;$1)
$0:=Uppercase(Substring($1;1;1))+Lowercase(Substring($1;2))
```

Auch wenn Sie Befehle wie `New process` mit Prozessmethoden verwenden, die Parameter akzeptieren, müssen Sie Parameter explizit in der aufgerufenen Methode deklarieren. Beispiel:

```
C_TEXT($string)
C_LONGINT($idProc;$int)
C_OBJECT($obj)

$idProc:=New process("foo_method";0;"foo_process";$string;$int;$obj)
```

Diese Methode lässt sich im kompilierten Modus nur ausführen, wenn "foo_method" ihre Parameter deklariert:

```
//foo_method
C_TEXT($1)
C_LONGINT($2)
C_OBJECT($3)
...
```

Für den kompilierten Modus können Sie alle Parameter von lokalen Variablen für Projektmethoden in einer spezifischen Methode gruppieren, deren Namen mit "Compiler" beginnt. In dieser Methode können Sie die Parameter für jede Methode vorab deklarieren, zum Beispiel:

```
// Compiler_method  
C_REAL(OneMethodAmongOthers;$1)
```

Weitere Informationen dazu finden Sie auf der Seite [Interpreterter und komplizierter Modus](#).

Deklarieren der Parameter ist auch in folgenden Kontexten zwingend (sie unterstützen nicht die Deklaration in einer "Compiler" Methode):

- Datenbankmethoden - Zum Beispiel erhält die `Datenbankmethode On Web Connection` die sechs Parameter \$1 bis \$6 vom Datentyp Text. Zu Beginn der Datenbankmethode müssen Sie schreiben (selbst wenn keiner der Parameter genutzt wird):

```
// On Web Connection  
C_TEXT($1;$2;$3;$4;$5;$6)
```

Sie können auch [benannte Parameter](#) mit dem Schlüsselwort `#DECLARE` verwenden.

- Trigger - Der Parameter \$0 (Lange Ganzzahl), der das Ergebnis eines Trigger ist, wird vom Compiler typisiert, wenn der Parameter nicht explizit deklariert wurde. Wollen Sie ihn jedoch deklarieren, müssen Sie das direkt im Trigger tun.
- Formularobjekte mit dem Formularereignis `On Drag Over` - Der Parameter \$0 (Lange Ganzzahl), der das Ergebnis des Formularereignisses `On Drag Over` ist, wird vom Compiler typisiert, wenn der Parameter nicht explizit deklariert wurde. Wollen Sie ihn jedoch deklarieren, müssen Sie das direkt in der Objektmethode tun. Hinweis: Der Compiler initialisiert nicht den Parameter \$0, d. h. sobald Sie das Formularereignis `On Drag Over` verwenden, müssen Sie \$0 initialisieren. Beispiel:

```
C_LONGINT($0)  
If(Form event=On Drag Over)  
  $0:=0  
  ...  
  If($DataType=Is picture)  
    $0:=-1  
  End if  
  ...  
End if
```

Wrong parameter type

Calling a parameter with an wrong type is an [error](#) that prevents correct execution. For example, if you write the following methods:

```
// method1  
#DECLARE($value : Text)
```

```
// method2  
method1(42) //wrong type, text expected
```

This case is handled by 4D depending on the context:

- in [compiled projects](#), an error is generated at the compilation step whenever possible. Otherwise, an error is generated when the method is called.
- in interpreted projects:
 - if the parameter was declared using the [named syntax](#) (`#DECLARE` or `Function`), an error is generated when

the method is called.

- o if the parameter was declared using the [sequential syntax](#) (`c_XXX`), no error is generated, the called method receives an empty value of the expected type.

Eingabe- und Ausgabevariablen

Innerhalb der Unterroutine können Sie die Parameter `$1`, `$2`... auf dieselbe Weise wie jede andere lokale Variable verwenden. Dagegen lassen sich bei Befehlen, die den Wert der als Parameter übergebenen Variablen verändern, wie z. B. `Find in field` die Parameter `$1`, `$2`, usw. nicht direkt verwenden. Sie müssen sie erst in standardmäßige lokale Variablen kopieren, wie z. B. `$_myvar=$1`.

Objekteigenschaften als benannte Parameter verwenden

Bei Objekten als Parameter können Sie auch Parameter mit Namen verwalten. Dieser Programmierstil ist einfach, flexibel und leicht lesbar.

Wir verwenden zum Beispiel die Methode `CreatePerson`:

```
//CreatePerson
var $person : Object
$person:=New object("Name";"Smith";"Age";40)
ChangeAge($person)
ALERT(String($person.Age))
```

In der Methode `ChangeAge` schreiben Sie:

```
//ChangeAge
var $1; $para : Object
$para:=$1
$para.Age:=$para.Age+10
ALERT($para.Name+" is "+String($para.Age)+" years old.")
```

Das ist eine leistungsstarke Möglichkeit zum Definieren von [optionale Parameter](#) (siehe auch unten). Fehlende Parameter können Sie wie folgt verwalten:

- Sie prüfen, ob alle erwarteten Parameter geliefert werden, durch Vergleichen mit dem Wert `Null`, oder
- Sie setzen Parameterwerte vorab, oder
- Sie verwenden sie als leere Werte.

In der oberen Methode `ChangeAge` sind die beiden Eigenschaften `Age` und `Name` zwingend und würden Fehler produzieren, falls sie fehlen. Um das zu vermeiden, schreiben Sie einfach:

```
//ChangeAge
var $1; $para : Object
$para:=$1
$para.Age:=Num($para.Age)+10
ALERT(String($para.Name)+" is "+String($para.Age)+" years old.")
```

Dann sind beide Parameter optional; werden sie nicht gefüllt, ist das Ergebnis "is 10 years old" und es wird kein Fehler generiert.

Letztendlich ist die Wartung und Umgestaltung von Anwendungen, die Parameter mit Namen verwenden, sehr einfach und sicher. Sie könnten beispielsweise später feststellen, dass 10 Jahre hinzufügen nicht immer geeignet ist. Sie benötigen einen anderen Parameter zum festsetzen, wieviel Jahre hinzugefügt werden sollen. Dazu schreiben Sie:

```

$person:=New object("Name";"Smith";"Age";40;"toAdd";10)
ChangeAge($person)

//ChangeAge
var $1;$para : Object
$para:=$1
If ($para.toAdd=NULL)
    $para.toAdd:=10
End if
$para.Age:=Num($para.Age)+$para.toAdd
ALERT(String($para.Name)+" is "+String($para.Age)+" years old.")

```

Hier ist der Vorteil, dass Sie Ihren vorhandenen Code nicht verändern müssen. Er wird immer wie in der vorigen Version funktionieren, aber bei Bedarf können Sie einen anderen Wert als 10 Jahre verwenden.

Bei Variablen mit Namen kann jeder Parameter optional sein. Im oberen Beispiel sind alle Parameter optional und jeder kann gegeben sein, in beliebiger Reihenfolge.

Optionale Parameter

Im Handbuch *4D Programmiersprache* geben geschweifte Klammern { } optionale Parameter an. So bedeutet `ALERT(message{; okButtonTitle})`, dass der Befehl ohne den Parameter *okButtonTitle* aufgerufen werden kann. Sie können ihn auf folgende Weise aufrufen:

```

ALERT("Are you sure?";"Yes I am") //2 parameters
ALERT("Time is over") //1 parameter

```

4D methods and functions also accept such optional parameters. You can declare any number of parameters. If you call a method or function with less parameters than declared, missing parameters are processed as default values in the called code, [according to their type](#). Beispiel:

```

// "concat" function of myClass
Function concat ($param1 : Text ; $param2 : Text)->$result : Text
$result:=$param1+" "+$param2

```

```

// Calling method
$class:=cs.myClass.new()
$class.concat("Hello") // "Hello "
$class.concat() // Displays " "

```

You can also call a method or function with more parameters than declared. They will be available within the called code through the [\\${N} syntax](#).

Über den Befehl `Count parameters` in der aufgerufenen Methode können Sie die aktuelle Anzahl der Parameter abfragen und je nach dem, was Sie bekommen, unterschiedliche Operationen ausführen.

Folgendes Beispiel zeigt eine Textmeldung und kann den Text in ein Dokument auf der Festplatte oder in einen 4D Write Pro Bereich einfügen:

```

// APPEND TEXT Project Method
// APPEND TEXT ( Text { ; Text { ; Object } } )
// APPEND TEXT ( Message { ; Path { ; 4DWPArea } } )

Method($message : Text; $path : Text; $wpArea : Object)

ALERT($message)
If(Count parameters>=3)
    WP SET TEXT($wpArea;$1;wk append)
Else
    If(Count parameters>=2)
        TEXT TO DOCUMENT($path;$message)
    End if
End if

```

Nach Hinzufügen dieser Projektmethode in Ihrer Anwendung können Sie schreiben:

```

APPEND TEXT(vtSomeText) //Will only display the message
APPEND TEXT(vtSomeText;$path) //Displays text message and appends it to document at $path
APPEND TEXT(vtSomeText;"";$wpArea) //Displays text message and writes it to $wpArea

```

Werden optionale Parameter in Ihren Methoden benötigt, können Sie [Objekteigenschaften als benannte Parameter](#objekteigenschaften-als-genannte parameter-verwenden) verwenden. Das ist ein flexibler Weg zum Verwalten variabler Parameteranzahlen.

Werte oder Referenzen

Übergeben Sie einen Parameter, bewertet 4D den Parameterausdruck immer im Kontext der aufrufenden Methode und setzt den Ergebniswert in die lokalen Variablen in der Class Function oder Unterroutine. Die lokalen Variablen/Parameter sind nicht die aktuellen Felder, Variablen oder Ausdrücke, die von der aufrufenden Methode übergeben werden; sie enthalten nur die Werte, die übergeben wurden. Da die Reichweite lokal ist, verändert ein geänderter Parameterwert in der Class Funktion/Unterroutine nicht den Wert in der aufrufenden Methode. Beispiel:

```

//Here is some code from the method MY_METHOD
DO_SOMETHING([People]Name) //Let's say [People]Name value is "williams"
ALERT([People]Name)

//Here is the code of the method DO_SOMETHING
$1:=Uppercase($1)
ALERT($1)

```

Die von `DO_SOMETHING` angezeigte Meldung liest "WILLIAMS", die von `MY_METHOD` angezeigte Meldung liest "williams". Die Methode hat lokal den Wert des Parameters \$1 lokal geändert. Das beeinflusst aber nicht den Wert des Feldes `[People]Name`, der von der Methode `MY_METHOD` als Parameter übergeben wurde.

Es gibt zwei Wege, damit die Methode `DO_SOMETHING` den Wert des Feldes verändert:

1. Anstatt das Feld in der Methode zu übergeben, setzen Sie einen Zeiger auf das Feld. Sie schreiben folgendes:

```

//Here is some code from the method MY_METHOD
DO_SOMETHING(-->[People]Name) //Let's say [People]Name value is "williams"
ALERT([People]Last Name)

//Here the code of the method DO_SOMETHING
$1-->:=Uppercase($1-->)
ALERT($1-->)

```

Hier ist der Parameter nicht das Feld, sondern ein Zeiger auf das Feld. Deshalb ist \$1 in der Methode `DO SOMETHING` nicht mehr der Wert des Feldes, sondern ein Zeiger darauf. Das referenzierte Objekt durch \$1(im Code oben \$1->) ist das aktuelle Feld. Das bedeutet, dass eine Änderung des referenzierten Objekts über die Reichweite der Unterroutine hinausgeht und das aktuelle Feld beeinflusst. In diesem Beispiel lesen beide Meldungen "WILLIAMS".

2. Anstatt die Methode `DO SOMETHING` "etwas tun lassen", können Sie die Methode umschreiben, so dass sie einen Wert zurückgibt. Sie schreiben wie folgt:

```
//Here is some code from the method MY METHOD
[People]Name:=DO_SOMETHING([People]Name) //Let's say [People]Name value is "williams"
ALERT([People]Name)

//Here the code of the method DO SOMETHING
$0:=Uppercase($1)
ALERT($0)
```

Dieser zweite Weg (durch eine Unterroutine einen Wert zurückgeben) wird "eine Funktion verwenden" genannt. Weitere Informationen dazu finden Sie im Abschnitt [Rückgabewerte](#).

Sonderfälle: Objekte und Collections

Daten vom Typ Objekt und Collection werden automatisch über eine Referenz verwaltet (wie ein interner Zeiger).

Werden also solche Datentypen als Parameter verwendet, enthalten `$1, $2...` keine Werte, sondern Referenzen. Eine Änderung des Werts von Parameter `$1, $2...` in der Unterroutine wird überall, wo Quellobjekt oder Collection verwendet wird, weitergegeben. Das ist dasselbe Prinzip wie für [Zeiger](#), außer dass die Parameter `$1, $2...` in der Unterroutine nicht dereferenziert werden müssen.

Nehmen wir z. B. die Methode `CreatePerson`, die ein Objekt erstellt und es als Parameter sendet:

```
//CreatePerson
var $person : Object
$person:=New object("Name";"Smith";"Age";40)
ChangeAge($person)
ALERT(String($person.Age))
```

Die Methode `ChangeAge` fügt dem Attribut Age des empfangenen Objekts 10 hinzu

```
//ChangeAge
#DECLARE ($person : Object)
$person.Age:=$person.Age+10
ALERT(String($person.Age))
```

Führen Sie die Methode `CreatePerson` aus, zeigen beide Meldungen "50", da beide Methoden dieselbe Objektreferenz verwalten.

4D Server: Bei Parametern in Methoden, die nicht auf demselben Rechner ausgeführt werden (z. B. mit der Option "auf Server ausführen"), lassen sich Referenzen nicht verwenden. In solchen Fällen werden keine Referenzen, sondern Kopien der Objekt und Collection Parameter gesendet.

Shared Objects und Shared Collections

Shared objects und shared collections sind spezifische **Objekte** und **Collections**, deren Inhalt zwischen Prozessen geteilt wird. Im Gegensatz zu **Interprozessvariablen** haben shared objects und shared collections den Vorteil, dass sie mit Preemptive 4D Prozessen kompatibel sind: Sie können per Referenz als Parameter an Befehle wie **New process** oder **CALL WORKER** übergeben werden.

"Shared objects/collections" lassen sich in Variablen speichern, die mit Standardbefehlen **C_OBJECT** und **C_COLLECTION** deklariert wurden, müssen aber über spezifische Befehle eine Instanz erhalten:

- Ein "shared object" erstellen Sie mit dem Befehl **New shared object**
- Eine "shared collection" erstellen Sie mit dem Befehl **New shared collection**

Hinweis: "Shared objects/collections" lassen sich als Eigenschaften von standardmäßigen (not shared) Objekten oder Collections setzen.

Zum Ändern von "shared object/collection" muss die Struktur **Use...End use** aufgerufen werden. Wird ein Wert von "shared object/collection" nur gelesen, ist **Use...End use** nicht erforderlich.

Ein einmaliger, globaler Katalog, der vom Befehl **Storage** zurückgegeben wird, ist immer in der gesamten Anwendung und ihren Komponenten verfügbar. Darin lassen sich alle "shared objects/collections" speichern.

Shared Objects oder Collections verwenden

Ist mit den Befehlen **New shared object** oder **New shared collection** eine Instanz von shared object/collection erstellt, lassen sich ihre jeweiligen Eigenschaften und Elemente in jedem Prozess ändern oder lesen.

Ändern

Sie können shared objects/collections folgendermaßen bearbeiten:

- Objekteigenschaften ändern oder entfernen
- In shared objects unterstützte Werte hinzufügen oder bearbeiten, inkl. anderer shared objects/collections (was eine shared group erstellt, siehe unten).

Jedoch müssen alle Anweisungen zum Ändern in shared object oder collection in die Struktur **Use...End use** eingebettet sein, sonst wird ein Fehler erzeugt.

```
$s_obj:=New shared object("prop1";"alpha")
Use($s_obj)
  $s_obj.prop1:="omega"
End Use
```

Shared object/collection lässt sich zur selben Zeit immer nur von einem Prozess verändern. **Use** sperrt shared object/collection von anderen Threads, während **End use** shared object/collection entsperrt (wenn der Sperrschlüssel 0 ist, siehe unten). Versuchen Sie, ein shared object/collection ohne mindestens ein **Use...End use** zu ändern, wird ein Fehler generiert. Ruft ein Prozess **Use...End use** in shared object/collection auf, das bereits von einem anderen Prozess benutzt wird, wird er bis zum Entsperrn durch **End use** in Wartestellung gesetzt (es wird kein Fehler generiert). Deshalb sollten Anweisungen innerhalb der Struktur **Use...End use** rasch ablaufen und die Elemente so bald wie möglich entsperren und Sie sollten ein shared object/collection nicht direkt auf der Oberfläche ändern, also z.B. über ein Dialogfenster.

Shared objects/collections lassen sich auch Eigenschaften oder Elementen von anderen shared objects/collections zuweisen. Das erstellt shared groups. Eine shared group wird automatisch erstellt, wenn ein shared object/collection als Eigenschaftswert oder Element eines anderen shared object/collection gesetzt wird. Shared groups erlauben das Einbinden von shared objects/collections. Dafür gelten jedoch zusätzliche Regeln:

- Der Aufruf von **Use** in shared object/collection innerhalb einer Gruppe sperrt die Eigenschaften/Elemente aller

shared objects/collections, die zur gleichen Gruppe gehören und erhöht ihren Sperrschlüssel. Aufrufen von `End use` verringert den Sperrschlüssel der Gruppe. Ist er dann bei 0, werden alle verknüpften shared objects/collections entsperrt.

- Eine shared object/collection kann nur zu einer shared group gehören. Versuchen Sie, eine zu einer Gruppe gehörende shared object/collection in eine andere Gruppe zu setzen, wird ein Fehler generiert.
- Die Gruppierung von shared objects/collections lässt sich nicht auflösen. Gehören sie zu einer shared group, bleibt diese Zuordnung während der gesamten Sitzung erhalten. Selbst wenn alle Referenzen eines Objekts bzw. einer Collection aus dem übergeordneten Objekt bzw. der Collection entfernt werden, bleibt diese Gruppierung erhalten.

In Beispiel 2 sehen Sie die Anwendung der Regeln für shared groups.

Hinweis: Shared groups werden über die interne Eigenschaft *locking identifier* verwaltet. Weitere Informationen dazu finden Sie im 4D Developer Guide.

Lesen

Eigenschaften oder Elemente von shared object/collection lassen sich ohne die Struktur `Use...End use` lesen, selbst wenn shared object/collection von einem anderen Prozess benutzt wird.

Sind dagegen mehrere Werte logisch miteinander verbunden, sollte shared object/collection aus Konsistenzgründen in der Struktur `Use...End use` gelesen werden.

Duplizieren

Standardmäßig wird bei Aufruf von `OB Copy/collection. copy()` mit shared object/collection (oder darin enthaltenen shared objects/collections) ein reguläres Objekt bzw. Collection (not shared) mit den enthaltenen Objekten (falls vorhanden) zurückgegeben.

Storage

Storage ist ein einmaliges shared object, das automatisch in jeder Anwendung und auf jedem Rechner verfügbar ist. Es wird vom Befehl `Storage` zurückgegeben. Sie können es verwenden, um auf alle während der Sitzung definierten shared objects/collections zu verweisen, die über jeden preemptive oder standardmäßige Prozesse verfügbar sein sollen.

Beachten Sie, dass das `Storage` Objekt, im Gegensatz zu den standardmäßigen shared objects, keine shared group erstellt, wenn shared objects/collections als Eigenschaft hinzugefügt werden. Auf diese Weise lässt sich das Storage Objekt ohne Sperren aller verbundenen shared objects/collections verwenden.

Weitere Informationen dazu finden Sie unter dem Befehl `Storage`.

Use...End use

Die formale Syntax der Abfragefolge `For..End for` lautet:

```
Use(Shared_object_or_Shared_collection)
  statement(s)
End use
```

Die Struktur `Use...End use` definiert eine Folge von Anweisungen, die unter dem Schutz einer internen Semaphore Aufgaben für den Parameter *Shared_object_or_Shared_collection* ausführen. *Shared_object_or_Shared_collection* kann jedes gültige shared object bzw. shared collection sein.

Shared objects und shared collections wurden zur Kommunikation zwischen Prozessen eingerichtet, insbesondere preemptive 4D Prozesse. Sie lassen sich per Referenz als Parameter von einem Prozess zu einem anderen übergeben. Weitere Informationen dazu finden Sie auf der Seite Shared Objects und Shared Collections. Änderungen in shared objects/collections müssen zwingend in die Struktur `Use...End use` eingebettet werden, um konkurrierenden Zugriff zwischen Prozessen zu verhindern.

- Bei erfolgreicher Ausführung der Zeile `Use` werden alle *Shared_object_or_Shared_collection*

Eigenschaften/Elemente für alle anderen Prozesse im Schreibmodus gesperrt, bis die dazugehörige Zeile `End use` ausgeführt ist.

- Der dazwischenliegende Teil `statement(s)` kann Änderungen in den Eigenschaften/Elementen von `Shared_object_or_Shared_collection` ohne das Risiko konkurrierender Zugriffe ausführen.
- Werden ein anderes Objekt oder eine Collection als Eigenschaft des Parameters `Shared_object_or_Shared_collection` hinzugefügt, werden sie mit derselben gemeinsam genutzten Gruppe verbunden (siehe Shared Objects oder Collections verwenden).
- Versucht ein anderer Prozess, auf eine der Eigenschaften bzw. der verbundenen Eigenschaften von `Shared_object_or_Shared_collection` zuzugreifen, während eine Sequenz `Use...End use` ausgeführt wird, wird er automatisch angehalten und wartet, bis die aktuelle Sequenz abgeschlossen ist.
- Die Zeile `End use` entsperrt die Eigenschaften von `Shared_object_or_Shared_collection` und alle Objekte in derselben Gruppe.
- Im 4D Code können auch mehrere Strukturen `Use...End use` eingebunden sein. Bei einer Gruppe erhöht jedes `Use` den Sperrschlüssel der Gruppe und jedes `End use` verringert ihn; alle Eigenschaften/Elemente werden erst freigegeben, wenn der letzte Aufruf von `End use` den Sperrschlüssel auf 0 setzt.

Hinweis: Verändert eine Collection Methode eine shared collection, wird beim Ausführen der Methode für diese shared collection automatisch ein internes `Use` aufgerufen.

Beispiel 1

Sie wollen mehrere Prozesse starten, die eine Inventur von verschiedenen Produkten durchführen und das gleiche shared object aktualisieren. Der Hauptprozess erstellt eine Instanz von einem leeren shared object, startet dann die anderen Prozesse und übergibt das shared object und die zu zählenden Produkte als Parameter:

```
ARRAY TEXT($_items;0)
... //fill the array with items to count
$nbItems:=Size of array($_items)
C_OBJECT($inventory)
$inventory:=New shared object
Use($inventory)
    $inventory.nbItems:=$nbItems
End use

//Create processes
For($i;1;$nbItems)
    $ps:=New process("HowMany";0;"HowMany_"+$_items{$i};$_items{$i};$inventory)
    //Inventory object sent by reference
End for
```

In der Methode "HowMany" ist "inventory" ausgeführt und das shared object `$inventory` wird sobald wie möglich aktualisiert:

```
C_TEXT($1)
C_TEXT($what)
C_OBJECT($2)
C_OBJECT($inventory)
$what:=$1 //for better readability
$inventory:=$2

$count:=CountMethod($what) //method to count products
Use($inventory) //use shared object
    $inventory[$what]:=$count //save the results for this item
End use
```

Beispiel 2

Nachfolgende Beispiele zeigen spezifische Regeln beim Verwalten von shared groups:

```
$ob1:=New shared object
$ob2:=New shared object
Use($ob1)
  $ob1.a:=$ob2 //group 1 is created
End use

$ob3:=New shared object
$ob4:=New shared object
Use($ob3)
  $ob3.a:=$ob4 //group 2 is created
End use

Use($ob1) //use an object from group 1
  $ob1.b:=$ob4 //ERROR
//$ob4 already belongs to another group
//assignment is not allowed
End use

Use($ob3)
  $ob3.a:=Null //remove any reference to $ob4 from group 2
End use

Use($ob1) //use an object from group 1
  $ob1.b:=$ob4 //ERROR
//$ob4 still belongs to group 2
//assignment is not allowed
End use
```

Classes

Überblick

Die 4D Programmiersprache unterstützt das Konzept Klassen. In der objektorientierten Programmierung definieren Sie in einer Klasse das Verhalten eines Objekts mit zugewiesenen Eigenschaften und Funktionen.

Ist eine Benutzerklasse definiert, können Sie Objekte dieser Klasse als Instanz überall in Ihrem Code verwenden. Jedes Objekt ist eine Instanz seiner Klasse. A class can `extend` another class, and then inherits from its `functions` and `properties` (`static` and `computed`).

Das Klassenmodell in 4D ist ähnlich zu Klassen in JavaScript und basiert auf einer Kette von Prototypen.

Sie können z. B. eine Klasse `Person` mit folgender Definition erstellen:

```
//Class: Person.4dm
Class constructor($firstname : Text; $lastname : Text)
    This.firstName:=$firstname
    This.lastName:=$lastname

Function get fullName() -> $fullName : text
    $fullName:=This.firstName+" "+This.lastName

Function sayHello()->$welcome : Text
    $welcome:="Hello "+This.fullName
```

In einer Methode erstellen Sie eine "Person":

```
var $person : cs.Person //object of Person class
var $hello : Text
$person:=cs.Person.new("John";"Doe")
// $person:{firstName: "John"; lastName: "Doe"; fullName: "John Doe"}
$hello:=$person.sayHello() //Hello John Doe
```

Klassen verwalten

Eine Klasse definieren

Eine Benutzerklasse in 4D wird über eine spezifische Datei Methode (.4dm) definiert, die im Ordner `/Project/Sources/Classes/` gespeichert wird. Der Name der Datei ist der Klassenname.

Beim Benennen von Klassen müssen Sie folgende Regeln beachten:

- Der **Klassenname** muss mit den **Schreibregeln für Eigenschaftsnamen** konform sein.
- Es wird zwischen Groß- und Kleinschreibung unterschieden.
- Um Konflikte zu vermeiden, sollten Sie für eine Klasse und eine Tabelle in derselben Anwendung unterschiedliche Namen verwenden.

Um z.B. eine Klasse mit Namen "Polygon" zu definieren, müssen Sie folgende Datei anlegen:

- Project folder
 - Project

```
* Sources
  - Classes
    + Polygon.4dm
```

Eine Klasse löschen

Um eine vorhandene Klasse zu löschen, können Sie:

- Auf Ihrer Festplatte im Ordner "Classes" die Klassendatei .4dm löschen,
- Die Klasse im Explorer auswählen und am unteren Rand auf das Icon klicken oder im Kontextmenü den Eintrag In Papierkorb verschieben wählen.

4D Oberfläche verwenden

Beim Erstellen auf der 4D Oberfläche wird eine Datei Klasse automatisch an der passenden Stelle gespeichert, entweder über das Menü Datei/Ablage oder über den Explorer.

Menü Datei/Ablage und Werkzeugeiste

Sie erstellen eine Datei Klasse für das Projekt über den Eintrag Neu > Klasse im Menü Datei/Ablage von 4D Developer oder über das Icon Neu in der Werkzeugeiste.

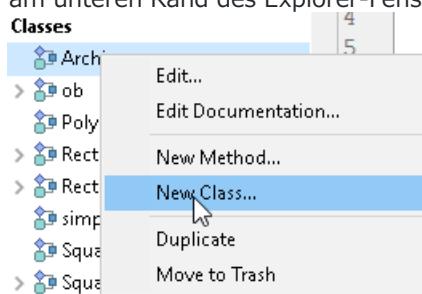
Sie können auch die Tastenkombination Strg+Shift+Alt+k verwenden.

Explorer

Im Explorer werden Klassen auf der Seite Methoden in der Kategorie Klassen gruppiert.

Um eine neue Klasse zu erstellen:

- Wählen Sie die Kategorie Klassen und klicken auf die Schaltfläche
- Wählen Sie den Eintrag Neue Klasse am unteren Rand des Explorer-Fensters im Menü Optionen oder im



Kontextmenü der Kategorie Klassen.

- Wählen Sie auf der Seite Home im Menü Optionen am unteren Rand den Eintrag Neu > Klasse....

Unterstützung von Code für Klassen

In verschiedenen 4D Entwicklerfenstern (Code-Editor, Compiler, Debugger, Runtime-Explorer) wird Code für Klassen im allgemeinen wie eine Projektmethode mit einigen spezifischen Merkmalen verwaltet:

- Im Code-Editor gilt folgendes:
 - Klassen können nicht direkt ausgeführt werden
 - Eine Klassenfunktion ist ein Code Block
 - Goto definition auf ein Objekt Member sucht nach Deklarationen der Class Function; Beispiel: "\$o.f()" findet "Function f".
 - Search references auf Deklarationen von Class Function sucht nach der Funktion, die als Objekt Member verwendet wird; Beispiel: "Function f" findet "\$o.f()".
- Im Runtime-Explorer und Debugger werden Class Functions mit dem <ClassName> Constructor oder <ClassName> <FunctionName> Format angezeigt.

Stores für Klassen

Klassen sind über Stores für Klassen verfügbar. Es gibt zwei Stores:

- `cs` Store für Benutzerklassen
- `4D` Store für vorgegebene Klassen

CS

`cs` -> classStore

Parameter	Typ		Beschreibung
<code>classStore</code>	object	<-	Store der Benutzerklasse für Projekt oder Komponente

Der Befehl `cs` gibt den Store der Benutzerklassen für das aktuelle Projekt oder die Komponente zurück. Er gibt alle Benutzerklassen zurück, die im geöffneten Projekt bzw. der Komponente definiert sind. Standardmäßig sind nur ORDA Klassen des Projekts verfügbar.

Beispiel

Eine neue Instanz eines Objekts von `myClass` erstellen:

```
$instance:=cs.myClass.new()
```

4D

`4D` -> classStore

Parameter	Typ		Beschreibung
<code>classStore</code>	object	<-	Store für 4D Klassen

Der Befehl `4D` gibt den Store für in 4D vorgegebene Klassen zurück. Er bietet Zugriff auf spezifische APIs wie `CryptoKey`.

Beispiel

Einen neuen Schlüssel in der Klasse `CryptoKey` erstellen:

```
$key:=4D.CryptoKey.new(New object("type";"ECDSA";"curve";"prime256v1"))
```

Objekt Class

Ist in einem Projekt eine Klasse definiert, wird sie in die 4D Programmiersprache Umgebung geladen. Eine Klasse ist selbst ein Objekt der Klasse "class". Ein Objekt class hat folgende Eigenschaften und Funktionen:

- String `name`
- Objekt `superclass` (null, wenn nicht vorhanden)
- Funktion `new()`, um Instanzen der Objekte einer Klasse zu setzen.

Ein Objekt class kann zusätzlich auf ein Objekt `constructor` verweisen (optional).

Ein Objekt class ist ein `shared object`, d. h. es lässt sich aus verschiedenen 4D Prozessen gleichzeitig darauf zugreifen.

Vererbung

Erbt eine Klasse von einer anderen Klasse (z.B. in der Definition wird das Schlüsselwort `Class extends` verwendet), ist die übergeordnete Klasse deren `superclass`.

Findet 4D eine Funktion oder Eigenschaft nicht in einer Klasse, sucht es in deren `superclass`; werden sie hier nicht gefunden, geht die Suche weiter in der Superclass der Superclass, etc., bis es keine Superclass mehr gibt (alle Objekte erben von der Superclass "Object").

Schlüsselwörter für Klassen

In der Definition von Klassen lassen sich spezifische 4D Schlüsselwörter verwenden:

- `Function <Name>` zum Definieren von Class Functions der Objekte.
- `Function get <Name>` and `Function set <Name>` to define computed properties of the objects.
- `Class constructor` to define static properties of the objects.
- `Class extends <ClassName>` zum Definieren der Vererbung.

Function

Syntax

```
Function <name>({$parameterName : type; ...}){->$parameterName : type}  
// code
```

Class Functions sind spezifische Eigenschaften der Klasse. Es sind Objekte der Klasse [4D.Function](#).

In der Datei mit der Definition der Klasse verwenden Function Deklarationen das Schlüsselwort `Function` und den Namen von Function. Der Function Name muss mit den [Schreibregeln für Eigenschaftsnamen](#) konform sein.

Tipp: Namen, die mit einem Unterstrich (`_`) beginnen, werden beim automatischen Vervollständigen (autocomplete) im 4D Code-Editor unterdrückt und nicht vorgeschlagen. Schreiben Sie z.B. `Function _myPrivateFunction` in `MyClass`, wird das nicht im Code-Editor vorgeschlagen, wenn Sie `"cs.MyClass` eingeben.

Direkt nach dem Namen von Function lassen sich passende [Parameter](#) angeben mit zugewiesenen Namen und Datentyp, inkl. Rückgabeparameter (optional). Beispiel:

```
Function computeArea($width : Integer; $height : Integer)->$area : Integer
```

Innerhalb einer Class Function wird der Befehl `This` als Instanz des Objekts verwendet. Beispiel:

```
Function setFullscreen($firstname : Text; $lastname : Text)  
    This.firstName:=$firstname  
    This.lastName:=$lastname  
  
Function getFullscreen()->$fullname : Text  
    $fullname:=This.firstName+" "+Uppercase(This.lastName)
```

For a class function, the `Current method name` command returns: `<ClassName>.<FunctionName>`, for example "MyClass.myFunction".

In the application code, class functions are called as member methods of the object instance and can receive [parameters](#) if any. The following syntaxes are supported:

- use of the `()` operator. For example, `myObject.methodName("hello")`
- use of a "4D.Function" class member method:
 - `apply()`
 - `call()`

Thread-safety warning: If a class function is not thread-safe and called by a method with the "Can be run in preemptive process" attribute: - the compiler does not generate any error (which is different compared to regular methods), - an error is thrown by 4D only at runtime.

Parameter

Function parameters are declared using the parameter name and the parameter type, separated by a colon. Der Parametername muss mit den [Schreibregeln für Eigenschaftsnamen](#) konform sein. Mehrere Parameter (und Typen) werden durch Strichpunkte (;) voneinander getrennt.

```
Function add($x; $y : Variant; $z : Integer; $xy : Object)
```

If the type is not stated, the parameter will be defined as `Variant`.

The [classic 4D syntax](#) for method parameters can be used to declare class function parameters. Beide Syntaxarten lassen sich miteinander mischen. Beispiel:

```
Function add($x : Integer)
  var $2; $value : Integer
  var $0 : Text
  $value:=$x+$2
  $0:=String($value)
```

Return value

You declare the return parameter (optional) by adding an arrow (`->`) and the return parameter definition after the input parameter(s) list, or a colon (`:`) and the return parameter type only. Beispiel:

```
Function add($x : Variant; $y : Integer)->$result : Integer
  $result:=$x+$y
```

You can also declare the return parameter by adding only `: type` and use the [return expression](#) (it will also end the function execution). Beispiel:

```
Function add($x : Variant; $y : Integer): Integer
  // some code
  return $x+$y
```

Beispiel 1

```
// Class: Rectangle
Class constructor($width : Integer; $height : Integer)
  This.name:="Rectangle"
  This.height:=$height
  This.width:=$width

// Function definition
Function getArea()->$result : Integer
  $result:=(This.height)*(This.width)
```

```
// In a project method

var $rect : cs.Rectangle
var $area : Real

$rect:=cs.Rectangle.new(50;100)
$area:=$rect.getArea() //5000
```

Beispiel 2

This example uses the `return expression`:

```
Function getRectArea($width : Integer; $height : Integer) : Integer
  If ($width > 0 && $height > 0)
    return $width * $height
  Else
    return 0
  End if
```

Function get and Function set

Syntax

```
Function get <name>()->$result : type
// code
```

```
Function set <name>($parameterName : type)
// code
```

`Function get` and `Function set` are accessors defining computed properties in the class. A computed property is a named property with a data type that masks a calculation. When a computed property value is accessed, 4D substitutes the corresponding accessor's code:

- when the property is read, the `Function get` is executed,
- when the property is written, the `Function set` is executed.

If the property is not accessed, the code never executes.

Computed properties are designed to handle data that do not necessarily need to be kept in memory. They are usually based upon persistent properties. For example, if a class object contains as persistent property the *gross price* and the *VAT rate*, the *net price* could be handled by a computed property.

In the class definition file, computed property declarations use the `Function get` (the *getter*) and `Function set` (the *setter*) keywords, followed by the name of the property.

In the class definition file, computed property declarations use the `Function get` (the *getter*) and `Function set` (the *setter*) keywords, followed by the name of the property.

In the class definition file, computed property declarations use the `Function get` (the *getter*) and `Function set` (the *setter*) keywords, followed by the name of the property. The name must be compliant with [property naming rules](#).

`Function get` returns a value of the property type and `Function set` takes a parameter of the property type. Both arguments must comply with standard [function parameters](#).

When both functions are defined, the computed property is read-write. If only a `Function get` is defined, the computed property is read-only. In this case, an error is returned if the code tries to modify the property. If only a `Function set` is defined, 4D returns *undefined* when the property is read.

The type of the computed property is defined by the `$return` type declaration of the *getter*.

The type of the computed property is defined by the `$return` type declaration of the *getter*.

The type of the computed property is defined by the `$return` type declaration of the *getter*. It can be of any [valid property type](#).

Assigning `undefined` to an object property clears its value while preserving its type. In order to do that, the `Function get` is first called to retrieve the value type, then the `Function set` is called with an empty value of that type.

Beispiel 1

```
//Class: Person.4dm

Class constructor($firstname : Text; $lastname : Text)
    This.firstName:=$firstname
    This.lastName:=$lastname

Function get fullName() -> $fullName : Text
    $fullName:=This.firstName+" "+This.lastName

Function set fullName( $fullName : Text )
    $p:=Position(" "; $fullName)
    This.firstName:=Substring($fullName; 1; $p-1)
    This.lastName:=Substring($fullName; $p+1)
```

```
//in a project method
$fullName:=$person.fullName // Function get fullName() is called
$person.fullName:="John Smith" // Function set fullName() is called
```

Beispiel 2

```
Function get fullAddress()->$result : Object

    $result:=New object

    $result.fullName:=This.fullName
    $result.address:=This.address
    $result.zipCode:=This.zipCode
    $result.city:=This.city
    $result.state:=This.state
    $result.country:=This.country
```

Class Constructor

Syntax

```
// Class: MyClass
Class Constructor({$parameterName : type; ...})
// code
// code
```

A class constructor function, which can accept [parameters](#), can be used to define a user class.

In that case, when you call the `new()` function, the class constructor is called with the parameters optionally passed to the `new()` function.

For a class constructor function, the `Current method name` command returns: `<ClassName>:constructor`, for example "MyClass:constructor".

Beispiel:

```
// Class: MyClass
// Class constructor of MyClass
Class Constructor ($name : Text)
  This.name:=$name
```

```
// In a project method
// You can instantiate an object
var $o : cs.MyClass
$b0:=cs.MyClass.new("HelloWorld")
// $o = {"name":"HelloWorld"}
```

`Class extends <ClassName>`

Syntax

```
// Class: ChildClass
Class extends <ParentClass>
```

The `Class extends` keyword is used in class declaration to create a user class which is a child of another user class. The child class inherits all functions of the parent class.

Class extension must respect the following rules:

- A user class cannot extend a built-in class (except 4D.Object which is extended by default for user classes)
- A user class cannot extend a user class from another project or component.
- A user class cannot extend itself.
- It is not possible to extend classes in a circular way (i.e. "a" extends "b" that extends "a").

Breaking such a rule is not detected by the code editor or the interpreter, only the compiler and `check syntax` will throw an error in this case.

An extended class can call the constructor of its parent class using the `Super` command.

Beispiel

This example creates a class called `Square` from a class called `Polygon`.

```
//Class: Square
//path: Classes/Square.4dm

Class extends Polygon

Class constructor ($side : Integer)

    // It calls the parent class's constructor with lengths
    // provided for the Polygon's width and height
    Super($side;$side)
    // In derived classes, Super must be called before you
    // can use 'This'
    This.name:="Square"

Function getArea()
    C_LONGINT($0)
    $0:=This.height*This.width
```

Super

Syntax

```
Super {{ param{;...;paramN} }} {-> Object}
```

Parameter	Typ		Beschreibung
param	mixed	->	Parameter(s) to pass to the parent constructor
Ergebnis	object	<-	Object's parent

The `Super` keyword allows calls to the `superclass`, i.e. the parent class.

`Super` serves two different purposes:

1. Inside a `constructor code`, `Super` is a command that allows to call the constructor of the superclass. When used in a constructor, the `Super` command appears alone and must be used before the `This` keyword is used.
- If all class constructors in the inheritance tree are not properly called, error -10748 is generated. It's 4D developer to make sure calls are valid.
- If the `This` command is called on an object whose superclasses have not been constructed, error -10743 is generated.
- If `Super` is called out of an object scope, or on an object whose superclass constructor has already been called, error -10746 is generated.

```
// inside myClass constructor
var $text1; $text2 : Text
Super($text1) //calls superclass constructor with a text param
This.param:=$text2 // use second param
```

2. Inside a `class member function`, `Super` designates the prototype of the superclass and allows to call a function of the superclass hierarchy.

```
Super.doSomething(42) //calls "doSomething" function
//declared in superclasses
```

Beispiel 1

This example illustrates the use of `Super` in a class constructor. The command is called to avoid duplicating the constructor parts that are common between `Rectangle` and `Square` classes.

```
// Class: Rectangle
Class constructor($width : Integer; $height : Integer)
    This.name:="Rectangle"
    This.height:=$height
    This.width:=$width

Function sayName()
    ALERT("Hi, I am a "+This.name+".")

// Function definition
Function getArea()
    var $0 : Integer
    $0:=(This.height)*(This.width)

// Function definition
Function getArea()
    var $0 : Integer
    $0:=(This.height)*(This.width)
```

```
//Class: Square

Class extends Rectangle

Class constructor ($side : Integer)

    // It calls the parent class's constructor with lengths
    // provided for the Rectangle's width and height
    Super($side;$side)
    // In derived classes, Super must be called before you
    // can use 'This'
    This.name:="Square"

Function getArea()
    C_LONGINT($0)
    $0:=This.height*This.width
```

Beispiel 2

This example illustrates the use of `Super` in a class member method. You created the `Rectangle` class with a function:

```
//Class: Rectangle

Function nbSides()
    var $0 : Text
    $0:="I have 4 sides"
```

You also created the `Square` class with a function calling the superclass function:

```
//Class: Square

Class extends Rectangle

Function description()
  var $0 : Text
  $0:=Super.nbSides()+" which are all equal"
```

Then you can write in a project method:

```
var $square : Object
var $message : Text
$square:=cs.Square.new()
$message:=$square.description() //I have 4 sides which are all equal
```

This

Syntax

`This` -> Object

Parameter	Typ		Beschreibung
Ergebnis	object	<-	Current object

The `This` keyword returns a reference to the currently processed object. In 4D, it can be used in [different contexts](#).

In most cases, the value of `This` is determined by how a function is called. Es lässt sich während der Ausführung nicht per Zuweisung setzen und kann bei jedem Aufrufen der Funktion anders sein.

When a formula is called as a member method of an object, its `This` is set to the object the method is called on. Beispiel:

```
$o:=New object("prop";42;"f";Formula(This.prop))
$val:=$o.f() //42
```

When a `class constructor` function is used (with the `new()` function), its `This` is bound to the new object being constructed.

```
//Class: ob

Class Constructor

  // Create properties on This as
  // desired by assigning to them
  This.a:=42
```

```
// in a 4D method
$o:=cs.ob.new()
$val:=$o.a //42
```

When calling the superclass constructor in a constructor using the `Super` keyword, keep in mind that `This` must not be called before the superclass constructor, otherwise an error is generated. See [this example](#).

In any cases, `This` refers to the object the method was called on, as if the method were on the object.

```
//Class: ob

Function f()
$0:=This.a+This.b
```

Then you can write in a project method:

```
$o:=cs.ob.new()
$o.a:=5
$o.b:=3
$val:=$o.f() //8
```

In this example, the object assigned to the variable `$o` doesn't have its own `f` property, it inherits it from its class. Since `f` is called as a method of `$o`, its `This` refers to `$o`.

Class commands

Several commands of the 4D language allows you to handle class features.

OB Class

```
OB Class ( object ) -> Object | Null
```

`OB Class` returns the class of the object passed in parameter.

OB Instance of

```
OB Instance of ( object ; class ) -> Boolean
```

`OB Instance of` returns `true` if `object` belongs to `class` or to one of its inherited classes, and `false` otherwise.

Ablaufsteuerung Überblick

Regardless of the simplicity or complexity of a method or function, you will always use one or more of three types of programming structures. Diese Strukturen steuern den Ablauf, d. h. wie und in welcher Reihenfolge Anweisungen in einer Methode ausgeführt werden. Es gibt drei Strukturarten:

- **Sequentiell:** Eine sequentielle Struktur ist eine einfache lineare Struktur. Eine Sequenz ist eine Reihe von Anweisungen, die 4D eine nach der anderen, von der ersten bis zur letzten ausführt. Ein typisches Beispiel ist die einzeilige Routine, die häufig für Objektmethoden verwendet wird. Zum Beispiel:
`[People]lastName:=Uppercase([People]lastName)`
- **Abfragen:** Bei einer Abfrage können Methoden eine Bedingung testen und je nach Ergebnis unterschiedliche Wege wählen. Die Bedingung ist ein Boolean Ausdruck, der TRUE oder FALSE ermittelt. Eine Abfragestruktur ist `If...Else...End if`. Sie leitet den Programmfluss auf einen von zwei möglichen Wegen. Die andere Abfragestruktur ist `Case of...Else...End case`. Sie leitet den Programmfluss auf einen von vielen Wegen.
- **Schleifen:** Beim Schreiben von Methoden kommt es häufig vor, dass Sie eine Anweisung oder eine Folge von Anweisungen mehrmals wiederholen müssen. Dafür bietet die 4D Programmiersprache folgende Schleifenstrukturen:
 - `While...End while`
 - `Repeat...Until`
 - `For...End for`
 - `For each...End for each`Schleifen werden auf zwei Arten gesteuert: Sie werden entweder solange durchlaufen, bis eine Bedingung gefunden wird oder sie laufen ein- bis n-mal ab. Beide Möglichkeiten lassen sich für alle Arten von Schleifen verwenden. Jedoch eignen sich `While-` und `Repeat-` Schleifen besser für das Durchlaufen, bis eine Bedingung gefunden wird und `For-` Schleifen besser für den zahlenmäßig begrenzten Durchlauf. Mit `For each...End for each` können Sie beide Arten mischen und damit Objekte und Collections durchlaufen.

Hinweis: 4D ermöglicht Programmierstrukturen bis zu einer Tiefe von 512 Ebenen einzubinden.

return {expression}

► History

The `return` statement can be called from anywhere. When a `return` statement is used in a function or method, the execution of the function or method is stopped. The remaining code is not executed and the control is returned to the caller.

The `return` statement can be used to `return a value` to the caller.

Beispiel

```
var $message : Text
var $i : Integer

While (True) //infinite loop
    $i:=$i+1
    $message+=String($i)+"A\r" // until 5
    logConsole($message)
    If ($i=5)
        return //stops the loop
    End if
    $message+=String($i)+"B\r" // until 4
    logConsole($message)
End while
$message+=String($i)+"C\r" //never executed
logConsole($message)

// 1A
// 1B
// 2A
// 2B
// 3A
// 3B
// 4A
// 4B
// 5A
```

Abfragestrukturen

Über eine Abfragestruktur können Methoden eine Bedingung testen und je nach Ergebnis alternative Wege einschlagen.

If...Else...End if

Die formale Syntax der Abfragefolge `If...Else...End if` lautet:

```
If(Boolean_Expression)
    statement(s)
Else
    statement(s)
End if
```

Beachten Sie, dass der Teil `Else` optional ist; Sie können schreiben:

```
If(Boolean_Expression)
    statement(s)
End if
```

Mit der Struktur `If...Else...End if` kann Ihre Methode zwischen zwei Aktionen wählen, je nachdem, ob die Abfrage (ein Boolean Ausdruck) TRUE oder FALSE ist. Ist der Boolean Ausdruck TRUE, werden die unmittelbar darauffolgenden Anweisungen ausgeführt. Ist der Boolean Ausdruck FALSE, werden die auf Else folgenden Anweisungen ausgeführt. Die Anweisung `Else` ist optional; ohne Else fährt die Ausführung mit der ersten Anweisung (falls vorhanden) fort, die nach `End if` kommt.

Beachten Sie, dass der Boolean Ausdruck immer voll gewertet wird. Siehe hierzu folgenden Test:

```
If(MethodA & MethodB)
    ...
End if
```

The expression is TRUE only if both methods are TRUE. Jedoch, selbst wenn `MethodA` FALSE zurückgibt, bewertet 4D weiter `MethodB`, was unnötig Zeit verbraucht. In diesem Fall ist folgende Struktur besser geeignet:

```
If(MethodA)
    If(MethodB)
        ...
End if
End if
```

Das Ergebnis ist gleich, und `MethodB` wird nur bei Bedarf bewertet.

Note: The [ternary operator](#) allows writing one-line conditional expressions and can replace a full sequence of `If...Else` statements.

Beispiel

```
// Ask the user to enter a name
$Find:=Request(Type a name)
If(OK=1)
    QUERY([People];[People]LastName=$Find)
Else
    ALERT("You did not enter a name.")
End if
```

Tipp: In spezifischen Fällen können Sie auch Abfragen ohne Befehlsfolge einrichten. Wenn Sie einen Algorithmus oder eine spezifische Anwendung entwickeln, können Sie auch schreiben:

```
If(Boolean_Expression)
Else
    statement(s)
End if
```

oder:

```
If(Boolean_Expression)
    statement(s)
Else
End if
```

Case of...Else...End case

Die formale Syntax der Abfragefolge `Case of...Else...End case` lautet:

```
Case of
    :(Boolean_Expression)
        statement(s)
    :(Boolean_Expression)
        statement(s)
    .
    .
    .
    :(Boolean_Expression)
        statement(s)
Else
    statement(s)
End case
```

Beachten Sie, dass der Teil `Else` optional ist; Sie können schreiben:

```

Case of
  :(Boolean_Expression)
    statement(s)
  :(Boolean_Expression)
    statement(s)
  .
  .
  .

  :(Boolean_Expression)
    statement(s)
End case

```

Wie bei der Struktur `If...Else...End if` kann Ihre Methode auch mit der Struktur `Case of...Else...End case` zwischen alternativen Aktionen wählen. Im Gegensatz zur Struktur `If...Else...End` kann die Struktur `Case of...Else...End case` eine vernünftige unbegrenzte Anzahl von Boolean Ausdrücken testen und bei einer wahren Bedingung eine Aktion ausführen.

Vor jedem Boolean Ausdruck steht ein Doppelpunkt (`:`). Die Kombination aus Doppelpunkt und Boolean Ausdruck kennzeichnet eine Bedingung. Zum Beispiel ist folgende Zeile eine Bedingung:

```
: (bValidate=1)
```

Nur die Anweisungsfolge, die auf die erste wahre Bedingung TRUE folgt (und bis zur nächsten wahren Bedingung), wird ausgeführt. Ist keine der Bedingungen wahr (TRUE), wird keine Anweisungsfolge ausgeführt (wenn kein Teil `Else` enthalten ist).

Sie können nach der letzten Befehlsfolge eine Else Anweisung integrieren. Sind dann alle Bedingungen falsch (FALSE), wird die Anweisungsfolge nach `Else` ausgeführt.

Beispiel

Dieses Beispiel prüft eine numerische Variable und zeigt eine Warnung mit einem Wort an:

```

Case of
  :(vResult=1) //Test if the number is 1
    ALERT("One.") //If it is 1, display an alert
  :(vResult=2) //Test if the number is 2
    ALERT("Two.") //If it is 2, display an alert
  :(vResult=3) //Test if the number is 3
    ALERT("Three.") //If it is 3, display an alert
  Else //If it is not 1, 2, or 3, display an alert
    ALERT("It was not one, two, or three.")
End case

```

Zum Vergleich folgt hier dieselbe Methode mit der Abfrage `If...Else...End if`:

```

If(vResult=1) //Test if the number is 1
    ALERT("One.") //If it is 1, display an alert
Else
    If(vResult=2) //Test if the number is 2
        ALERT("Two.") //If it is 2, display an alert
    Else
        If(vResult=3) //Test if the number is 3
            ALERT("Three.") //If it is 3, display an alert
        Else //If it is not 1, 2, or 3, display an alert
            ALERT("It was not one, two, or three.")
    End if
End if
End if

```

Beachten Sie, dass mit einer Anweisung `Case of...Else...End case` nur die erste Bedingung TRUE ausgeführt wird. Selbst wenn zwei oder mehr Bedingungen wahr sind, wird nur die Anweisung ausgeführt, die auf die erste Bedingung TRUE folgt.

Bei hierarchischen Tests sollten Sie sicherstellen, dass die Anweisungen für Bedingungen mit geringerer Hierarchie im Textablauf zuerst erscheinen. Soll zum Beispiel der Test, ob Bedingung1 zutrifft, das Testen von Bedingung1&Bedingung2 enthalten, muss Bedingung1 in der Abruffolge an letzter Stelle stehen. Zum Beispiel kann folgender Code nie die letzte Bedingung bewerten:

```

Case of
    :(vResult=1)
        ... //statement(s)
    :((vResult=1) & (vCondition#2)) //this case will never be detected
        ... //statement(s)
End case

```

Der obige Code gelangt nicht bis zur zweiten Bedingung, da der Test "vResult=1" die Schleife ohne weiteres Testen verlässt. Damit der Code korrekt arbeitet, können Sie folgendes schreiben:

```

Case of
    :((vResult=1) & (vCondition#2)) //this case will be detected first
        ... //statement(s)
    :(vResult=1)
        ... //statement(s)
End case

```

Für hierarchisches Testen können Sie auch hierarchischen Code einsetzen.

Tipp: In spezifischen Fällen können Sie auch Abfragen ohne Befehlsfolge einrichten. Wenn Sie einen Algorithmus oder eine spezifische Anwendung entwickeln, können Sie auch schreiben:

```

Case of
    :(Boolean_Expression)
    :(Boolean_Expression)
    ...
    :(Boolean_Expression)
        statement(s)
    Else
        statement(s)
End case

```

oder:

```
Case of
:(Boolean_Expression)
:(Boolean_Expression)
    statement(s)
    ...
:(Boolean_Expression)
    statement(s)
Else
End case
```

oder:

```
Case of
Else
    statement(s)
End case
```

Schleifenstrukturen

Schleifenstrukturen wiederholen eine Abfolge von Anweisungen, bis eine Bedingung gefunden wird oder eine Anzahl an Durchläufen erreicht ist.

While...End while

Die formale Syntax der Abfragefolge `While...End while` lautet:

```
While(Boolean_Expression)
  statement(s)
  {break}
  {continue}
End while
```

Eine Schleife `While...End while` führt die Anweisung innerhalb der Schleife solange aus, wie der Boolean Ausdruck wahr ist. Sie prüft den Boolean Ausdruck am Beginn der Schleife und tritt gar nicht in die Schleife ein, wenn der Ausdruck FALSE ist.

The `break` and `continue` statements are [described below](#).

Es ist üblich, den getesteten Wert im Boolean Ausdruck direkt vor Eintreten in die Schleife `While...End while` zu initialisieren. Den Wert initialisieren heißt, Sie setzen etwas Passendes, so dass der Boolean Ausdruck TRUE ist und `While...End while` die Schleife ausführt.

Sie müssen dem Boolean Ausdruck in der Schleife einen sinnvollen Wert zuweisen, da sonst die Schleife endlos läuft. Nachfolgende Schleife läuft endlos, da `NeverStop` immer wahr ist:

```
NeverStop:=True
While(NeverStop)
End while
```

In solch einer Situation, also bei einer unkontrolliert ablaufenden Methode können Sie die Schleife über den Schrittmodus stoppen und das Problem beheben. Weitere Informationen dazu finden Sie auf der Seite [Fehlerverwaltung](#).

Beispiel

```
CONFIRM("Add a new record?") //The user wants to add a record?
While(OK=1) //Loop as long as the user wants to
  ADD RECORD([aTable]) //Add a new record
End while //The loop always ends with End while
```

In diesem Beispiel wird die Systemvariable `OK` über den Befehl `CONFIRM` gesetzt, bevor die Schleife startet. Klickt der Benutzer im Dialogfenster Bestätigen auf die Schaltfläche OK, wird die Systemvariable `OK` auf 1 gesetzt und die Schleife startet. Ansonsten wird die Systemvariable `OK` auf 0 gesetzt und die Schleife übersprungen. Sobald die Schleife läuft, sorgt der Befehl `ADD RECORD` dafür, dass sie weiterläuft, da er die Systemvariable `OK` auf 1 setzt, wenn der Benutzer den Datensatz sichert. Annuliert der Benutzer den letzten Datensatz, d.h. er sichert ihn nicht, wird die Systemvariable `OK` auf 0 gesetzt und die Schleife stoppt.

Repeat...Until

Die formale Syntax der Abfragefolge `Repeat...Until` lautet:

```

Repeat
  statement(s)
  {break}
  {continue}
Until(Boolean_Expression)

```

Die Schleife `Repeat...Until` arbeitet ähnlich wie die Schleife `While...End while`, mit dem Unterschied, dass der Boolean Ausdruck nicht vor, sondern nach der Schleife getestet wird. So führt `Repeat...Until` die Schleife immer einmal aus, während `While...End while` die Schleife gar nicht ausführt, wenn am Anfang der Boolean Ausdruck falsch ist.

Ein weiterer Unterschied ist, dass `Repeat...Until` weiterläuft, bis der Boolean Ausdruck TRUE ist.

The `break` and `continue` statements are [described below](#).

Beispiel

Vergleichen Sie folgendes Beispiel mit dem Beispiel zu `While...End while`. Beachten Sie, dass der Boolean Ausdruck nicht initialisiert werden muss—es gibt keinen Befehl `CONFIRM` zum Initialisieren der Variable `OK`.

```

Repeat
  ADD RECORD([aTable])
Until(OK=0)

```

For...End for

Die formale Syntax der Abfragefolge `For..End for` lautet:

```

For(Counter_Variable;Start_Expression;End_Expression{;Increment_Expression})
  statement(s)
  {break}
  {continue}
End for

```

Die Schleife `For...End for` wird über eine Zählervariable gesteuert:

- `Counter_Variable` ist eine numerische Variable vom Typ Zahl oder Lange Ganzzahl. Sie wird von der Schleife `For...End for` auf den in `Start_Expression` festgelegten Wert initialisiert.
- Die Zählervariable wird nach jedem Durchlaufen der Schleife um den optionalen Wert erhöht, der in `Increment_Expression` angegeben ist. Geben Sie `Increment_Expression` nicht an, wird die Zählervariable standardmäßig um Eins (1) erhöht.
- Sobald die Zählervariable `End_Expression` durchläuft, stoppt die Schleife.

Wichtig: Die numerischen Ausdrücke `Start_Expression`, `End_Expression` und `Increment_Expression` werden einmal am Schleifenbeginn gewertet. Sind diese Ausdrücke Variablen, und ändern Sie eine dieser Variablen innerhalb der Schleife, hat das keine Auswirkung auf die Schleife.

Tipp: Für besondere Zwecke können Sie den Wert der Zählervariablen `Counter_Variable` innerhalb der Schleife ändern; das wirkt sich dann auch auf die Schleife aus.

- Im Normalfall ist `Start_Expression` kleiner als `End_Expression`.
- Sind `Start_Expression` und `End_Expression` gleich, wird die Schleife nur einmal ausgeführt.
- Ist `Start_Expression` größer als `End_Expression`, wird die Schleife gar nicht ausgeführt, außer `Increment_Expression` hat einen negativen Wert. Sehen Sie die Beispiele.

The `break` and `continue` statements are [described below](#).

Allgemeine Beispiele

1. Folgendes Beispiel führt 100 Durchläufe aus:

```
For(vCounter;1;100)
//Do something
End for
```

2. Folgendes Beispiel durchläuft alle Elemente des Array anArray:

```
For($vlElem;1;Size of array(anArray))
//Do something with the element
anArray{$vlElem}:=...
End for
```

3. Folgendes Beispiel durchläuft alle Zeichen des Textes vtSomeText:

```
For($vlChar;1;Length(vtSomeText))
//Do something with the character if it is a TAB
If(Character code(vtSomeText[[$vlChar]])=Tab)
//...
End if
End for
```

4. Folgendes Beispiel durchläuft die ausgewählten Datensätze für die Tabelle [aTable]:

```
FIRST RECORD([aTable])
For($vlRecord;1;Records in selection([aTable]))
//Do something with the record
SEND RECORD([aTable])
//...
//Go to the next record
NEXT RECORD([aTable])
End for
```

Die meisten der Schleifen `For...End for` in Ihren Projekten sehen wie in den oben aufgeführten Beispielen aus.

Variablenzähler verringern

Manchmal benötigen Sie in einer Schleife eine absteigende Zählervariable. Dazu muss *Start_Expression* größer als *End_Expression* sein und *Increment_Expression* einen negativen Wert haben. Folgende Beispiele führen dieselben Aktionen wie oben aus, sie zählen jedoch rückwärts:

5. Folgendes Beispiel führt 100 Durchläufe aus:

```
For(vCounter;100;1;-1)
//Do something
End for
```

6. Folgendes Beispiel durchläuft alle Elemente des Array anArray:

```
For($vlElem;Size of array(anArray);1;-1)
//Do something with the element
anArray{$vlElem}:=...
End for
```

7. Folgendes Beispiel durchläuft alle Zeichen des Textes vtSomeText:

```
For($vlChar;Length(vtSomeText);1;-1)
//Do something with the character if it is a TAB
If(Character_code(vtSomeText[$vlChar])=Tab)
//...
End if
End for
```

8. Folgendes Beispiel durchläuft die ausgewählten Datensätze für die Tabelle [aTable]:

```
LAST RECORD([aTable])
For($vlRecord;Records in selection([aTable]);1;-1)
//Do something with the record
SEND RECORD([aTable])
//...
//Go to the previous record
PREVIOUS RECORD([aTable])
End for
```

Die Zählervariable um mehr als Eins erhöhen

Bei Bedarf können Sie *Increment_Expression* (positiv oder negativ) für absolute Werte größer als Eins einsetzen.

9. Folgende Schleife ordnet dem Array anArray nur die geraden Elemente zu:

```
For($vlElem;2;Size of array(anArray);2)
//Do something with the element #2,#4...#2n
anArray[$vlElem]:=...
End for
```

Die Strukturen der Schleifen vergleichen

Gehen wir zurück zum ersten Beispiel in `For...End for`. Folgendes Beispiel führt 100 Durchläufe aus:

```
For(vCounter;1;100)
//Do something
End for
```

Es ist interessant zu vergleichen, wie die Schleifen `While...End while` und `Repeat...Until` dieselbe Aktion durchführen. Ausführung mit der Schleife `While...End while`:

```
$i:=1 //Initialize the counter
While($i<=100) //Loop 100 times
//Do something
    $i:=$i+1 //Need to increment the counter
End while
```

Ausführung mit der Schleife `Repeat...Until`:

```

$i:=1 //Initialize the counter
Repeat
  //Do something
  $i:=$i+1 //Need to increment the counter
Until($i=100) //Loop 100 times

```

Tipp: Die Schleife `For...End for` ist normalerweise schneller als die Schleifen `While...End while` und `Repeat...Until`, da 4D die Bedingung für jeden Schleifenzyklus intern abfragt und dann den Zähler erhöht. Verwenden Sie deshalb möglichst die Schleife `For...End for`.

Die Ausführung der Schleife For...End for optimieren

Sie können als Zähler Variablen vom Typ Zahl und Lange Ganzzahl, aber auch Interprozess-, Prozess- und lokale Variablen verwenden. Verwenden Sie für lange sich wiederholende Schleifen, besonders im kompilierten Modus, lokale Variablen vom Typ Lange Ganzzahl.

10. Hier ein Beispiel:

```

C_LONGINT($vlCounter) //use local Long Integer variables
For($vlCounter;1;10000)
  //Do something
End for

```

In Schleifen eingebaute For...End for Abfragen

Sie können so viele Kontrollstrukturen verschachteln, wie Sie (vernünftigerweise) benötigen. Das sind verschachtelte `For...End for` Schleifen. Um Fehler zu vermeiden, verwenden Sie für jede Schleifenstruktur eine andere Zählervariable.

Hier zwei Beispiele:

1. Folgendes Beispiel durchläuft alle Elemente eines zweidimensionalen Array:

```

For($vlElem;1;Size of array(anArray))
  //...
  //Do something with the row
  //...
  For($vlSubElem;1;Size of array(anArray{$vlElem}))
    //Do something with the element
    anArray{$vlElem}{$vlSubElem}:=...
  End for
End for

```

2. Dieses Beispiel erstellt ein Array mit Zeigern auf alle vorhandenen Datumsfelder in der Anwendung:

```

ARRAY POINTER($apDateFields;0)
$vlElem:=0
For($vlTable;1;Get last table number)
  If(Is table number valid($vlTable))
    For($vlField;1;Get last field number($vlTable))
      If(Is field number valid($vlTable;$vlField))
        $vpField:=Field($vlTable;$vlField)
        If(Type($vpField->)=Is date)
          $vlElem:=$vlElem+1
          INSERT IN ARRAY($apDateFields;$vlElem)
          $apDateFields{$vlElem}:=$vpField
        End if
      End if
    End for
  End if
End for

```

For each...End for each

Die formale Syntax der Abfragefolge `For each..End for each` lautet:

```

For each(Current_Item;Expression{;begin{;end}}){Until|While(Boolean_Expression)}
  statement(s)
  {break}
  {continue}
End for each

```

Die Struktur `For each...End for each` durchläuft den angegebenen Eintrag *Current_item* für alle Werte von *Expression*. Der Typ *Current_item* richtet sich nach der Art von *Expression*. Die Schleife `For each...End for each` kann drei Arten von Ausdrücken durchlaufen:

- Collections: Schleife durch jedes Element der Collection
- Entity-Selections: Schleife durch jede Entity
- Objekte: Schleife durch jede Objekteigenschaft

Folgende Tabelle vergleicht drei Typen von `For each...End for each`:

	Schleife durch Collections	Schleife durch Entity-Selections	Schleife durch Objekte
Typ Current_Item	Variable vom gleichen Typ wie Collection Elemente	Entity	Textvariable
Typ Expression	Collection (mit Elementen vom gleichen Typ)	Entity-Selection	Objekt
Anzahl Schleifen (standardmäßig)	Anzahl der Collection Elemente	Anzahl Entities in der Selection	Anzahl der Objekteigenschaften
Unterstützung der Parameter begin / end	Ja	Ja	Nein

- Die Anzahl Schleifen wird beim Starten berechnet und ändert sich nicht während der Durchführung. Einträge während der Schleife hinzufügen oder entfernen wird generell nicht empfohlen, da dies zu fehlenden oder überflüssigen Wiederholungen führen kann.
- Standardmäßig werden die angegebenen *Anweisungen* für jeden Wert in *Expression* ausgeführt. Es ist jedoch möglich, die Schleife durch Testen einer Bedingung entweder am Anfang (`While`) oder am Ende der Schleife (`Until`) zu verlassen.
- Über die optionalen Parameter *begin* und *end* lassen sich in Collections und Entity-Selections Grenzen für die Schleife definieren.

- Die Schleife `For each...End for each` lässt sich für eine shared collection oder ein shared object verwenden. Muss Ihr Code ein oder mehrere Elemente der Collection oder Objekteigenschaften ändern, müssen Sie `Use...End use` verwenden. Sie können `Use...End use` je nach Bedarf wie folgt aufrufen:
 - Vor Eintreten in die Schleife, wenn Einträge zur Wahrung der Integrität gemeinsam geändert werden sollen, oder
 - Innerhalb der Schleife, wenn nur ein paar Elemente/Eigenschaften geändert werden müssen und kein Verwalten der Integrität erforderlich ist.

The `break` and `continue` statements are [described below](#).

Schleife durch Collections

Beim Verwenden von `For each...End for each` mit einer *Expression* vom Typ *Collection* ist der Parameter *Current_Item* eine Variable vom gleichen Typ wie die Collection Elemente. Die Anzahl Schleifen basiert standardmäßig auf der Anzahl Einträge in der Collection.

Die Collection darf nur Elemente vom gleichen Typ enthalten, sonst wird ein Fehler zurückgegeben, sobald die Variable *Current_Item* dem ersten Wert mit einem unpassenden Typ zugewiesen wird.

Bei jeder Wiederholung der Schleife wird die Variable *Current_Item* automatisch mit dem passenden Element der Collection gefüllt. Dabei müssen Sie folgende Punkte berücksichtigen:

- Ist die Variable *Current_Item* vom Typ Objekt oder Collection (z.B. wenn *Expression* eine Collection von Objekten oder von Collections ist), wird durch Ändern dieser Variablen automatisch das zutreffende Element der Collection geändert (weil Objekte und Collections beide dieselbe Referenz nutzen). Bei einer Variablen mit einem skalaren Typ wird nur die Variable geändert.
- Die Variable *Current_Item* muss vom gleichen Typ wie die Elemente der Collection sein. Ist ein Element davon nicht vom gleichen Typ wie die Variable, wird ein Fehler generiert und die Schleife stoppt.
- Enthält die Collection Elemente mit einem Wert Null, wird ein Fehler generiert, wenn der Variablentyp von *Current_Item* keine Null Werte unterstützt, wie z. B. der Typ Lange Ganzzahl.

Beispiel

Sie wollen für eine Collection mit Zahlen ein paar Statistiken berechnen:

```
C_COLLECTION($nums)
$nums:=New collection(10;5001;6665;33;1;42;7850)
C_LONGINT($item;$vEven;$vOdd;$vUnder;$vOver)
For each($item;$nums)
  If($item%2=0)
    $vEven:=$vEven+1
  Else
    $vOdd:=$vOdd+1
  End if
  Case of
    :($item<5000)
      $vUnder:=$vUnder+1
    :($item>6000)
      $vOver:=$vOver+1
  End case
End for each
//$vEven=3, $vOdd=4
//$vUnder=4,$vOver=2
```

Schleife durch Entity-Selections

Beim Verwenden von `For each...End for each` mit einer *Expression* vom Typ *Entity-Selection* ist der Parameter *Current_Item* die Entity, die gerade bearbeitet wird.

Die Anzahl Schleifen basiert auf der Anzahl Entities in der Entity-Selection. Bei jeder Wiederholung der Schleife wird der Parameter *Current_Item* automatisch mit der Entity der Entity-Selection gefüllt, die gerade bearbeitet wird.

Hinweis: Enthält die Entity-Selection eine Entity, die zwischenzeitlich durch einen anderen Prozess entfernt wurde, wird sie während der Schleife automatisch übersprungen.

Beachten Sie, dass jede Änderung in der aktuellen Entity explizit mit `entity.save()` gesichert werden muss.

Beispiel

Sie wollen das Gehalt aller britischen Angestellten in einer Entity-Selection erhöhen:

```
C_OBJECT(emp)
For each(emp;ds.Employees.query("country='UK'"))
    emp.salary:=emp.salary*1,03
    emp.save()
End for each
```

Schleife durch Objekteigenschaften

Beim Verwenden von `For each...End for each` mit einer* Expression* vom Typ Objekt ist der Parameter `Current_Item` eine Textvariable, die automatisch mit dem Namen der gerade bearbeiteten Eigenschaft gefüllt wird.

Die Eigenschaften des Objekts werden in der Reihenfolge ihrer Erstellung bearbeitet. Während der Schleife lassen sich Eigenschaften im Objekt hinzufügen oder daraus entfernen. Das verändert nicht die Anzahl Schleifen, diese basiert weiterhin auf der ursprünglichen Anzahl Eigenschaften für das Objekt.

Beispiel

Sie wollen die Namen in folgendem Objekt auf Großschreibung umstellen:

```
{
    "firstname": "gregory",
    "lastname": "badikora",
    "age": 20
}
```

Sie schreiben:

```
For each(property;vObject)
    If(Value type(vObject[property])=Is text)
        vObject[property]:=Uppercase(vObject[property])
    End if
End for each
```

```
{
    "firstname": "GREGORY",
    "lastname": "BADIKORA",
    "age": 20
}
```

Parameter begin / end

Mit den optionalen Parametern `begin` und `end` können Sie Grenzen für die Wiederholung der Schleife definieren.

Hinweis: Die Parameter `begin` und `end` sind nur für Schleifen in Collections und Entity-Selections möglich, in Objekteigenschaften werden sie ignoriert.

- Im Parameter `begin` übergeben Sie die Position des Elements in `Expression`, bei der der Durchlauf startet (inkl. `begin`).

- Im Parameter `end` übergeben Sie die Position des Elements in `Expression`, bei der Durchlauf stoppt (exkl. `end`).

Wird `end` weggelassen oder ist `end` größer als die Anzahl Elemente in `Expression`, werden Elemente ab `begin` bis zum letzten Element einschließlich durchlaufen. Sind die Parameter `begin` und `end` positive Werte, geben sie die aktuellen Positionen der Elemente in `Expression` an. Ist `begin` ein negativer Wert, wird er als `begin:=begin+Expression size` berechnet (=Versatz vom Ende der `Expression`). Ist der berechnete Wert negativ, wird `begin` auf 0 gesetzt. Hinweis: Auch wenn `begin` negativ ist, erfolgt der Durchlauf in der standardmäßigen Reihenfolge. Ist `end` ein negativer Wert, wird er berechnet als `end:=end+Expression size`

Beispiel:

- Eine Collection enthält 10 Elemente (nummeriert von 0 bis 9)
- `begin=-4 > -> begin=-4+10=6 >->` der Durchlauf startet mit dem 6. Element (#5)
- `end=-2 > end=-2+10=8 >` der Durchlauf stoppt vor dem 8. Element (#7), z.B. beim 7. Element.

Beispiel

```
C_COLLECTION($col;$col2)
$col:=New collection("a";"b";"c";"d";"e")
$col2:=New collection(1;2;3)
C_TEXT($item)
For each($item;$col;0;3)
    $col2.push($item)
End for each
//$col2=[1,2,3,"a","b","c"]
For each($item;$col;-2;-1)
    $col2.push($item)
End for each
//$col2=[1,2,3,"a","b","c","d"]
```

Bedingungen Until und While

Sie können die Ausführung von `For each...End for each` durch Einfügen einer Bedingung `Until` oder `While` in der Schleife steuern. Ist eine Anweisung `Until(condition)` in der Schleife vorhanden, stoppt der Durchlauf, sobald condition mit `Wahr` gewertet wird. Bei einer Anweisung `While(condition)` stoppt der Durchlauf dagegen, sobald condition mit `Falsch` gewertet wird.

Sie können je nach Bedarf ein anderes Schlüsselwort verwenden:

- Die Bedingung `Until` wird am Ende jedes Durchlaufs getestet, d. h. wenn `Expression` nicht leer oder null ist, wird die Schleife mindestens einmal ausgeführt.
- Die Bedingung `While` wird am Anfang jedes Durchlaufs getestet, d. h. je nach Ergebnis der Bedingung wird die Schleife u. U. gar nicht ausgeführt.

Beispiel

```
$colNum:=New collection(1;2;3;4;5;6;7;8;9;10)

$total:=0
For each($num;$colNum)While($total<30) //tested at the beginning
    $total:=$total+$num
End for each
ALERT(String($total)) //$/total = 36 (1+2+3+4+5+6+7+8)

$total:=1000
For each($num;$colNum)Until($total>30) //tested at the end
    $total:=$total+$num
End for each
ALERT(String($total)) //$/total = 1001 (1000+1)
```

break and continue

All looping structures above support both `break` and `continue` statements. These statements give you more control over the loops by allowing to exit the loop and to bypass the current iteration at any moment.

break

The `break` statement terminates the loop containing it. Control of the program flows to the statement immediately after the body of the loop.

If the `break` statement is inside a [nested loop](#) (loop inside another loop), the `break` statement will terminate the innermost loop.

Beispiel

```
For (vCounter;1;100)
    If ($tab[vCounter]!="")
        break //end of the for loop
    End if
End for
```

continue

The `continue` statement terminates execution of the statements in the current iteration of the current loop, and continues execution of the loop with the next iteration.

```
var $text : Text
For ($i; 0; 9)
    If ($i=3)
        continue //go directly to the next iteration
    End if
    $text:=$text+String($i)
End for
// $text="012456789"
```

Fehlerverwaltung

Fehlerverwaltung bedeutet das Vorwegnehmen und Reagieren auf Fehler, die in Ihrer Anwendung auftreten können. 4D bietet umfassende Unterstützung zum Abfangen und Melden von Fehlern zur Laufzeit und zum Untersuchen der Fehlerursachen.

Die Fehlerverwaltung erfüllt zwei Hauptanforderungen:

- potenzielle Fehler und Bugs in Ihrem Code während der Entwicklungsphase herausfinden und beheben,
- Unerwartete Fehler in Anwendungen im Einsatz abfangen und beseitigen; insbesondere können Sie Fehlermeldungen des Systems (Festplatte voll, fehlende Datei usw.) durch Ihre eigene Oberfläche ersetzen.

Es wird dringend empfohlen, auf 4D Server eine Fehlerverwaltungsmethode für den gesamten auf dem Server laufenden Code zu installieren. Denn solch eine Methode kann vermeiden, dass unerwartete Dialogfenster auf dem Serverrechner erscheinen, und außerdem Fehler in einer speziellen Datei für weitere Analysen protokollieren.

Fehler oder Status

Viele Class Functions von 4D, wie `entity.save()` oder `transporter.send()`, geben ein Objekt `status` zurück. Dieses Objekt dient zum Speichern "vorhersehbarer" Fehler in der Runtime-Umgebung, z.B. ungültiges Kennwort, gesperrte Entity, etc., welche die Ausführung des Programms nicht stoppen. Diese Art von Fehlern lässt sich über regulären Code verwalten.

Andere Fehler, wie Fehler beim Schreiben auf die Festplatte, Netzwerkfehler oder allgemein jede unerwartete Unterbrechung, sind "nicht-vorhersehbar". Diese Art von Fehlern erzeugt Ausnahmen und müssen über eine Fehlerverwaltungsmethode behandelt werden.

Fehlerverwaltungsmethode installieren

In 4D, all errors can be caught and handled in a specific project method, the `error-handling` (or `error-catching`) method.

Diese Projektmethode wird für den aktuellen Prozess installiert und automatisch für jeden Fehler aufgerufen, der im Prozess auftritt, sei es im interpretierten oder im kompilierten Modus. Um sie zu *installieren*, rufen Sie den Befehl `ON ERR CALL` auf und setzen den Namen der Projektmethode als Parameter. Beispiel:

```
ON ERR CALL("IO_ERRORS") //Installs the error-handling method
```

Wollen Sie das Auffinden von Fehlern abbrechen und wieder an 4D übergeben, rufen Sie `ON ERR CALL` mit einem leeren String auf:

```
ON ERR CALL("") //gives back control to 4D
```

The `Method called on error` command allows you to know the name of the method installed by `ON ERR CALL` for the current process. Er ist besonders hilfreich bei generischem Code, da Sie damit die Fehlerverwaltungsmethode zeitweise ändern und dann wiederherstellen können:

```

$methCurrent:=Method called on error
ON ERR CALL("NewMethod")
//If the document cannot be opened, an error is generated
$ref:=Open document("MyDocument")
//Reinstallation of previous method
ON ERR CALL($methCurrent)

```

Reichweite und Komponenten

Sie können eine einzige Fehlerverwaltungsmethode für die gesamte Anwendung definieren oder für jedes Modul eine eigene Methode. Sie können jedoch immer nur eine Methode pro Prozess installieren.

Eine Fehlerverwaltungsmethode, die über den Befehl `ON ERR CALL` eingerichtet wurde, gilt nur für die laufende Anwendung. Erzeugt eine Komponente einen Fehler, wird nicht die Fehlerverwaltungsmethode `ON ERR CALL` der Host-Datenbank aufgerufen, und umgekehrt.

Fehlerverwaltung in der Methode

Within the custom error method, you have access to several pieces of information that will help you identifying the error:

- Spezifische Systemvariablen (*):
 - `Error` (Lange Ganzzahl): Fehlernummer
 - `Error method` (Text): Namen der Methode, die den Fehler ausgelöst hat
 - `Error line` (Lange Ganzzahl): Zeilennummer in der Methode, die den Fehler ausgelöst hat.
 - `Error formula` (Text): Formel des 4D Code (Rohtext), der den Fehler verursacht hat.

() 4D unterhält automatisch eine Reihe von Variablen, genannt Systemvariablen, die verschiedene Zwecke erfüllen. Weitere Informationen dazu finden Sie im Handbuch 4D Programmiersprache.

- Der Befehl `GET LAST ERROR STACK` gibt Informationen über den aktuellen Fehlerstapel der 4D Anwendung zurück.
- Der Befehl `Get call chain` gibt eine Collection von Objekten zurück, die jeden Schritt der Aufruffolge der Methode im aktuellen Prozess beschreiben.

Beispiel

Hier sehen Sie ein einfaches Fehlerverwaltungssystem:

```

//installing the error handling method
ON ERR CALL("errorMethod")
//... executing code
ON ERR CALL("") //giving control back to 4D

```

```

// errorMethod project method
If(Error#1006) //this is not a user interruption
  ALERT("The error "+String(Error)+" occurred". The code in question is: \""+Error formula+"\")"
End if

```

Leere Fehlerverwaltungsmethode verwenden

Wollen Sie hauptsächlich, dass das Dialogfenster für Standardfehler ausgeblendet wird, können Sie eine leere Fehlerverwaltungsmethode installieren. Die Systemvariable `Error` lässt sich in jeder Methode testen, z.B. auch außerhalb der Fehlerverwaltungsmethode:

```
ON ERR CALL("emptyMethod") //emptyMethod exists but is empty
$doc:=Open document( "myFile.txt")
If (Error=-43)
    ALERT("File not found.")
End if
ON ERR CALL("")
```

Interpretierter und kompilierter Modus

4D Anwendungen können im interpretierten oder kompilierten Modus laufen:

- Im interpretierten Modus werden Anweisungen im Moment der Ausführung gelesen und in Maschinensprache übersetzt. Sie können den Code immer, wenn Sie es benötigen, ergänzen oder verändern, die Anwendung wird automatisch aktualisiert.
- Im kompilierten Modus werden alle Methoden während dem Kompilieren auf einmal gelesen und übersetzt. Das Ergebnis ist eine neue Datei mit einer Reihe von Anweisungen in Maschinensprache. Der Code lässt sich nicht mehr bearbeiten.

Die Vorteile von Kompilieren sind:

- Geschwindigkeit: Ihre Anwendung läuft um den Faktor von 3 bis 1000 mal schneller.
- Überprüfung des Code: Ihre Anwendung wird auf Übereinstimmung des Code geprüft. 4D Compiler findet sowohl logische als auch Syntaxfehler.
- Schutz: Ist Ihre Anwendung kompiliert, können Sie den interpretierten Code löschen. Denn die kompilierte Anwendung hat dieselben Funktionalitäten wie ihr Original. Der Unterschied ist, dass Sie die Struktur und Methoden weder ansehen noch verändern können, sei es gewollt oder versehentlich.
- Eigenständige, doppelklickbare Anwendungen; Kompilierte Anwendungen lassen sich in eigenständige Anwendungen (.EXE Dateien) mit ihren eigenen Icons umwandeln.
- Preemptive Modus: Nur kompilierter Code lässt sich in preemptive Prozessen ausführen.

Unterschiede zwischen interpretiertem und kompiliertem Code

Auch wenn Anwendungen im interpretierten und kompilierten Modus auf die gleiche Weise funktionieren, gibt es einige Unterschiede, die Sie kennen sollten, wenn Sie Code schreiben, der dann kompiliert wird. Der 4D Interpreter ist in der Regel flexibler als der Compiler.

Kompiliert	Interpretiert
Sie können keine Methode mit demselben Name wie eine Variable haben.	Es wird kein Fehler generiert, jedoch erhält die Methode Priorität
Alle Variablen müssen typisiert sein, entweder über eine Compiler-Direktive (z. B. <code>C_LONGINT</code>) oder durch den Compiler beim Kompilieren.	Variablen lassen sich spontan typisieren (nicht empfohlen)
Sie können den Datentyp von Variablen oder Arrays nicht ändern.	Der Datentyp einer Variablen oder eines Array lässt sich verändern (nicht empfohlen)
Sie können ein eindimensionales Array nicht in ein zweidimensionales Array umwandeln und umgekehrt.	Ist möglich
Auch wenn der Compiler den Typ der Variablen für Sie festlegt, sollten Sie bei zweideutigen Datentypen, wie z. B. in einem Formular, den Datentyp der Variablen mit Compiler-Befehlen deklarieren.	
Die Funktion <code>Undefined</code> gibt für Variablen immer den Wert Falsch zurück. Variablen sind immer definiert.	
Ist für die Methode die Eigenschaft "Als preemptive Prozess starten" markiert, darf der Code weder thread-unsafe Befehle oder andere thread-unsafe Methoden aufrufen.	Preemptive Prozesseigenschaften werden ignoriert
Der Befehl <code>IDLE</code> ist notwendig, um 4D in spezifischen Schleifen aufzurufen	Es ist immer möglich, 4D zu unterbrechen

Compiler-Direktiven mit dem Interpreter verwenden

Für nicht-kompilierte Anwendungen sind keine Compiler Direktiven erforderlich. Der Interpreter typisiert automatisch jede Variable danach, wie sie in der Anweisung verwendet wird, und der Variablenotyp lässt sich im Anwendungsprojekt frei verändern.

Aufgrund dieser Flexibilität kann eine Anwendung im interpretierten Modus anders als im kompilierten Modus laufen.

Sie schreiben zum Beispiel:

```
C_LONGINT(MyInt)
```

und an anderer Stelle im Projekt:

```
MyInt:=3.1416
```

In diesem Beispiel wird `MyInt` im interpretierten und kompilierten Modus derselbe Wert (3) zugewiesen, wenn die Compiler-Direktive vor Ausführen der Anweisung interpretiert wird.

Der 4D Interpreter verwendet Compiler-Direktiven zum Typisieren der Variablen. Findet der Interpreter eine Compiler-Direktive, typisiert er die Variable gemäß dieser Direktive. Versucht eine nachfolgende Anweisung, einen inkorrekt Wert zuzuweisen (z.B. einer numerischen Variablen einen alphanumerischen Wert), erfolgt keine Zuweisung und es wird ein Fehler generiert.

Die Reihenfolge, in der zwei Anweisungen erscheinen, ist für den Compiler irrelevant, da er zuerst das gesamte Projekt für Compiler Direktiven scannt. Der Interpreter ist dagegen nicht systematisch. Er interpretiert Anweisungen der Reihe nach. Diese Reihenfolge kann natürlich von Sitzung zu Sitzung anders sein, je nachdem was der Benutzer macht. Aus diesem Grund ist es wichtig, dass Sie Ihr Projekt so gestalten, dass Ihre Compiler-Direktiven vor jeglicher Anweisung mit deklarierten Variablen ausgeführt werden.

Mit Zeigern erneute Typisierung vermeiden

Eine Variable kann nicht erneut typisiert werden. Sie können jedoch einen Zeiger verwenden, um auf Variablen mit unterschiedlichen Datentypen zu verweisen. Zum Beispiel ist folgender Code sowohl im interpretierten als auch im kompilierten Modus erlaubt:

```
C_POINTER($p)
C_TEXT($name)
C_LONGINT($age)

$name:="Smith"
$age:=50

$p:=->$name //text target for the pointer
$p->:="Wesson" //assigns a text value

$p:=->$age
// new target of different type for the pointer
$p->:=55 //assigns a number value
```

Stellen Sie sich eine Funktion vor, welche die Länge (Anzahl Zeichen) von Werten zurückgibt, die von beliebigem Typ sein können.

```
// Calc_Length (how many characters)
// $1 = pointer to flexible variable type, numeric, text, time, boolean

C_POINTER($1)
C_TEXT($result)
C_LONGINT($0)
$result:=String($1->)
$0:=Length($result)
```

Dann lässt sich diese Methode aufrufen:

```
$var1:="my text"
$var2:=5.3
$var3:=?10:02:24?
$var4:=True

$vLength:=Calc_Length(->$var1)+Calc_Length(->$var2)+Calc_Length (->$var3)+Calc_Length(->$var4)

ALERT("Total length: "+String($vLength))
```

Komponenten

A 4D component is a set of 4D methods and forms representing one or more functionalities that you can install and use in your projects. For example, the [4D SVG component](#) adds advanced commands and an integrated rendering engine that can be used to display SVG files.

Where to find components?

Several components are [preinstalled in the 4D development environment](#), but a lot of 4D components from the 4D community [can be found on GitHub](#). Additionnally, you can [develop your own 4D components](#).

Installing components

To install a component, you simply need to copy the component files into the [Components folder of the project](#). You can use aliases or shortcuts.

A host project running in interpreted mode can use either interpreted or compiled components. A host project running in compiled mode cannot use interpreted components. In this case, only compiled components can be used.

Using components

Component methods and forms can be used as standard elements in your 4D development.

When an installed component contains methods, they appear in the Component Methods theme of the Explorer's Methods page.

You can select a component method and click on the Documentation button of the Explorer to get information about it, [if any](#).

The screenshot shows the 4D Development Environment's Explorer window titled "myProject - Explorateur". The left sidebar lists various project components: Démarrage, Tables, Formulaires, Méthodes (selected), Commandes, Constantes, Plug-ins, and Corbeille. The main pane displays the "Méthodes" section under the "Méthodes composant" category. The "PushNotification" method is selected and highlighted with a blue border. To the right of the Explorer, a detailed documentation page for the "PushNotification" component is shown. The title is "PushNotification" with a yellow bell icon. The description states: "Utility class to send a push notification to one or multiple recipients." Below this is a "Usage" section with a note: "In order to use the component to send push notification, it is required to have an authentication key file AuthKey_XXXXXX.p8 from Apple." A link "Check how to generate your authentication key .p8 file" is provided. Further down, instructions say: "To experiment the default behaviour, this file should be placed in your application sessions folder (MobileApps/TEAM123456.com.sample.myappname)." At the bottom, there is a code snippet in 4D script:

```
$pushNotification:=MobileAppServer .PushNotification.new()  
  
$notification:=New object  
$notification.title:="This is title"
```


Plug-Ins

Beim Entwickeln einer 4D Anwendung entdecken Sie viele Fähigkeiten, die Sie beim Starten nicht bemerkt haben. Sie können sogar die Standardversion von 4D ergänzen, wenn Sie in Ihrer 4D Entwicklungsumgebung Plug-Ins hinzufügen.

Was ist ein Plug-In und was kann es leisten?

A plug-in is a piece of code, written in any language such as C or C++, that 4D launches at start up. Es rüstet 4D mit zusätzlichen Funktionalitäten aus und macht es leistungsstärker. A plug-in usually contains a set of routines given to the 4D developer. It can handle external areas and run external processes.

Where to find plug-ins?

Multiple plug-ins have already been written by the 4D community. Published plug-ins [can be found on GitHub](#). Additionnally, you can [develop your own plug-ins](#).

Installing plug-ins

You install plug-ins in the 4D environment by copying their files into the Plugins folder, at the [same level as the Project folder](#).

4D lädt die Plug-Ins beim Starten des Programms. Beenden Sie deshalb 4D, bevor Sie diese installieren. If a plug-in requires a specific license for use, it will be loaded but not available for use.

Using plug-ins

Plug-ins commands can be used as regular 4D commands in your 4D development. Plug-in commands appear in the Plug-ins page of the Explorer.

Namensregeln

Dieser Abschnitt beschreibt die Konventionen und Regeln zum Bezeichnen verschiedener Elemente in der 4D Programmiersprache, wie Variablen, Objekteigenschaften, Tabellen, Formulare, etc.

Bei Verwenden nicht-romanischer Zeichen in Namen kann die max. Länge kürzer sein.

Arrays

Für Namen von Arrays gelten dieselben Regeln wie für [Variablen](#).

Classes

Ein Klassenname kann bis zu 31 Zeichen enthalten.

Ein Klassenname muss mit den [Schreibregeln für Eigenschaftsnamen](#) für Punkt-Notation konform sein.

Um Konflikte zu vermeiden, sollten Sie für eine Klasse und eine [Tabelle](#) in derselben Anwendung unterschiedliche Namen verwenden.

Funktionen

Funktionsnamen müssen mit den [Schreibregeln für Eigenschaftsnamen](#) für Punkt-Notation konform sein.

Tipp: Namen, die mit einem Unterstrich (_) beginnen, werden beim automatischen Vervollständigen (autocomplete) im 4D Code-Editor unterdrückt und nicht vorgeschlagen.

Objekteigenschaften

Der Name einer Objekteigenschaft (auch Objektattribut genannt) kann bis zu 255 Zeichen enthalten.

Objekteigenschaften können auf skalare Werte, ORDA Elemente, Class Functions, andere Objekte, etc. verweisen. Mit der Punkt-Notation müssen sie, egal welcher Art sie sind, folgende [Namensregeln](#) einhalten:

- Ein Eigenschaftsname muss mit einem Buchstaben, Unterstrich oder Dollarzeichen "\$" beginnen.
- Folglich kann der Name einen beliebigen Buchstaben, eine Ziffer, das Unterstrichzeichen ("_") oder das Dollarzeichen ("\$") enthalten.
- Es wird zwischen Groß- und Kleinschreibung unterschieden.

Beispiele:

```
myObject.myAttribute:="10"  
$value:=$clientObj.data.address.city
```

Verwenden Sie die String-Notation in eckigen Klammern, können Eigenschaftsnamen ein beliebiges Zeichen enthalten, z. B: `myObject["1. First property"]`).

Siehe auch unter [ECMA Script standard](#).

Parameter

Parameternamen müssen mit einem `$` Zeichen beginnen und dieselben Regeln wie [Variablennamen](#) beachten.

Beispiele:

```
Function getArea($width : Integer; $height : Integer)-> $area : Integer  
#DECLARE ($i : Integer ; $param : Date) -> $myResult : Object
```

Projektmethoden

Der Name einer Projektmethode kann bis zu 31 Zeichen enthalten.

- Er muss mit einem Buchstaben, Unterstrich oder einer Ziffer beginnen
- Folglich kann der Name einen beliebigen Buchstaben, eine Ziffer, das Unterstrichzeichen ("_") oder Leerzeichen enthalten.
- Verwenden Sie keine reservierten Namen, wie 4D Befehlsnamen (`Date`, `Time`, etc), Schlüsselwörter (`If`, `For`, etc.), oder Konstantennamen (`Euro`, `Black`, `Friday`, etc.).
- Es wird zwischen Groß- und Kleinschreibung unterschieden.

Beispiele:

```
If(New client)  
DELETE DUPLICATED VALUES  
APPLY TO SELECTION([Employees];INCREASE SALARIES)
```

Tipp: Es ist eine gute Programmiertechnik, dieselbe Namenskonvention wie von 4D für integrierte Methoden zu verwenden. Verwenden Sie Großschreibung für Methoden; Kleinschreibung mit großem Anfangsbuchstaben für Methoden, die einen Wert zurückgeben. Öffnen Sie dann ein Projekt nach einigen Monaten für eine Wartung, erkennen Sie im Explorer Fenster bereits an der Schreibweise des Namens, ob die Methode ein Ergebnis zurückgibt.

Wenn Sie eine Methode aufrufen, geben Sie einfach ihren Namen ein. Einige in 4D integrierte Befehle wie z. B. `ON EVENT CALL`, sowie alle Plug-In Befehle erwarten dagegen den Namen der Methode als String, wenn ein Parameter für die Methode übergeben wurde.

Beispiele:

```
//This command expects a method (function) or formula  
QUERY BY FORMULA([aTable];Special query)  
//This command expects a method (procedure) or statement  
APPLY TO SELECTION([Employees];INCREASE SALARIES)  
//But this command expects a method name  
ON EVENT CALL("HANDLE EVENTS")
```

Tabellen und Felder

Eine Tabelle kennzeichnen Sie durch eckige Klammern um den Tabellennamen: `¥ [...]`. Ein Feld kennzeichnen Sie durch Angabe der dazugehörigen Tabelle, gefolgt von dem Feldnamen.

Der Tabellenname und Feldname kann max. 31 Zeichen lang sein.

- Ein Tabellen- oder Feldname muss mit einem Buchstaben, Unterstrich oder Dollarzeichen "\$" beginnen
- Der Name kann Buchstaben, Zahlen, Leerzeichen und den Unterstrich ("_") enthalten.
- Verwenden Sie keine reservierten Namen, wie 4D Befehlsnamen (`Date`, `Time`, etc), Schlüsselwörter (`If`, `For`, etc.), oder Konstantennamen (`Euro`, `Black`, `Friday`, etc.).

- Bei Verwalten der Anwendung via SQL gelten zusätzliche Regeln: nur die Zeichen _0123456789abcdefghijklmnopqrstuvwxyz werden akzeptiert, und ein Name darf keine SQL Schlüsselwörter (Befehl, Attribut, etc.) enthalten.

Beispiele:

```
FORM SET INPUT([Clients];"Entry")
ADD RECORD([Letters])
[Orders]Total:=Sum([Line]Amount)
QUERY([Clients];[Clients]Name="Smith")
[Letters]Text:=Capitalize_text([Letters]Text)
```

Um Konflikte zu vermeiden, sollten Sie für eine [Klasse](#) und eine Tabelle in derselben Anwendung unterschiedliche Namen verwenden.

Variablen

Ein Variablenname kann ohne das Symbol für Reichweite (\$) oder <> bis zu 31 Zeichen lang sein.

- Er muss für [Parameter](#) und [lokale Variablen](#) mit einem Buchstaben, Unterstrich oder Dollarzeichen ("\$") beginnen, und für [Interprozessvariablen](#) mit "<>".
- Eine Ziffer als erstes Zeichen ist erlaubt, wird aber nicht empfohlen, da die [Deklaration mit var](#) dies nicht unterstützt.
- Folglich kann der Name einen beliebigen Buchstaben, eine Ziffer und das Unterstrichzeichen ("_") enthalten.
- Leerzeichen sind erlaubt, werden aber nicht empfohlen, da die [Deklaration mit var](#) dies nicht unterstützt.
- Verwenden Sie keine reservierten Namen, wie 4D Befehlsnamen (`Date`, `Time`, etc), Schlüsselwörter (`If`, `For`, etc.), oder Konstantennamen (`Euro`, `Black`, `Friday`, etc.).
- Es wird nicht zwischen Groß- und Kleinschreibung unterschieden.

Beispiele:

```
For($vlRecord;1;100) //local variable
$vsMyString:="Hello there" //local variable
var $vName; $vJob : Text //local variables
If(bValidate=1) //process variable
<>vlProcessID:=Current process() //interprocess variable
```

Andere Namen

Die 4D Programmiersprache verwaltet die Namen einiger Elemente als String: Formulare, Formularobjekte, temporäre Auswahlen, Prozesse, Mengen, Menüleisten, etc.

Solche String-Namen können bis zu 255 Zeichen enthalten, ohne die Zeichen "\$" oder "<>" (falls vorhanden).

- String-Namen können beliebige Zeichen enthalten.
- Es wird nicht zwischen Groß- und Kleinschreibung unterschieden.

Beispiele:

```
DIALOG([Storage];"Note box"+String($vlStage))
OBJECT SET FONT(*;"Binfo";"Times")
USE NAMED SELECTION([Customers];"Closed")//Process Named Selection
USE NAMED SELECTION([Customers];"<>ByZipcode") //Interprocess Named Selection
    //Starting the global process "Add Customers"
$vlProcessID:=New process("P_ADD_CUSTOMERS";48*1024;"Add Customers")
    //Starting the local process "$Follow Mouse Moves"
$vlProcessID:=New process("P_MOUSE_SNIFFER";16*1024;"$Follow Mouse Moves")
CREATE SET([Customers];"Customer Orders")//Process set
USE SET("<>Deleted Records") //Interprocess set
If(Records in set("$Selection"+String($i))>0) //Client set
```

Data Model Objects

The ORDA technology is based upon an automatic mapping of an underlying database structure. It also provides access to data through entity and entity selection objects. As a result, ORDA exposes the whole database as a set of data model objects.

Structure mapping

When you call a datastore using the `ds` or the [Open datastore](#) command, 4D automatically references tables and fields of the corresponding 4D structure as properties of the returned [datastore](#) object:

- Tables are mapped to dataclasses.
- Fields are mapped to storage attributes.
- Relations are mapped to relation attributes - relation names, defined in the Structure editor, are used as relation attribute names.

Expression	Value
ds.Company	DataClass: Company ("name": "companyProjects", "kind": "relatedEntities", "relatedDataClass": "Project", "type": "ProjectSelection") ("name": "discount", "kind": "storage", "type": "number", "fieldNumber": 3) ("name": "ID", "kind": "storage", "type": "long", "fieldNumber": 1) ("name": "name", "kind": "storage", "type": "string", "fieldNumber": 2)
ds.Project	DataClass: Project ("name": "companyID", "kind": "storage", "type": "long", "fieldNumber": 3) ("name": "ID", "kind": "storage", "type": "long", "fieldNumber": 1) ("name": "name", "kind": "storage", "type": "string", "fieldNumber": 2) ("name": "theClient", "kind": "relatedEntity", "relatedDataClass": "Company", "type": "Company")
ds.Company.companyProjects	
ds.Company.discount	
ds.Company.ID	
ds.Company.name	
ds.Project.companyID	
ds.Project.ID	
ds.Project.name	
ds.Project.theClient	

General rules

The following rules are applied for any conversions:

- Table, field, and relation names are mapped to object property names. Make sure that such names comply with general object naming rules, as explained in the [object naming conventions](#) section.
- A datastore only references tables with a single primary key. The following tables are not referenced:
 - Tables without a primary key
 - Tables with composite primary keys.
- BLOB fields are automatically available as attributes of the [Blob object](#) type.

ORDA mapping does not take into account:

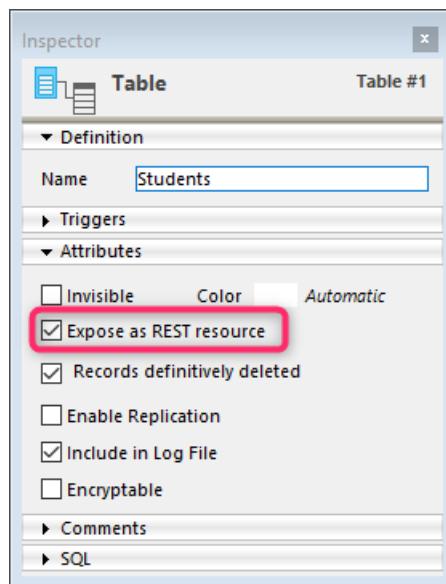
- the "Invisible" option for tables or fields, - the virtual structure defined through `SET TABLE TITLES` or `SET FIELD TITLES`, - the "Manual" or "Automatic" property of relations.

Rules for remote access control

When accessing a remote datastore through the `Open datastore` command or [REST requests](#), only tables and fields

with the Expose as REST resource property are available remotely.

This option must be selected at the 4D structure level for each table and each field that you want to be exposed as dataclass and attribute in the datastore:



Data model update

Any modifications applied at the level of the database structure invalidate the current ORDA model layer. These modifications include:

- adding or removing a table, a field, or a relation
- renaming of a table, a field, or a relation
- changing a core property of a field (type, unique, index, autoincrement, null value support)

When the current ORDA model layer has been invalidated, it is automatically reloaded and updated in subsequent calls of the local `ds` datastore on 4D and 4D Server. Note that existing references to ORDA objects such as entities or entity selections will continue to use the model from which they have been created, until they are regenerated.

However, the updated ORDA model layer is not automatically available in the following contexts:

- a remote 4D application connected to 4D Server -- the remote application must reconnect to the server.
- a remote datastore opened using `Open datastore` or through `REST calls` -- a new session must be opened.

Object definition

Datastore

The datastore is the interface object to a database. It builds a representation of the whole database as object. A datastore is made of a model and data:

- The model contains and describes all the dataclasses that make up the datastore. It is independant from the underlying database itself.
- Data refers to the information that is going to be used and stored in this model. For example, names, addresses, and birthdates of employees are pieces of data that you can work with in a datastore.

When handled through the code, the datastore is an object whose properties are all of the `dataclasses` which have been specifically exposed.

4D allows you to handle the following datastores:

- the local datastore, based on the current 4D database, returned by the `ds` command (the main datastore).
- one or more remote datastore(s) exposed as REST resources in remote 4D databases, returned by the `Open datastore` command.

A datastore references only a single local or remote database.

The datastore object itself cannot be copied as an object:

```
$mydatastore:=OB Copy(ds) //returns null
```

The datastore properties are however enumerable:

```
ARRAY TEXT($prop;0)
OB GET PROPERTY NAMES(ds;$prop)
//$prop contains the names of all the dataclasses
```

The main (default) datastore is always available through the `ds` command, but the `Open datastore` command allows referencing any remote datastore.

Dataclass

A dataclass is the equivalent of a table. It is used as an object model and references all fields as attributes, including relational attributes (attributes built upon relations between dataclasses). Relational attributes can be used in queries like any other attribute.

All dataclasses in a 4D project are available as a property of the `ds` datastore. For remote datastores accessed through `Open datastore` or [REST requests](#), the Expose as REST resource option must be selected at the 4D structure level for each exposed table that you want to be exposed as dataclass in the datastore.

For example, consider the following table in the 4D structure:

Company	
ID	2 ³²
name	A
creationDate	17
revenues	0.5
extra	{ }

The `Company` table is automatically available as a dataclass in the `ds` datastore. Sie schreiben:

```
var $compClass : cs.Company //declares a $compClass object variable of the Company class
$compClass:=ds.Company //assigns the Company dataclass reference to $compClass
```

A dataclass object can contain:

- attributes
- relation attributes

The dataclass offers an abstraction of the physical database and allows handling a conceptual data model. The dataclass is the only means to query the datastore. A query is done from a single dataclass. Queries are built around attributes and relation attribute names of the dataclasses. So the relation attributes are the means to involve several linked tables in a query.

The dataclass object itself cannot be copied as an object:

```
$mydataclass:=OB Copy(ds.Employee) //returns null
```

The dataclass properties are however enumerable:

```
ARRAY TEXT($prop;0)
OB GET PROPERTY NAMES(ds.Employee;$prop)
//$prop contains the names of all the dataclass attributes
```

Attribute

Dataclass properties are attribute objects describing the underlying fields or relations. Beispiel:

```
$nameAttribute:=ds.Company.name //reference to class attribute
$revenuesAttribute:=ds.Company["revenues"] //alternate way
```

This code assigns to `$nameAttribute` and `$revenuesAttribute` references to the name and revenues attributes of the `Company` class. This syntax does NOT return values held inside of the attribute, but instead returns references to the attributes themselves. To handle values, you need to go through [Entities](#).

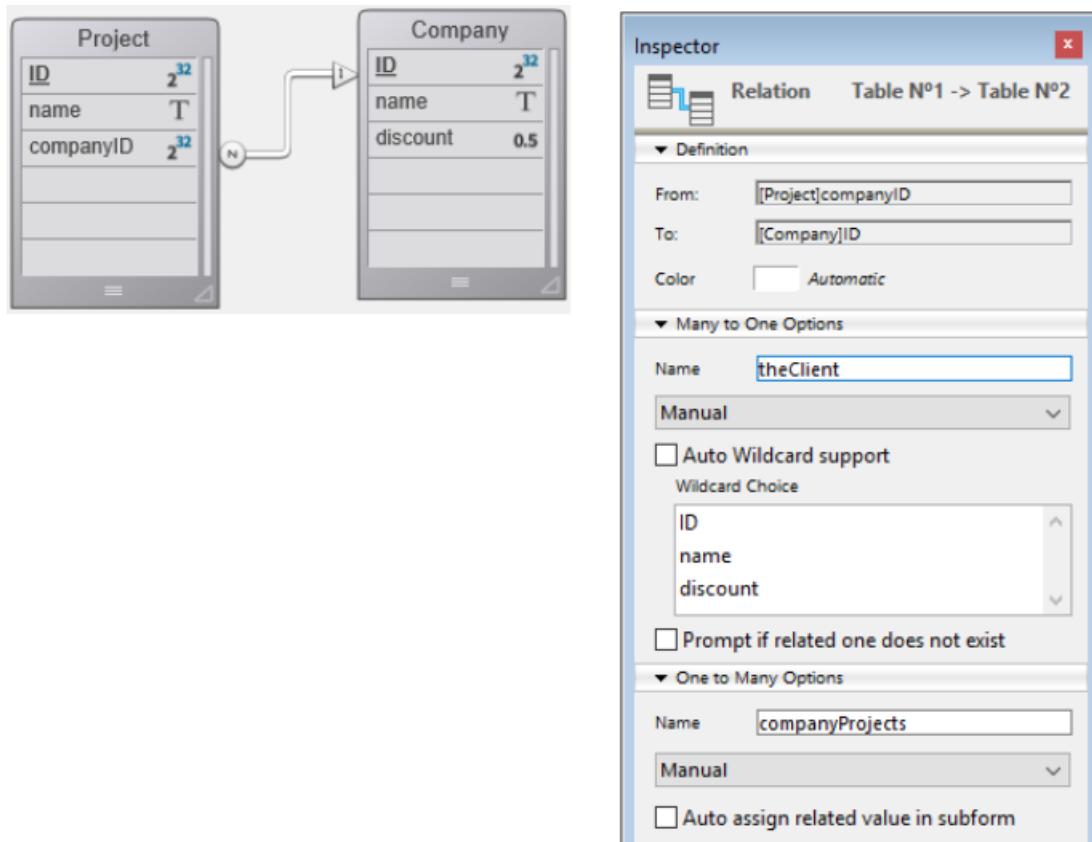
All eligible fields in a table are available as attributes of their parent [dataclass](#). For remote datastores accessed through [Open datastore](#) or [REST requests](#), the Expose as REST resource option must be selected at the 4D structure level for each field that you want to be exposed as a dataclass attribute.

Storage and Relation attributes

Dataclass attributes come in several kinds: storage, relatedEntity, and relatedEntities. Attributes that are scalar (*i.e.*, provide only a single value) support all the standard 4D data types (integer, text, object, etc.).

- A storage attribute is equivalent to a field in the 4D database and can be indexed. Values assigned to a storage attribute are stored as part of the entity when it is saved. When a storage attribute is accessed, its value comes directly from the datastore. Storage attributes are the most basic building block of an entity and are defined by name and data type.
- A relation attribute provides access to other entities. Relation attributes can result in either a single entity (or no entity) or an entity selection (0 to N entities). Relation attributes are built upon "classic" relations in the relational structure to provide direct access to related entity or related entities. Relation attributes are directly available in ORDA using their names.

For example, consider the following partial database structure and the relation properties:



All storage attributes will be automatically available:

- in the Project dataclass: "ID", "name", and "companyID"
- in the Company dataclass: "ID", "name", and "discount"

In addition, the following relation attributes will also be automatically available:

- in the Project dataclass: theClient attribute, of the "relatedEntity" kind; there is at most one Company for each Project (the client)
- in the Company dataclass: companyProjects attribute, of the "relatedEntities" kind; for each Company there is any number of related Projects.

The Manual or Automatic property of a database relation has no effect in ORDA.

All dataclass attributes are exposed as properties of the dataclass:

Expression	Value
ds.Company	DataClass: Company
ds.Company.companyProjects	{"name": "companyProjects", "kind": "relatedEntities", "relatedDataClass": "Project", "type": "ProjectSelection"}
ds.Company.discount	{"name": "discount", "kind": "storage", "type": "number", "fieldNumber": 3}
ds.Company.ID	{"name": "ID", "kind": "storage", "type": "long", "fieldNumber": 1}
ds.Company.name	{"name": "name", "kind": "storage", "type": "string", "fieldNumber": 2}
ds.Project	DataClass: Project
ds.Project.companyID	{"name": "companyID", "kind": "storage", "type": "long", "fieldNumber": 3}
ds.Project.ID	{"name": "ID", "kind": "storage", "type": "long", "fieldNumber": 1}
ds.Project.name	{"name": "name", "kind": "storage", "type": "string", "fieldNumber": 2}
ds.Project.theClient	{"name": "theClient", "kind": "relatedEntity", "relatedDataClass": "Company", "type": "Company"}

Keep in mind that these objects describe attributes, but do not give access to data. Reading or writing data is done through [entity objects](#).

Computed attributes

[Computed attributes](#) are declared using a `get <attributeName>` function in the [Entity class definition](#). Their value is not stored but evaluated each time they are accessed. They do not belong to the underlying database structure, but are built upon it and can be used as any attribute of the data model.

Entity

An entity is the equivalent of a record. It is actually an object that references a record in the database. It can be seen as an instance of a [dataclass](#), like a record of the table matching the dataclass. However, an entity also contains data correlated to the database related to the datastore.

The purpose of the entity is to manage data (create, update, delete). When an entity reference is obtained by means of an entity selection, it also retains information about the entity selection which allows iteration through the selection.

The entity object itself cannot be copied as an object:

```
$myentity:=OB Copy(ds.Employee.get(1)) //returns null
```

The entity properties are however enumerable:

```
ARRAY TEXT($prop;0)
OB GET PROPERTY NAMES(ds.Employee.get(1);$prop)
//$prop contains the names of all the entity attributes
```

Entity-Selection

An entity selection is an object containing one or more reference(s) to entities belonging to the same dataclass. It is usually created as a result of a query or returned from a relation attribute. An entity selection can contain 0, 1 or X entities from the dataclass -- where X can represent the total number of entities contained in the dataclass.

Beispiel:

```
var $e : cs.EmployeeSelection //declares a $e object variable of the EmployeeSelection class type
$e:=ds.Employee.all() //assigns the resulting entity selection reference to the $e variable
```

Entity selections can be "sorted" or "unsorted" ([see below](#)).

Entity selections can also be "shareable" or "non-shareable", depending on [how they have been created](#).

The entity selection object itself cannot be copied as an object:

```
$myentitysel:=OB Copy(ds.Employee.all()) //returns null
```

The entity selection properties are however enumerable:

```
ARRAY TEXT($prop;0)
OB GET PROPERTY NAMES(ds.Employee.all();$prop)
//$prop contains the names of the entity selection properties
//("length", "00", "01"...)
```

Ordered or unordered entity selection

For optimization reasons, by default 4D ORDA usually creates unordered entity selections, except when you use the `orderBy()` method or use specific options. In this documentation, unless specified, "entity selection" usually refers to an "unordered entity selection".

Ordered entity selections are created only when necessary or when specifically requested using options, i.e. in the following cases:

- result of an `orderBy()` on a selection (of any type) or an `orderBy()` on a dataclass
- result of the `newSelection()` method with the `dk keep ordered` option

Unordered entity selections are created in the following cases:

- result of a standard `query()` on a selection (of any type) or a `query()` on a dataclass,
- result of the `newSelection()` method without option,
- result of any of the comparison methods, whatever the input selection types: `or()`, `and()`, `minus()`.

The following entity selections are always ordered: > * entity selections returned by 4D Server to a remote client > * entity selections built upon remote datastores.

- - entity selections returned by 4D Server to a remote client > * entity selections built upon remote datastores.
- entity selections built upon remote datastores.

Note that when an ordered entity selection becomes an unordered entity selection, any repeated entity references are removed.

Data Model Classes

ORDA allows you to create high-level class functions above the data model. This allows you to write business-oriented code and "publish" it just like an API. Datastore, dataclasses, entity selections, and entities are all available as class objects that can contain functions.

For example, you could create a `getNextWithHigherSalary()` function in the `EmployeeEntity` class to return employees with a salary higher than the selected one. It would be as simple as calling:

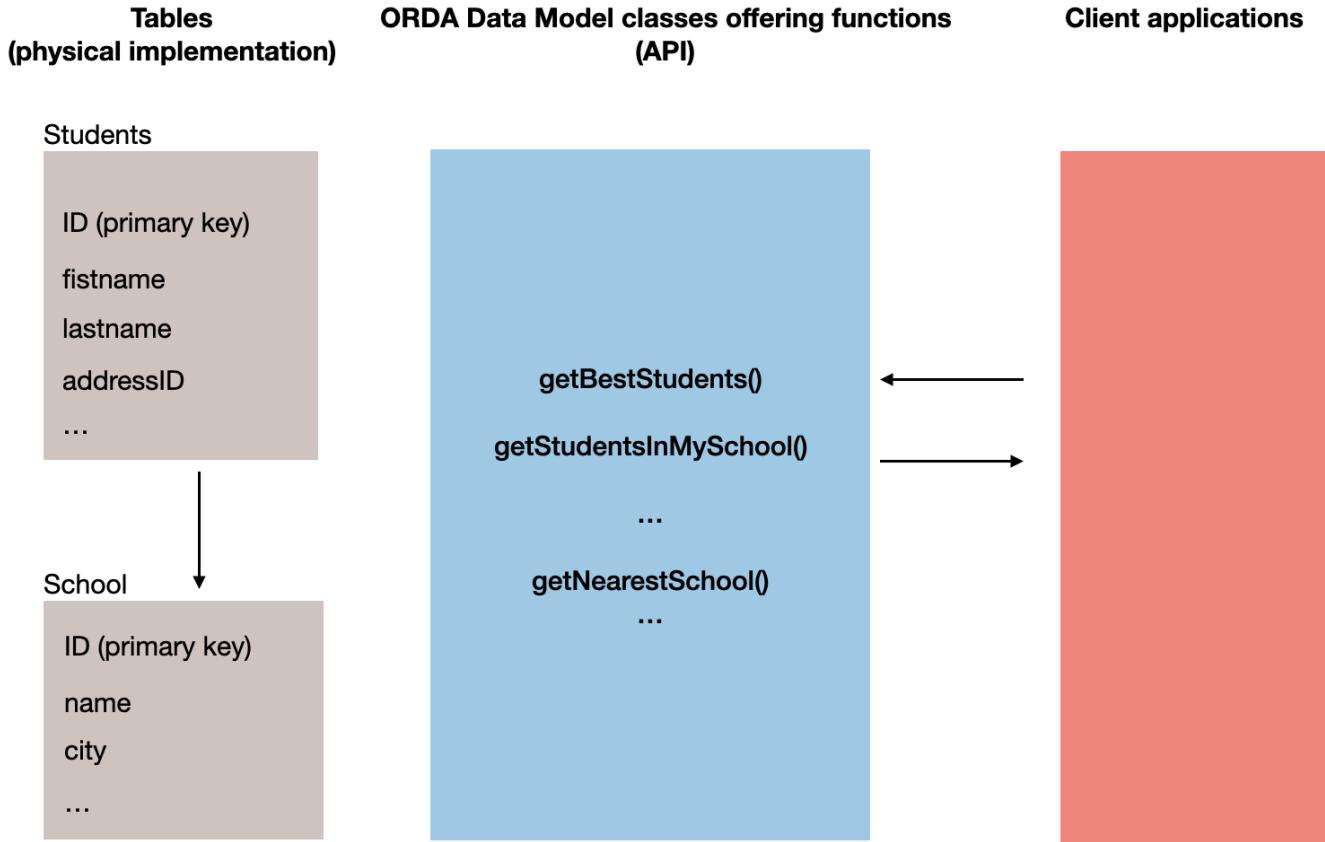
```
$nextHigh:=ds.Employee(1).getNextWithHigherSalary()
```

Developers can not only use these functions in local datastores, but also in client/server and remote architectures:

```
//$cityManager is the reference of a remote datastore  
Form.comp.city:=$cityManager.City.getCityName(Form.comp.zipcode)
```

Thanks to this feature, the entire business logic of your 4D application can be stored as a independent layer so that it can be easily maintained and reused with a high level of security:

- You can "hide" the overall complexity of the underlying physical structure and only expose understandable and ready-to-use functions.
- If the physical structure evolves, you can simply adapt function code and client applications will continue to call them transparently.
- By default, all of your data model class functions (including [computed attribute functions](#)) and [alias attributes](#) are not exposed to remote applications and cannot be called from REST requests. You must explicitly declare each public function and alias with the `exposed` keyword.

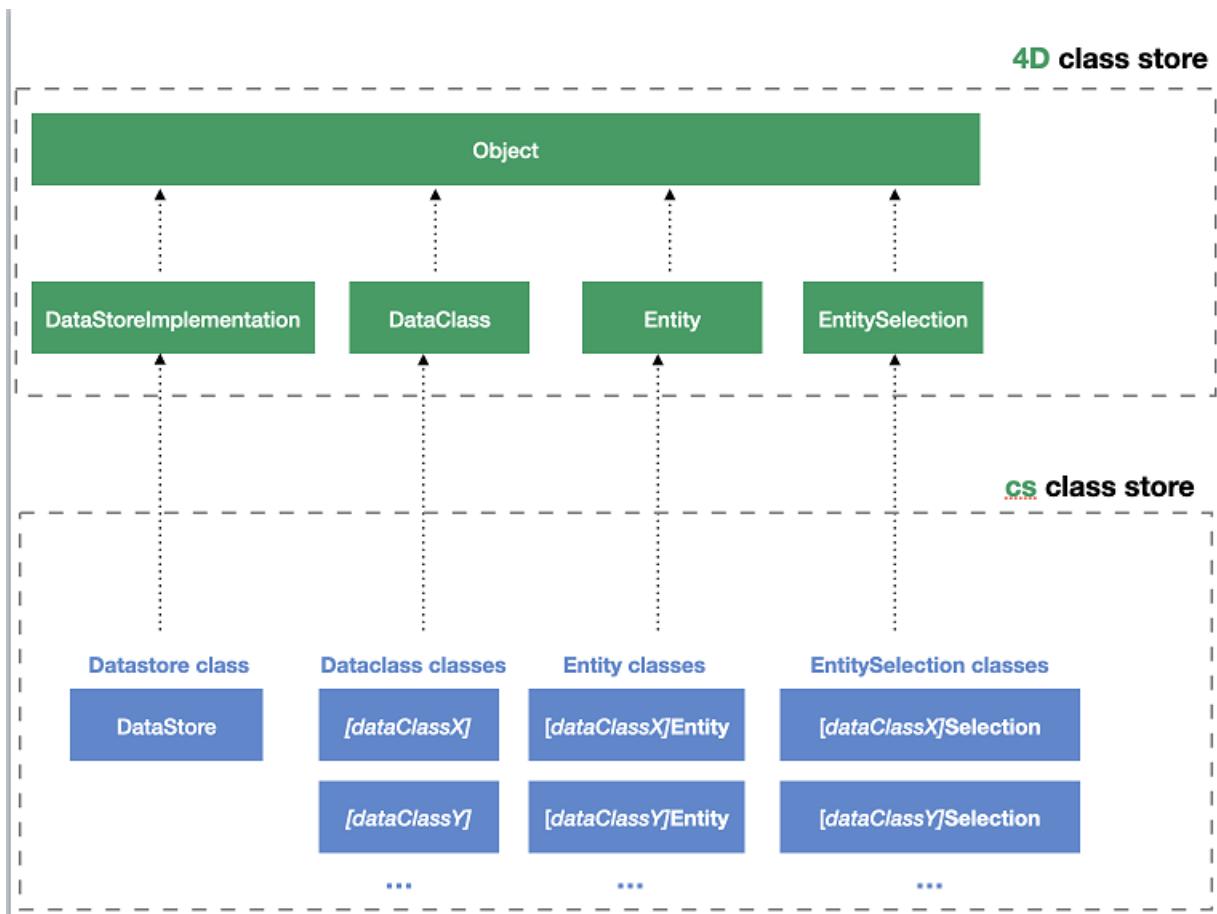


4D database (eventually exposed as a REST server)

In addition, 4D [automatically pre-creates](#) the classes for each available data model object.

Architecture

ORDA provides generic classes exposed through the `4D class store`, as well as user classes (extending generic classes) exposed in the `cs class store`:



All ORDA data model classes are exposed as properties of the `cs` class store. The following ORDA classes are available:

Class	Example name	Instantiated by
cs.DataStore	cs.DataStore	<code>ds</code> command
cs.DataClassName	cs.Employee	<code>dataStore.DataClassName</code> , <code>dataStore["DataClassName"]</code>
cs.DataClassNameEntity	cs.EmployeeEntity	<code>dataClass.get()</code> , <code>dataClass.new()</code> , <code>entitySelection.first()</code> , <code>entitySelection.last()</code> , <code>entity.previous()</code> , <code>entity.next()</code> , <code>entity.first()</code> , <code>entity.last()</code> , <code>entity.clone()</code>
cs.DataClassNameSelection	cs.EmployeeSelection	<code>dataClass.query()</code> , <code>entitySelection.query()</code> , <code>dataClass.all()</code> , <code>dataClass.fromCollection()</code> , <code>dataClass.newSelection()</code> , <code>entitySelection.drop()</code> , <code>entity.getSelection()</code> , <code>entitySelection.and()</code> , <code>entitySelection.minus()</code> , <code>entitySelection.or()</code> , <code>entitySelection.orderBy()</code> , <code>entitySelection.orderByFormula()</code> , <code>entitySelection.slice()</code> , Create entity selection

ORDA user classes are stored as regular class files (.4dm) in the Classes subfolder of the project [\(see below\)](#).

Also, object instances from ORDA data model user classes benefit from their parent's properties and functions:

- a Datastore class object can call functions from the [ORDA Datastore generic class](#) .
 - a Dataclass class object can call functions from the [ORDA Dataclass generic class](#) .
 - an Entity selection class object can call functions from the [ORDA Entity selection generic class](#) .
 - an Entity class object can call functions from the [ORDA Entity generic class](#) .

Class Description

DataStore Class

A 4D database exposes its own DataStore class in the `cs` class store.

- Extends: 4D.DataStoreImplementation
- Class name: `cs.DataStore`

You can create functions in the DataStore class that will be available through the `ds` object.

Beispiel

```
// cs.DataStore class

Class extends DataStoreImplementation

Function getDesc
$0:="Database exposing employees and their companies"
```

This function can then be called:

```
$desc:=ds.getDesc() // "Database exposing..."
```

DataClass Class

Each table exposed with ORDA offers a DataClass class in the `cs` class store.

- Extends: 4D.DataClass
- Class name: `cs.DataClassName` (where *DataClassName* is the table name)
- Example name: `cs.Employee`

Beispiel

```
// cs.Company class

Class extends DataClass

// Returns companies whose revenue is over the average
// Returns an entity selection related to the Company DataClass

Function GetBestOnes()
$sel:=This.query("revenues >= :1";This.all().average("revenues"));
$0:=$sel
```

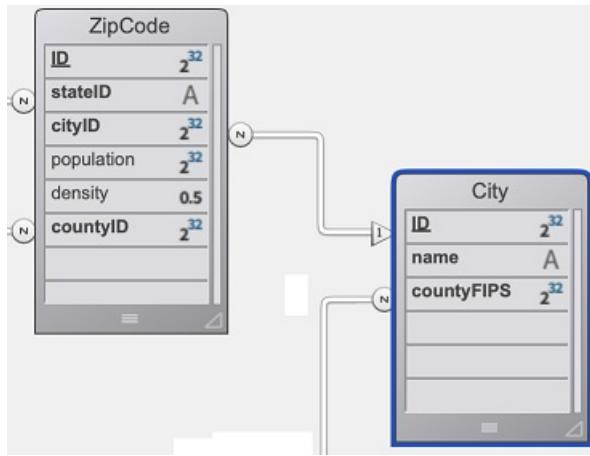
Then you can get an entity selection of the "best" companies by executing:

```
var $best : cs.CompanySelection
$best:=ds.Company.GetBestOnes()
```

Computed attributes are defined in the [Entity Class](#).

Example with a remote datastore

The following *City* catalog is exposed in a remote datastore (partial view):



The `City Class` provides an API:

```

// cs.City class

Class extends DataClass

Function getCityName()
    var $1; $zipcode : Integer
    var $zip : 4D.Entity
    var $0 : Text

    $zipcode:=$1
    $zip:=ds.ZipCode.get($zipcode)
    $0:=""

    If ($zip#Null)
        $0:=$zip.city.name
    End if

```

The client application opens a session on the remote datastore:

```
$cityManager:=Open datastore(New object("hostname";"127.0.0.1:8111");"CityManager")
```

Then a client application can use the API to get the city matching a zip code (for example) from a form:

```
Form.comp.city:=$cityManager.City.getCityName(Form.comp.zipcode)
```

EntitySelection Class

Each table exposed with ORDA offers an EntitySelection class in the `cs` class store.

- Extends: 4D.EntitySelection
- Class name: *DataClassNameSelection* (where *DataClassName* is the table name)
- Example name: `cs.EmployeeSelection`

Beispiel

```
// cs.EmployeeSelection class

Class extends EntitySelection

//Extract the employees with a salary greater than the average from this entity selection

Function withSalaryGreaterThanAverage
    C_OBJECT($0)
    $0:=This.query("salary > :1";This.average("salary")).orderBy("salary")
```

Then you can get employees with a salary greater than the average in any entity selection by executing:

```
$moreThanAvg:=ds.Company.all().employees.withSalaryGreaterThanAverage()
```

Entity Class

Each table exposed with ORDA offers an Entity class in the `cs` class store.

- Extends: `4D.Entity`
- Class name: `DataClassNameEntity` (where `DataClassName` is the table name)
- Example name: `cs.CityEntity`

Computed attributes

Entity classes allow you to define computed attributes using specific keywords:

- `Function get attributeName`
- `Function set attributeName`
- `Function query attributeName`
- `Function orderBy attributeName`

For information, please refer to the [Computed attributes](#) section.

Alias attributes

Entity classes allow you to define alias attributes, usually over related attributes, using the `Alias` keyword:

```
Alias attributeName targetPath
```

For information, please refer to the [Alias attributes](#) section.

Beispiel

```
// cs.CityEntity class

Class extends Entity

Function getPopulation()
    $0:=This.zips.sum("population")

Function isBigCity(): Boolean
// The getPopulation() function is usable inside the class
$0:=This.getPopulation()>50000
```

Then you can call this code:

```

var $cityManager; $city : Object

$cityManager:=Open datastore(New object("hostname";"127.0.0.1:8111");"CityManager")
$city:=$cityManager.City.getCity("Caguas")

If ($city.isBigCity())
    ALERT($city.name + " is a big city")
End if

```

Specific rules

When creating or editing data model classes, you must pay attention to the following rules:

- Since they are used to define automatic DataClass class names in the `cs class store`, 4D tables must be named in order to avoid any conflict in the cs namespace. Das bedeutet im einzelnen:
 - Do not give the same name to a 4D table and to a `user class name`. If such a case occurs, the constructor of the user class becomes unusable (a warning is returned by the compiler).
 - Do not use a reserved name for a 4D table (e.g., "DataClass").
- When defining a class, make sure the `Class extends` statement exactly matches the parent class name (remember that they're case sensitive). For example, `Class extends EntitySelection` for an entity selection class.
- You cannot instantiate a data model class object with the `new()` keyword (an error is returned). You must use a regular method as listed in the [Instantiated by column of the ORDA class table](#).
- You cannot override a native ORDA class function from the `4D class store` with a data model user class function.

Preemptive execution

When compiled, data model class functions are executed:

- in preemptive or cooperative processes (depending on the calling process) in single-user applications,
- in preemptive processes in client/server applications (except if the `local` keyword is used, in which case it depends on the calling process like in single-user).

If your project is designed to run in client/server, make sure your data model class function code is thread-safe. If thread-unsafe code is called, an error will be thrown at runtime (no error will be thrown at compilation time since cooperative execution is supported in single-user applications).

Computed attributes

Überblick

A computed attribute is a dataclass attribute with a data type that masks a calculation. [Standard 4D classes](#) implement the concept of computed properties with `get` (*getter*) and `set` (*setter*) [accessor functions](#). ORDA dataclass attributes benefit from this feature and extend it with two additional functions: `query` and `orderBy`.

At the very minimum, a computed attribute requires a `get` function that describes how its value will be calculated. When a *getter* function is supplied for an attribute, 4D does not create the underlying storage space in the datastore but instead substitutes the function's code each time the attribute is accessed. If the attribute is not accessed, the code never executes.

A computed attribute can also implement a `set` function, which executes whenever a value is assigned to the attribute. The *setter* function describes what to do with the assigned value, usually redirecting it to one or more storage attributes or in some cases other entities.

Just like storage attributes, computed attributes may be included in queries. By default, when a computed attribute is used in a ORDA query, the attribute is calculated once per entity examined. In some cases this is sufficient. However for better performance, especially in client/server, computed attributes can implement a `query` function that relies on actual dataclass attributes and benefits from their indexes.

Similarly, computed attributes can be included in sorts. When a computed attribute is used in a ORDA sort, the attribute is calculated once per entity examined. Just like in queries, computed attributes can implement an `orderBy` function that substitutes other attributes during the sort, thus increasing performance.

How to define computed attributes

You create a computed attribute by defining a `get` accessor in the `entity class` of the dataclass. The computed attribute will be automatically available in the dataclass attributes and in the entity attributes.

Other computed attribute functions (`set`, `query`, and `orderBy`) can also be defined in the entity class. They are optional.

Within computed attribute functions, `This` designates the entity. Computed attributes can be used and handled as any dataclass attribute, i.e. they will be processed by `entity class` or `entity selection class` functions.

ORDA computed attributes are not `exposed` by default. You expose a computed attribute by adding the `exposed` keyword to the get function definition.

get and set functions can have the `local` property to optimize client/server processing.

Function `get <attributeName>`

Syntax

```
{local} {exposed} Function get <attributeName>({$event : Object}) -> $result : type  
// code
```

The `getter` function is mandatory to declare the `attributeName` computed attribute. Whenever the `attributeName` is accessed, 4D evaluates the `Function get` code and returns the `$result` value.

A computed attribute can use the value of other computed attribute(s). Recursive calls generate errors.

The `getter` function defines the data type of the computed attribute thanks to the `$result` parameter. The following resulting types are allowed:

- Scalar (text, boolean, date, time, number)
- Objekt
- Image
- BLOB
- Entity (i.e. cs.EmployeeEntity)
- Entity selection (i.e. cs.EmployeeSelection)

The `$event` parameter contains the following properties:

Property	Typ	Beschreibung
attributeName	Text	Computed attribute name
dataClassName	Text	Dataclass name
kind	Text	"get"
result	Variant	Optional. Add this property with Null value if you want a scalar attribute to return Null

Beispiele

- `fullName` computed attribute:

```

Function get fullName($event : Object)-> $fullName : Text

Case of
  : (This.firstName=Null) & (This.lastName=Null)
    $event.result:=Null //use result to return Null
  : (This.firstName=Null)
    $fullName:=This.lastName
  : (This.lastName=Null)
    $fullName:=This.firstName
Else
  $fullName:=This.firstName+" "+This.lastName
End case

```

- A computed attribute can be based upon an entity related attribute:

```

Function get bigBoss($event : Object)-> $result: cs.EmployeeEntity
$result:=This.manager.manager

```

- A computed attribute can be based upon an entity selection related attribute:

```

Function get coWorkers($event : Object)-> $result: cs.EmployeeSelection
  If (This.manager.manager=Null)
    $result:=ds.Employee.newSelection()
  Else
    $result:=This.manager.directReports.minus(this)
  End if

```

Function set <attributeName>

Syntax

```

{local} Function set <attributeName>($value : type {; $event : Object})
// code

```

The *setter* function executes whenever a value is assigned to the attribute. This function usually processes the input value(s) and the result is dispatched between one or more other attributes.

The *\$value* parameter receives the value assigned to the attribute.

The *\$event* parameter contains the following properties:

Property	Typ	Beschreibung
attributeName	Text	Computed attribute name
dataClassName	Text	Dataclass name
kind	Text	"set"
value	Variant	Value to be handled by the computed attribute

Beispiel

```

Function set fullName($value : Text; $event : Object)
    var $p : Integer
    $p:=Position(" "; $value)
    This.firstname:=Substring($value; 1; $p-1) // "" if $p<0
    This.lastname:=Substring($value; $p+1)

```

Function query <attributeName>

Syntax

```

Function query <attributeName>($event : Object)
Function query <attributeName>($event : Object) -> $result : Text
Function query <attributeName>($event : Object) -> $result : Object
// code

```

This function supports three syntaxes:

- With the first syntax, you handle the whole query through the `$event.result` object property.
- With the second and third syntaxes, the function returns a value in `$result`:
 - If `$result` is a Text, it must be a valid query string
 - If `$result` is an Object, it must contain two properties:

Property	Typ	Beschreibung
<code>\$result.query</code>	Text	Valid query string with placeholders (:1, :2, etc.)
<code>\$result.parameters</code>	Collection	values for placeholders

The `query` function executes whenever a query using the computed attribute is launched. It is useful to customize and optimize queries by relying on indexed attributes. When the `query` function is not implemented for a computed attribute, the search is always sequential (based upon the evaluation of all values using the `get <AttributeName>` function).

The following features are not supported: - calling a `query` function on computed attributes of type Entity or Entity selection, - using the `order by` keyword in the resulting query string.

The `$event` parameter contains the following properties:

Property	Typ	Beschreibung
attributeName	Text	Computed attribute name
dataClassName	Text	Dataclass name
kind	Text	"query"
value	Variant	Value to be handled by the computed attribute
operator	Text	Query operator (see also the query class function). Possible values: <ul style="list-style-type: none"> • == (equal to, @ is wildcard) • === (equal to, @ is not wildcard) • != (not equal to, @ is wildcard) • !== (not equal to, @ is not wildcard) • < (less than) • <= (less than or equal to) • > (greater than) • >= (greater than or equal to) • IN (included in) • % (contains keyword)
result	Variant	Value to be handled by the computed attribute. Pass <code>Null</code> in this property if you want to let 4D execute the default query (always sequential for computed attributes).

If the function returns a value in `$result` and another value is assigned to the `$event.result` property, the priority is given to `$event.result`.

Beispiele

- Query on the *fullName* computed attribute.

```

Function query fullName($event : Object)->$result : Object

    var $fullname; $firstname; $lastname; $query : Text
    var $operator : Text
    var $p : Integer
    var $parameters : Collection

    $operator:=$event.operator
    $fullname:=$event.value

    $p:=Position(" "; $fullname)
    If ($p>0)
        $firstname:=Substring($fullname; 1; $p-1)+"@"
        $lastname:=Substring($fullname; $p+1)+"@"
        $parameters:=New collection($firstname; $lastname) // two items collection
    Else
        $fullname:=$fullname+"@"
        $parameters:=New collection($fullname) // single item collection
    End if

    Case of
    : ($operator=="==") | ($operator=="===")
        If ($p>0)
            $query:="(firstName = :1 and lastName = :2) or (firstName = :2 and lastName = :1)"
        Else
            $query:="firstName = :1 or lastName = :1"
        End if
    : ($operator!="!=")
        If ($p>0)
            $query:="firstName != :1 and lastName != :2 and firstName != :2 and lastName != :1"
        Else
            $query:="firstName != :1 and lastName != :1"
        End if
    End case

    $result:=New object("query"; $query; "parameters"; $parameters)

```

Keep in mind that using placeholders in queries based upon user text input is recommended for security reasons (see [query\(\) description](#)).

Calling code, for example:

```
$emps:=ds.Employee.query("fullName = :1"; "Flora Pionsin")
```

- This function handles queries on the `age` computed attribute and returns an object with parameters:

```

Function query age($event : Object)->$result : Object

    var $operator : Text
    var $age : Integer
    var $_ages : Collection

    $operator:=$event.operator

    $age:=Num($event.value) // integer
    $d1:=Add to date(Current date; -$age-1; 0; 0)
    $d2:=Add to date($d1; 1; 0; 0)
    $parameters:=New collection($d1; $d2)

Case of

    : ($operator=="==")
        $query:="birthday > :1 and birthday <= :2" // after d1 and before or equal d2

    : ($operator=="===")

        $query:="birthday = :2" // d2 = second calculated date (= birthday date)

    : ($operator==">=")
        $query:="birthday <= :2"

    //... other operators

End case

If (Undefined($event.result))
    $result:=New object
    $result.query:=$query
    $result.parameters:=$parameters
End if

```

Calling code, for example:

```

// people aged between 20 and 21 years (-1 day)
$twenty:=people.query("age = 20") // calls the "==" case

// people aged 20 years today
$twentyToday:=people.query("age === 20") // equivalent to people.query("age is 20")

```

Function orderBy <attributeName>

Syntax

```

Function orderBy <attributeName>($event : Object)
Function orderBy <attributeName>($event : Object)-> $result : Text

// code

```

The `orderBy` function executes whenever the computed attribute needs to be ordered. It allows sorting the computed attribute. For example, you can sort `fullName` on first names then last names, or conversely. When the `orderBy` function is not implemented for a computed attribute, the sort is always sequential (based upon the evaluation of all values using the `get <AttributeName>` function).

Calling an `orderBy` function on computed attributes of type Entity class or Entity selection class is not supported.

The `$event` parameter contains the following properties:

Property	Typ	Beschreibung
attributeName	Text	Computed attribute name
dataClassName	Text	Dataclass name
kind	Text	"orderBy"
value	Variant	Value to be handled by the computed attribute
operator	Text	"desc" or "asc" (default)
descending	Boolean	<code>true</code> for descending order, <code>false</code> for ascending order
result	Variant	Value to be handled by the computed attribute. Pass <code>Null</code> if you want to let 4D execute the default sort.

You can use either the `operator` or the `descending` property. It is essentially a matter of programming style (see examples).

You can return the `orderBy` string either in the `$event.result` object property or in the `$result` function result. If the function returns a value in `$result` and another value is assigned to the `$event.result` property, the priority is given to `$event.result`.

Beispiel

You can write conditional code:

```
Function orderBy fullName($event : Object)-> $result : Text
  If ($event.descending=True)
    $result:="firstName desc, lastName desc"
  Else
    $result:="firstName, lastName"
  End if
```

You can also write compact code:

```
Function orderBy fullName($event : Object)-> $result : Text
  $result:="firstName "+$event.operator+", lastName "+$event.operator
```

Conditional code is necessary in some cases:

```
Function orderBy age($event : Object)-> $result : Text
  If ($event.descending=True)
    $result:="birthday asc"
  Else
    $result:="birthday desc"
  End if
```

Alias attributes

Überblick

An alias attribute is built above another attribute of the data model, named `target` attribute. The `target` attribute can belong to a related dataclass (available through any number of relation levels) or to the same dataclass. An alias attribute stores no data, but the path to its `target` attribute. You can define as many alias attributes as you want in a dataclass.

Alias attributes are particularly useful to handle N to N relations. They bring more readability and simplicity in the code and in queries by allowing to rely on business concepts instead of implementation details.

How to define alias attributes

You create an alias attribute in a dataclass by using the `Alias` keyword in the [entity class](#) of the dataclass.

```
Alias <attributeName> <targetPath>
```

Syntax

```
{exposed} Alias <attributeName> <targetPath>
```

`attributeName` must comply with [standard rules for property names](#).

`targetPath` is an attribute path containing one or more levels, such as "employee.company.name". If the `target` attribute belongs to the same dataclass, `targetPath` is the attribute name.

An alias can be used as a part of a path of another alias.

A [computed attribute](#) can be used in an alias path, but only as the last level of the path, otherwise, an error is returned. For example, if "fullName" is a computed attribute, an alias with path "employee.fullName" is valid.

ORDA alias attributes are not exposed by default. You must add the `exposed` keyword before the `Alias` keyword if you want the alias to be available to remote requests.

Using alias attributes

Alias attributes are read-only (except when based upon a scalar attribute of the same dataclass, see the last example below). They can be used instead of their target attribute path in class functions such as:

Function
dataClass.query() , entitySelection.query()
entity.toObject()
entitySelection.toCollection()
entitySelection.extract()
entitySelection.orderBy()
entitySelection.orderByFormula()
entitySelection.average()
entitySelection.count()
entitySelection.distinct()
entitySelection.sum()
entitySelection.min()
entitySelection.max()
entity.diff()
entity.touchedAttributes()

Keep in mind that alias attributes are calculated on the server. In remote configurations, updating alias attributes in entities requires that entities are reloaded from the server.

Alias properties

Alias attribute `kind` is "alias".

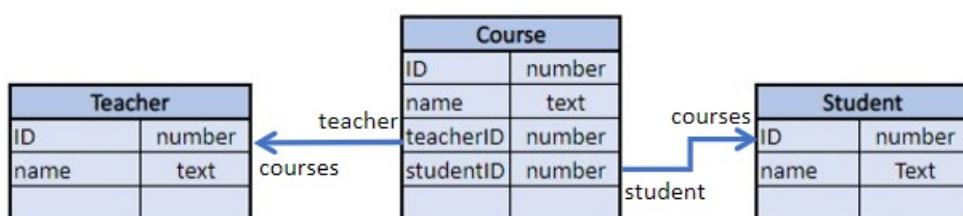
An alias attribute inherits its data `type` property from the target attribute:

- if the target attribute `kind` is "storage", the alias data type is of the same type,
- if the target attribute `kind` is "relatedEntity" or "relatedEntities", the alias data type is of the `4D.Entity` or `4D.EntitySelection` type ("classnameEntity" or "classnameSelection").

Alias attributes based upon relations have a specific `path` property, containing the path of their target attributes. Alias attributes based upon attributes of the same dataclass have the same properties as their target attributes (and no `path` property).

Beispiele

Considering the following model:



In the Teacher dataclass, an alias attribute returns all students of a teacher:

```
// cs.TeacherEntity class

Class extends Entity

Alias students courses.student //relatedEntities
```

In the Student dataclass, an alias attribute returns all teachers of a student:

```
// cs.StudentEntity class

Class extends Entity

Alias teachers courses.teacher //relatedEntities
```

In the Course dataclass:

- an alias attribute returns another label for the "name" attribute
- an alias attribute returns the teacher name
- an alias attribute returns the student name

```
// cs.CourseEntity class

Class extends Entity

Exposed Alias courseName name //scalar
Exposed Alias teacherName teacher.name //scalar value
Exposed Alias studentName student.name //scalar value
```

You can then execute the following queries:

```
// Find course named "Archaeology"
ds.Course.query("courseName = :1";"Archaeology")

// Find courses given by the professor Smith
ds.Course.query("teacherName = :1";"Smith")

// Find courses where Student "Martin" assists
ds.Course.query("studentName = :1";"Martin")

// Find students who have M. Smith as teacher
ds.Student.query("teachers.name = :1";"Smith")

// Find teachers who have M. Martin as Student
ds.Teacher.query("students.name = :1";"Martin")
// Note that this very simple query string processes a complex
// query including a double join, as you can see in the queryPlan:
// "Join on Table : Course : Teacher.ID = Course.teacherID,
// subquery:[ Join on Table : Student : Course.studentID = Student.ID,
// subquery:[ Student.name === Martin]]"
```

You can also edit the value of the `courseName` alias:

```
// Rename a course using its alias attribute
$arch:=ds.Course.query("courseName = :1";"Archaeology")
$arch.courseName:="Archaeology II"
$arch.save() //courseName and name are "Archaeology II"
```

Exposed vs non-exposed functions

For security reasons, all of your data model class functions and alias attributes are not exposed (i.e., private) by default to remote requests.

Remote requests include:

- Requests sent by remote 4D applications connected through `Open datastore`
- REST requests

Regular 4D client/server requests are not impacted. Data model class functions are always available in this architecture.

A function that is not exposed is not available on remote applications and cannot be called on any object instance from a REST request. If a remote application tries to access a non-exposed function, the "-10729 - Unknown member method" error is returned.

To allow a data model class function to be called by a remote request, you must explicitly declare it using the `exposed` keyword. The formal syntax is:

```
// declare an exposed function
exposed Function <functionName>
```

The `exposed` keyword can only be used with Data model class functions. If used with a [regular user class](#) function, it is ignored and an error is returned by the compiler.

Beispiel

You want an exposed function to use a private function in a dataclass class:

```
Class extends DataClass

//Public function
exposed Function registerNewStudent($student : Object) -> $status : Object

var $entity : cs.StudentsEntity

$entity:=ds.Students.new()
$entity.fromObject($student)
$entity.school:=This.query("name=:1"; $student.schoolName).first()
$entity.serialNumber:=This.computeSerialNumber()
$status:=$entity.save()

//Not exposed (private) function
Function computeIDNumber()-> $id : Integer
//compute a new ID number
$id:=...
```

When the code is called:

```

var $remoteDS; $student; $status : Object
var $id : Integer

$remoteDS:=Open datastore(New object("hostname"; "127.0.0.1:8044"); "students")
$student:=New object("firstname"; "Mary"; "lastname"; "Smith"; "schoolName"; "Math school")

$status:=$remoteDS.Schools.registerNewStudent($student) // OK
$id:=$remoteDS.Schools.computeIDNumber() // Error "Unknown member method"

```

Local functions

By default in client/server architecture, ORDA data model functions are executed on the server. It usually provides the best performance since only the function request and the result are sent over the network.

However, it could happen that a function is fully executable on the client side (e.g., when it processes data that's already in the local cache). In this case, you can save requests to the server and thus, enhance the application performance by inserting the `local` keyword. The formal syntax is:

```
// declare a function to execute locally in client/server
local Function <functionName>
```

With this keyword, the function will always be executed on the client side.

The `local` keyword can only be used with data model class functions. If used with a [regular user class](#) function, it is ignored and an error is returned by the compiler.

Note that the function will work even if it eventually requires to access the server (for example if the ORDA cache is expired). However, it is highly recommended to make sure that the local function does not access data on the server, otherwise the local execution could not bring any performance benefit. A local function that generates many requests to the server is less efficient than a function executed on the server that would only return the resulting values. For example, consider the following function on the Schools entity class:

```

// Get the youngest students
// Inappropriate use of local keyword
local Function getYoungest
    var $0 : Object
    $0:=This.students.query("birthDate >= :1"; !2000-01-01!).orderBy("birthDate desc").slice(0; 5)

```

- without the `local` keyword, the result is given using a single request
- with the `local` keyword, 4 requests are necessary: one to get the Schools entity students, one for the `query()`, one for the `orderBy()`, and one for the `slice()`. In this example, using the `local` keyword is inappropriate.

Beispiele

Calculating age

Given an entity with a `birthDate` attribute, we want to define an `age()` function that would be called in a list box. This function can be executed on the client, which avoids triggering a request to the server for each line of the list box.

On the `StudentsEntity` class:

```

Class extends Entity

local Function age() -> $age: Variant

If (This.birthDate#!00-00-00!)
    $age:=Year of(Current date)-Year of(This.birthDate)
Else
    $age:=Null
End if
    $age:=Year of(Current date)-Year of(This.birthDate)
Else
    $age:=Null
End if

```

Checking attributes

We want to check the consistency of the attributes of an entity loaded on the client and updated by the user before requesting the server to save them.

On the *StudentsEntity* class, the local `checkData()` function checks the Student's age:

```

Class extends Entity

local Function checkData() -> $status : Object

$status:=New object("success"; True)
Case of
    : (This.age()==Null)
        $status.success:=False
        $status.statusText:="The birthdate is missing"

    :((This.age() <15) | (This.age()>30) )
        $status.success:=False
        $status.statusText:="The student must be between 15 and 30 - This one is "+String(This.age())
End case

```

Calling code:

```

var $status : Object

//Form.student is loaded with all its attributes and updated on a Form
$status:=Form.student.checkData()
If ($status.success)
    $status:=Form.student.save() // call the server
End if

```

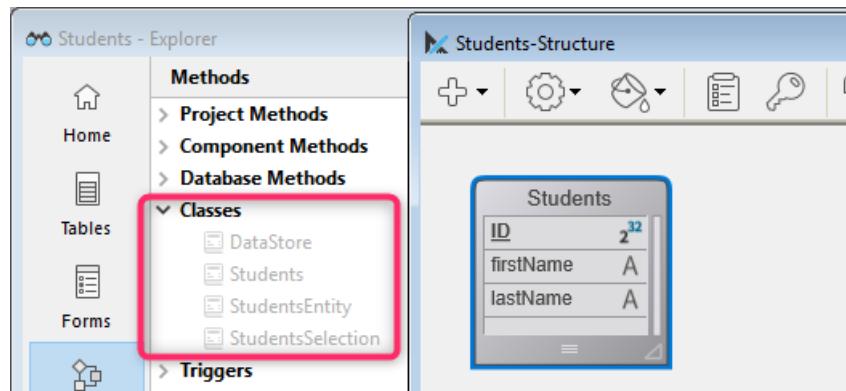
Support in 4D IDE

Datei Klasse

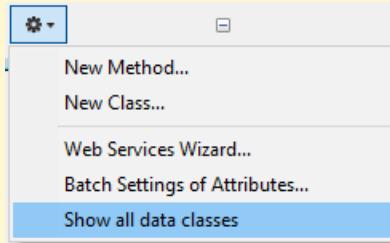
An ORDA data model user class is defined by adding, at the [same location as regular class files](#) (*i.e.* in the `/Sources/Classes` folder of the project folder), a `.4dm` file with the name of the class. For example, an entity class for the `Utilities` dataclass will be defined through a `UtilitiesEntity.4dm` file.

Creating classes

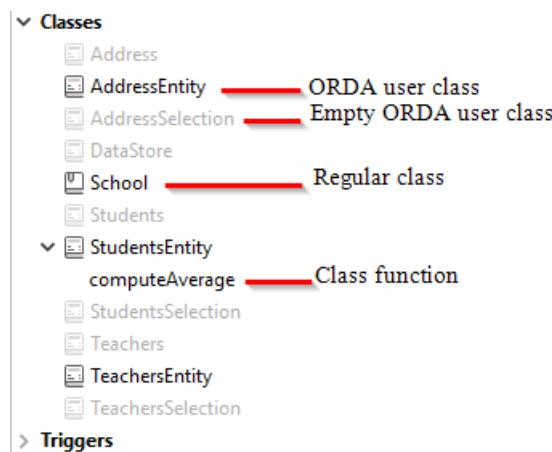
4D automatically pre-creates empty classes in memory for each available data model object.



By default, empty ORDA classes are not displayed in the Explorer. To show them you need to select Show all data classes from the Explorer's options menu:



ORDA user classes have a different icon from regular classes. Empty classes are dimmed:



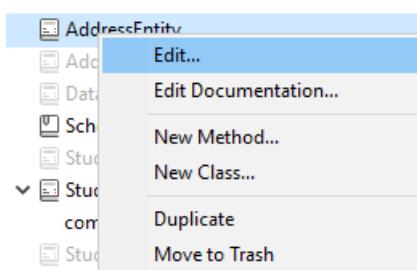
To create an ORDA class file, you just need to double-click on the corresponding predefined class in the Explorer. 4D creates the class file and add the `extends` code. For example, for an Entity class:

```
Class extends Entity
```

Once a class is defined, its name is no longer dimmed in the Explorer.

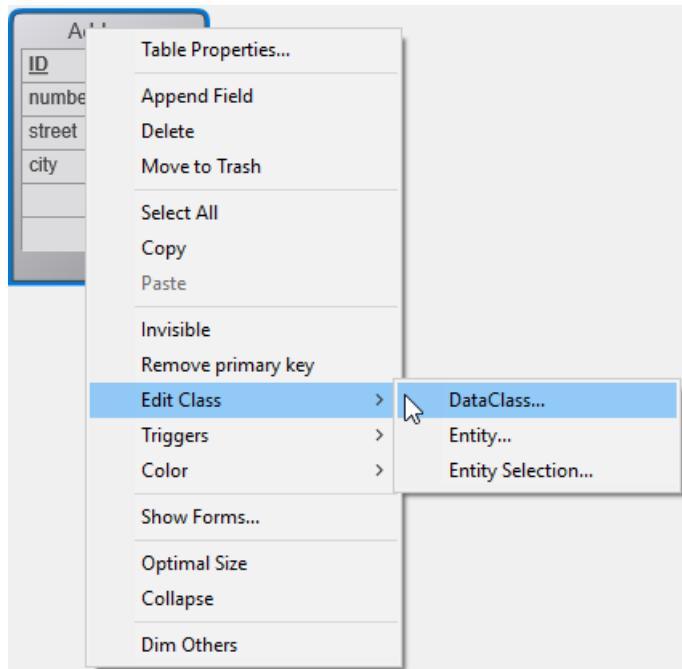
Editing classes

To open a defined ORDA class in the 4D method editor, select or double-click on an ORDA class name and use Edit... from the contextual menu/options menu of the Explorer window:



For ORDA classes based upon the local datastore (`ds`), you can directly access the class code from the 4D Structure

window:



Method editor

In the 4D method editor, variables typed as an ORDA class automatically benefit from autocompletion features. Example with an Entity class variable:

A screenshot of the 4D method editor showing a code snippet:

```
var $student : cs.StudentsEntity
$student:=ds.Students.all().first()
$student.
```

The cursor is at the end of '\$student.' and a dropdown autocompletion menu is open. The menu lists several methods: 'ID', 'name', 'clone', 'computeAverage' (which is highlighted with a red rectangle), 'diff', 'drop', 'first', and 'fromObject'. The 'computeAverage' option is the one being selected.

Working with data

In ORDA, you access data through [entities](#) and [entity selections](#). These objects allow you to create, update, query, or sort the data of the datastore.

Creating an entity

There are two ways to create a new entity in a dataclass:

- Since entities are references to database records, you can create entities by creating records using the "classic" 4D language and then reference them with ORDA methods such as `entity.next()` or `entitySelection.first()`.
- You can also create an entity using the `dataClass.new()` method.

Keep in mind that the entity is only created in memory. If you want to add it to the datastore, you must call the `entity.save()` method.

Entity attributes are directly available as properties of the entity object. For more information, please refer to [Using entity attributes](#).

For example, we want to create a new entity in the "Employee" dataclass in the current datastore with "John" and "Dupont" assigned to the `firstname` and `name` attributes:

```
var $myEntity : cs.EmployeeEntity
$myEntity:=ds.Employee.new() //Create a new object of the entity type
$myEntity.name:="Dupont" //assign 'Dupont' to the 'name' attribute
$myEntity.firstname:="John" //assign 'John' to the 'firstname' attribute
$myEntity.save() //save the entity
```

An entity is defined only in the process where it was created. You cannot, for example, store a reference to an entity in an interprocess variable and use it in another process.

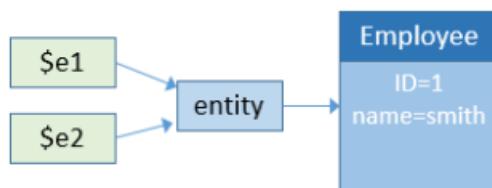
Entities and references

An entity contains a reference to a 4D record. Different entities can reference the same 4D record. Also, since an entity can be stored in a 4D object variable, different variables can contain a reference to the same entity.

If you execute the following code:

```
var $e1; $e2 : cs.EmployeeEntity
$e1:=ds.Employee.get(1) //access the employee with ID 1
$e2:=$e1
$e1.name:="Hammer"
//both variables $e1 and $e2 share the reference to the same entity
//$/e2.name contains "Hammer"
```

This is illustrated by the following graphic:



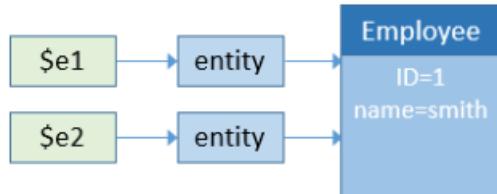
Now if you execute:

```

var $e1; $e2 : cs.EmployeeEntity
$e1:=ds.Employee.get(1)
$e2:=ds.Employee.get(1)
$e1.name:="Hammer"
//variable $e1 contains a reference to an entity
//variable $e2 contains another reference to another entity
//$e2.name contains "smith"

```

This is illustrated by the following graphic:



Note however that entities refer to the same record. In all cases, if you call the `entity.save()` method, the record will be updated (except in case of conflict, see [Entity locking](#)).

In fact, `$e1` and `$e2` are not the entity itself, but a reference to the entity. It means that you can pass them directly to any function or method, and it will act like a pointer, and faster than a 4D pointer. Beispiel:

```

For each($entity;$selection)
    do_Capitalize($entity)
End for each

```

And the method is:

```

$entity:=$1
$name:=$entity.lastname
If(Not($name=NULL))
    $name:=Uppercase(Substring($name;1;1))+Lowercase(Substring($name;2))
End if
$entity.lastname:=$name

```

You can handle entities like any other object in 4D and pass their references directly as [parameters](#).

With the entities, there is no concept of "current record" as in the classic 4D language. You can use as many entities as you need, at the same time. There is also no automatic lock on an entity (see [Entity locking](#)). When an entity is loaded, it uses the [lazy loading](#) mechanism, which means that only the needed information is loaded. Nevertheless, in client/server, the entity can be automatically loaded directly if necessary.

Using entity attributes

Entity attributes store data and map corresponding fields in the corresponding table. Entity attributes of the storage kind can be set or get as simple properties of the entity object, while entity of the relatedEntity or relatedEntities kind will return an entity or an entity selection.

For more information on the attribute kind, please refer to the [Storage and Relation attributes](#) paragraph.

For example, to set a storage attribute:

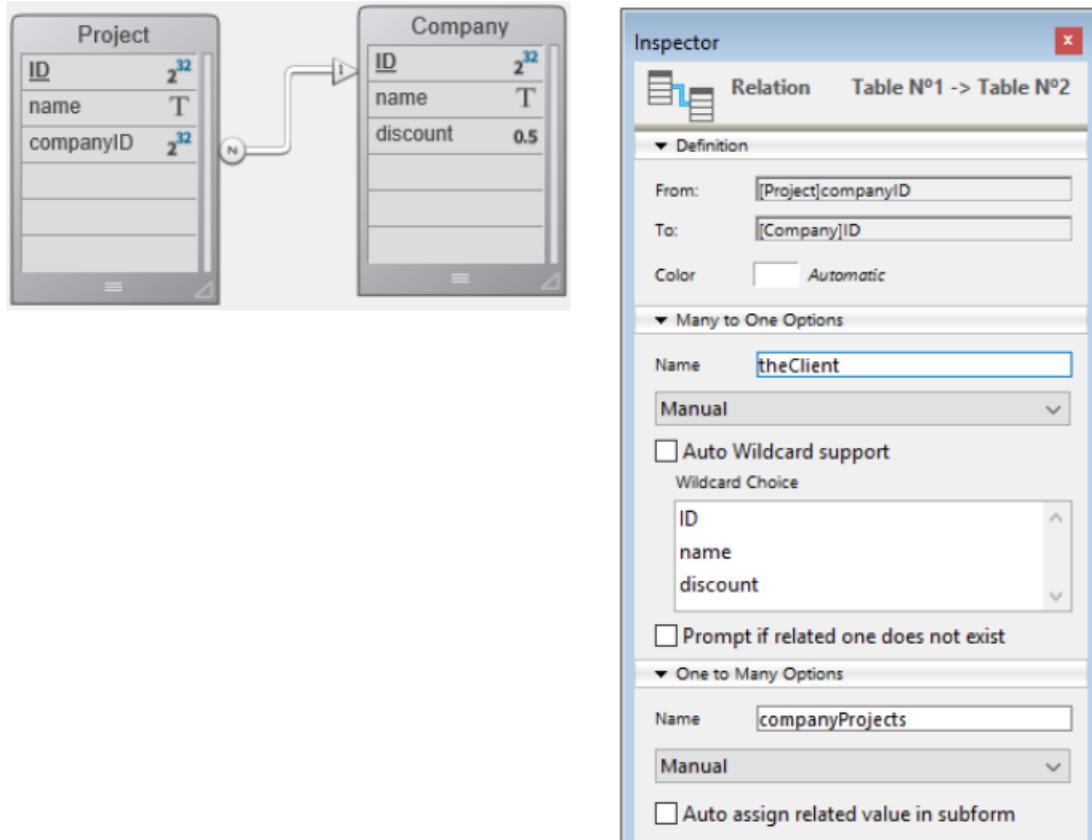
```

$entity:=ds.Employee.get(1) //get employee attribute with ID 1
$name:=$entity.lastname //get the employee name, e.g. "Smith"
$entity.lastname:="Jones" //set the employee name
$entity.save() //save the modifications

```

Database Blob fields ([scalar blobs](#)) are automatically converted to and from blob object attributes ([4D.Blob](#)) when handled through ORDA. When saving a blob object attribute, keep in mind that, unlike blob object size which is only limited by the available memory, Blob field size is limited to 2GB.

Accessing a related attribute depends on the attribute kind. For example, with the following structure:



You can access data through the related object(s):

```

$entity:=ds.Project.all().first().theClient //get the Company entity associated to the project
$EntitySel:=ds.Company.all().first().companyProjects //get the selection of projects for the company

```

Note that both `theClient` and `companyProjects` in the above example are primary relation attributes and represent a direct relationship between the two dataclasses. However, relation attributes can also be built upon paths through relationships at several levels, including circular references. For example, consider the following structure:

Each employee can be a manager and can have a manager. To get the manager of the manager of an employee, you can simply write:

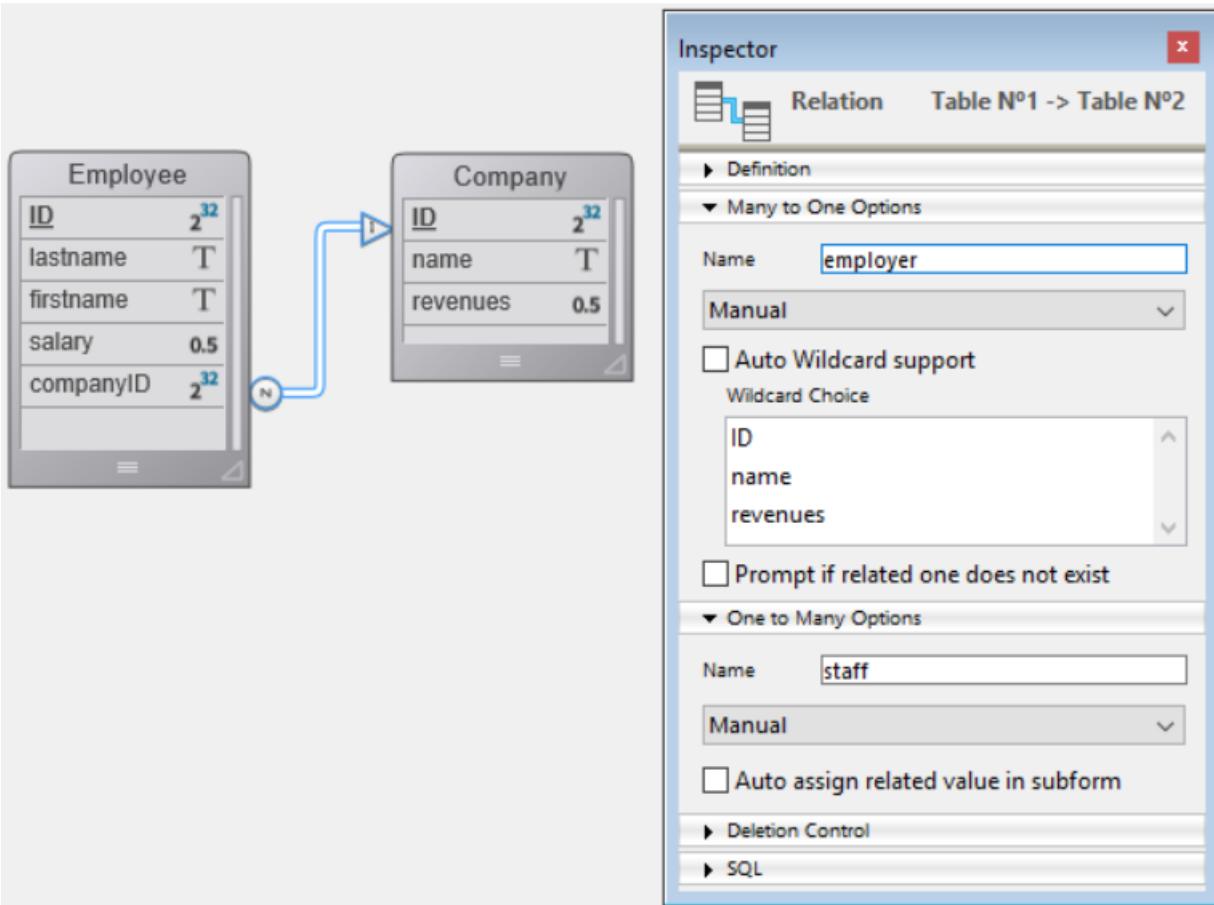
```
$myEmp:=ds.Employee.get(50)
$manLev2:=$myEmp.manager.manager.lastname
```

Assigning values to relation attributes

In the ORDA architecture, relation attributes directly contain data related to entities:

- An N->1 type relation attribute (relatedEntity kind) contains an entity
- A 1->N type relation attribute (relatedEntities kind) contains an entity selection

Let's look at the following (simplified) structure:



In this example, an entity in the "Employee" dataclass contains an object of type Entity in the "employer" attribute (or a null value). An entity in the "Company" dataclass contains an object of type EntitySelection in the "staff" attribute (or a null value).

In ORDA, the Automatic or Manual property of relations has no effect.

To assign a value directly to the "employer" attribute, you must pass an existing entity from the "Company" dataclass. Beispiel:

```
$emp:=ds.Employee.new() // create an employee
$emp.lastname:="Smith" // assign a value to an attribute
$emp.employer:=ds.Company.query("name =:1";"4D")[0] //assign a company entity
$emp.save()
```

4D provides an additional facility for entering a relation attribute for an N entity related to a "1" entity: you pass the primary key of the "1" entity directly when assigning a value to the relation attribute. For this to work, you pass data of type Number or Text (the primary key value) to the relation attribute. 4D then automatically takes care of searching for the corresponding entity in the dataclass. Beispiel:

```
$emp:=ds.Employee.new()
$emp.lastname:="Wesson"
$emp.employer:=2 // assign a primary key to the relation attribute
//4D looks for the company whose primary key (in this case, its ID) is 2
//and assigns it to the employee
$emp.save()
```

This is particularly useful when you are importing large amounts of data from a relational database. This type of import usually contains an "ID" column, which references a primary key that you can then assign directly to a relation attribute.

This also means that you can assign primary keys in the N entities without corresponding entities having already been created in the 1 datastore class. If you assign a primary key that does not exist in the related datastore class, it is

nevertheless stored and assigned by 4D as soon as this "1" entity is created.

You can assign or modify the value of a "1" related entity attribute from the "N" dataclass directly through the related attribute. For example, if you want to modify the name attribute of a related Company entity of an Employee entity, you can write:

```
$emp:=ds.Employee.get(2) // load the Employee entity with primary key 2  
$emp.employer.name:="4D, Inc." //modify the name attribute of the related Company  
$emp.employer.save() //save the related attribute  
//the related entity is updated
```

Creating an entity selection

You can create an object of type [entity selection](#) as follows:

- Querying the entities [in a dataclass](#) or in an [existing entity selection](#);
- Using the [.all\(\)](#) dataclass function to select all the entities in a dataclass;
- Using the [Create entity selection](#) command or the [.newSelection\(\)](#) dataclass function to create a blank entity selection;
- Using the [.copy\(\)](#) function to duplicate an existing entity selection;
- Using one of the various functions from the [Entity selection class](#) that returns a new entity selection, such as [.or\(\)](#) ;
- Using a relation attribute of type "related entities" (see below).

You can simultaneously create and use as many different entity selections as you want for a dataclass. Keep in mind that an entity selection only contains references to entities. Different entity selections can contain references to the same entities.

Shareable or alterable entity selections

An entity selection can be shareable (readable by multiple processes, but not alterable after creation) or alterable (supports the [.add\(\)](#) function, but only usable by the current process).

Properties

A shareable entity selection has the following characteristics:

- it can be stored in a shared object or shared collection, and can be passed as parameter between several processes or workers;
- it can be stored in several shared objects or collections, or in a shared object or collection which already belongs to a group (it does not have a *locking identifier*);
- it does not allow the addition of new entities. Trying to add an entity to a shareable entity selection will trigger an error (1637 - This entity selection cannot be altered). To add an entity to a shareable entity selection, you must first transform it into a non-shareable entity selection using the [.copy\(\)](#) function, before calling [.add\(\)](#) .

Most entity selection functions (such as [.slice\(\)](#) , [.and\(\)](#) ...) support shareable entity selections since they do not need to alter the original entity selection (they return a new one).

An alterable entity selection has the following characteristics:

- it cannot be shared between processes, nor be stored in a shared object or collection. Trying to store a non-shareable entity selection in a shared object or collection will trigger an error (-10721 - Not supported value type in a shared object or shared collection);
- it accepts the addition of new entities, i.e. it supports the [.add\(\)](#) function.

How are they defined?

The shareable or alterable nature of an entity selection is defined when the entity selection is created (it cannot be

modified afterwards). You can know the nature of an entity selection using the `.isAlterable()` function or the `OB Is shared` command.

A new entity selection is shareable in the following cases:

- the new entity selection results from an ORDA class function applied to a dataClass: `dataClass.all()`, `dataClass.fromCollection()`, `dataClass.query()`,
- the new entity selection is based upon a relation `entity.attributeName` (e.g. "company.employees") when `attributeName` is a one-to-many related attribute but the entity does not belong to an entity selection.
- the new entity selection is explicitly copied as shareable with `entitySelection.copy()` or `OB Copy` (i.e. with the `ck shared` option).

Beispiel:

```
$myComp:=ds.Company.get(2) //$/myComp does not belong to an entity selection  
$employees:=$myComp.employees //$/employees is shareable
```

A new entity selection is alterable in the following cases:

- the new entity selection created blank using the `dataClass.newSelection()` function or `Create entity selection` command,
- the new entity selection is explicitly copied as alterable with `entitySelection.copy()` or `OB Copy` (i.e. without the `ck shared` option).

Beispiel:

```
$toModify:=ds.Company.all().copy() //$/toModify is alterable
```

A new entity selection inherits from the original entity selection nature in the following cases:

- the new entity selection results from one of the various ORDA class functions applied to an existing entity selection (`.query()`, `.slice()`, etc.) .
- the new entity selection is based upon a relation:
 - `entity.attributeName` (e.g. "company.employees") when `attributeName` is a one-to-many related attribute and the entity belongs to an entity selection (same nature as `.getSelection()` entity selection),
 - `entitySelection.attributeName` (e.g. "employees.employer") when `attributeName` is a related attribute (same nature as the entity selection),
 - `.extract()` when the resulting collection contains entity selections (same nature as the entity selection).

Beispiele:

```
$highSal:=ds.Employee.query("salary >= :1"; 1000000)  
//$/highSal is shareable because of the query on dataClass  
$comp:=$highSal.employer //$/comp is shareable because $highSal is shareable  
  
$lowSal:=ds.Employee.query("salary <= :1"; 10000).copy()  
//$/lowSal is alterable because of the copy()  
$comp2:=$lowSal.employer //$/comp2 is alterable because $lowSal is alterable
```

Sharing an entity selection between processes (example)

You work with two entity selections that you want to pass to a worker process so that it can send mails to appropriate persons:

```

var $paid; $unpaid : cs.InvoicesSelection
//We get entity selections for paid and unpaid invoices
$paid:=ds.Invoices.query("status=:1"; "Paid")
$unpaid:=ds.Invoices.query("status=:1"; "Unpaid")

//We pass entity selection references as parameters to the worker
CALL WORKER("mailing"; "sendMails"; $paid; $unpaid)

```

The `sendMails` method:

```

#DECLARE ($paid : cs.InvoicesSelection; $unpaid : cs.InvoicesSelection)
var $invoice : cs.InvoicesEntity

var $server; $transporter; $email; $status : Object

//Prepare emails
$server:=New object()
$server.host:="exchange.company.com"
$server.user:="myName@company.com"
$server.password:="my!@password"
$transporter:=SMTP New transporter($server)
$email:=New object()
$email.from:="myName@company.com"

//Loops on entity selections
For each($invoice;$paid)
    $email.to:=$invoice.customer.address // email address of the customer
    $email.subject:="Payment OK for invoice # "+String($invoice.number)

    $status:=$transporter.send($email)
End for each

For each($invoice;$unpaid)
    $email.to:=$invoice.customer.address // email address of the customer
    $email.subject:="Please pay invoice # "+String($invoice.number)
    $status:=$transporter.send($email)
End for each

```

Entity selections and Storage attributes

All storage attributes (text, number, boolean, date) are available as properties of entity selections as well as entities. When used in conjunction with an entity selection, a scalar attribute returns a collection of scalar values. Beispiel:

```

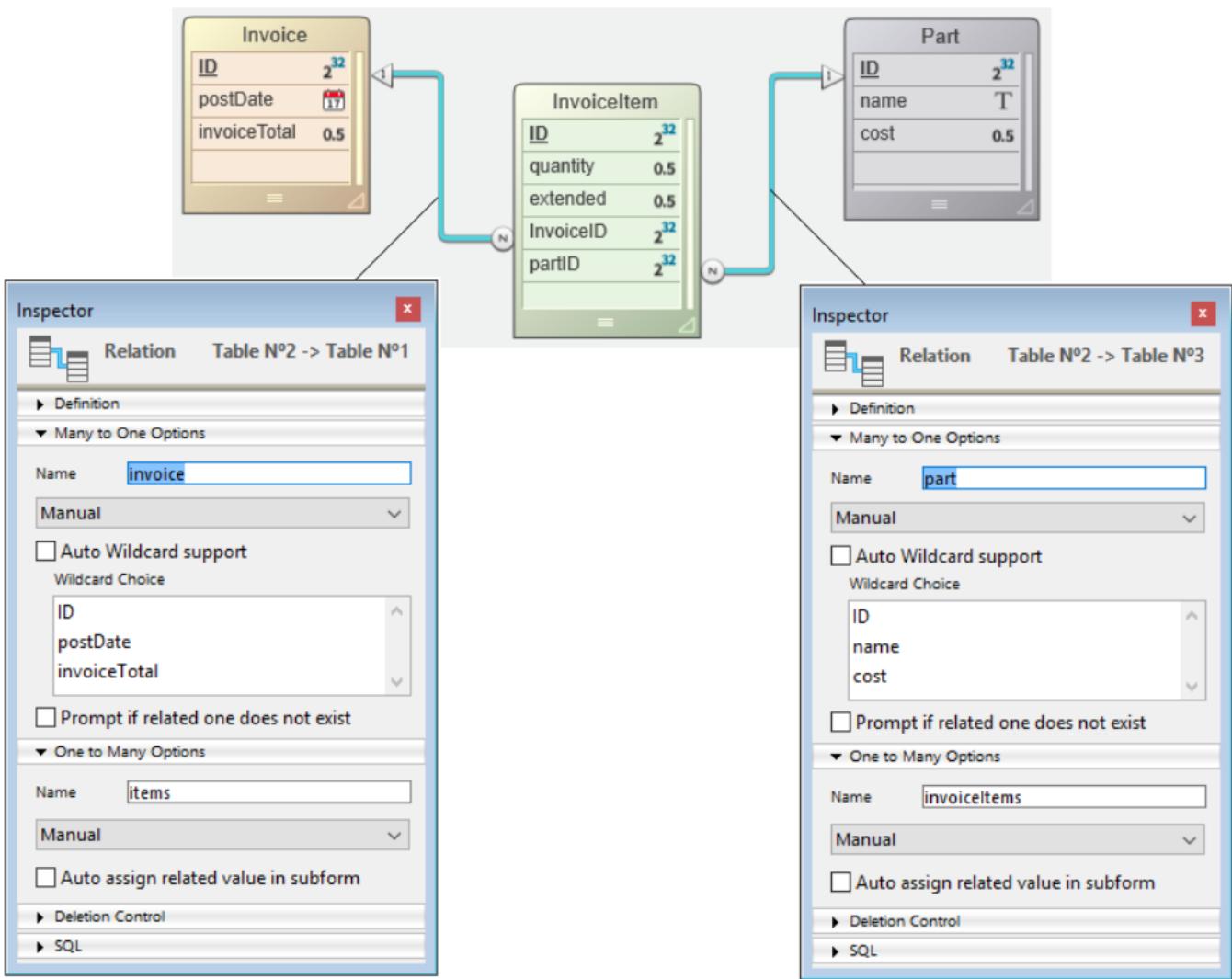
$locals:=ds.Person.query("city = :1";"San Jose") //entity selection of people
$localEmails:=$locals.emailAddress //collection of email addresses (strings)

```

This code returns in `$localEmails` a collection of email addresses as strings.

Entity selections and Relation attributes

In addition to the variety of ways you can query, you can also use relation attributes as properties of entity selections to return new entity selections. For example, consider the following structure:



```
$myParts:=ds.Part.query("ID < 100") //Return parts with ID less than 100
$myInvoices:=$myParts.invoiceItems.invoice
//All invoices with at least one line item related to a part in $myParts
```

The last line will return in \$myInvoices an entity selection of all invoices that have at least one invoice item related to a part in the entity selection myParts. When a relation attribute is used as a property of an entity selection, the result is always another entity selection, even if only one entity is returned. When a relation attribute is used as a property of an entity selection and no entities are returned, the result is an empty entity selection, not null.

Entity Locking

You often need to manage possible conflicts that might arise when several users or processes load and attempt to modify the same entities at the same time. Record locking is a methodology used in relational databases to avoid inconsistent updates to data. The concept is to either lock a record upon read so that no other process can update it, or alternatively, to check when saving a record to verify that some other process hasn't modified it since it was read. The former is referred to as pessimistic record locking and it ensures that a modified record can be written at the expense of locking records to other users. The latter is referred to as optimistic record locking and it trades the guarantee of write privileges to the record for the flexibility of deciding write privileges only if the record needs to be updated. In pessimistic record locking, the record is locked even if there is no need to update it. In optimistic record locking, the validity of a record's modification is decided at update time.

ORDA provides you with two entity locking modes:

- an automatic "optimistic" mode, suitable for most applications,
- a "pessimistic" mode allowing you to lock entities prior to their access.

Automatic optimistic lock

This automatic mechanism is based on the concept of "optimistic locking" which is particularly suited to the issues of web applications. This concept is characterized by the following operating principles:

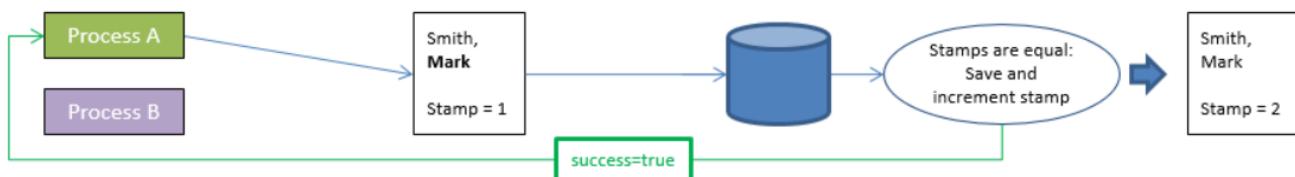
- All entities can always be loaded in read-write; there is no *a priori* "locking" of entities.
- Each entity has an internal locking stamp that is incremented each time it is saved.
- When a user or process tries to save an entity using the `entity.save()` method, 4D compares the stamp value of the entity to be saved with that of the entity found in the data (in the case of a modification):
 - When the values match, the entity is saved and the internal stamp value is incremented.
 - When the values do not match, it means that another user has modified this entity in the meantime. The save is not performed and an error is returned.

The following diagram illustrates optimistic locking:

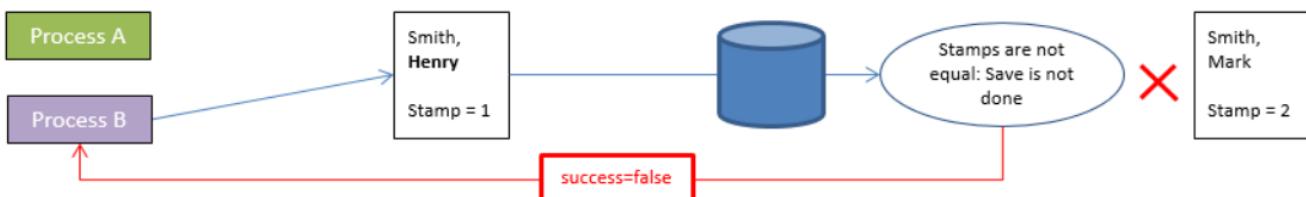
1. Two processes load the same entity.



2. The first process modifies the entity and validates the change. The `entity.save()` method is called. The 4D engine automatically compares the internal stamp value of the modified entity with that of the entity stored in the data. Since they match, the entity is saved and its stamp value is incremented.



3. The second process also modifies the loaded entity and validates its changes. The `entity.save()` method is called. Since the stamp value of the modified entity does not match the one of the entity stored in the data, the save is not performed and an error is returned.



This can also be illustrated by the following code:

```

$person1:=ds.Person.get(1) //Reference to entity
$person2:=ds.Person.get(1) //Other reference to same entity
$person1.name:="Bill"
$result:=$person1.save() //$/result.success=true, change saved
$person2.name:="William"
$result:=$person2.save() //$/result.success=false, change not saved
  
```

In this example, we assign to \$person1 a reference to the person entity with a key of 1. Then, we assign another reference of the same entity to variable \$person2. Using \$person1, we change the first name of the person and save the entity. When we attempt to do the same thing with \$person2, 4D checks to make sure the entity on disk is the same as when the reference in \$person1 was first assigned. Since it isn't the same, it returns false in the success property and doesn't save the second modification.

When this situation occurs, you can, for example, reload the entity from the disk using the `entity.reload()` method so that you can try to make the modification again. The `entity.save()` method also proposes an "automerge" option to save the entity in case processes modified attributes that were not the same.

Record stamps are not used in transactions because only a single copy of a record exists in this context.

Whatever the number of entities that reference a record, the same copy is modified thus `entity.save()` operations will never generate stamp errors.

Pessimistic lock

You can lock and unlock entities on demand when accessing data. When an entity is getting locked by a process, it is loaded in read/write in this process but it is locked for all other processes. The entity can only be loaded in read-only mode in these processes; its values cannot be edited or saved.

This feature is based upon two functions of the `Entity` class:

- `entity.lock()`
- `entity.unlock()`

For more information, please refer to the descriptions for these functions.

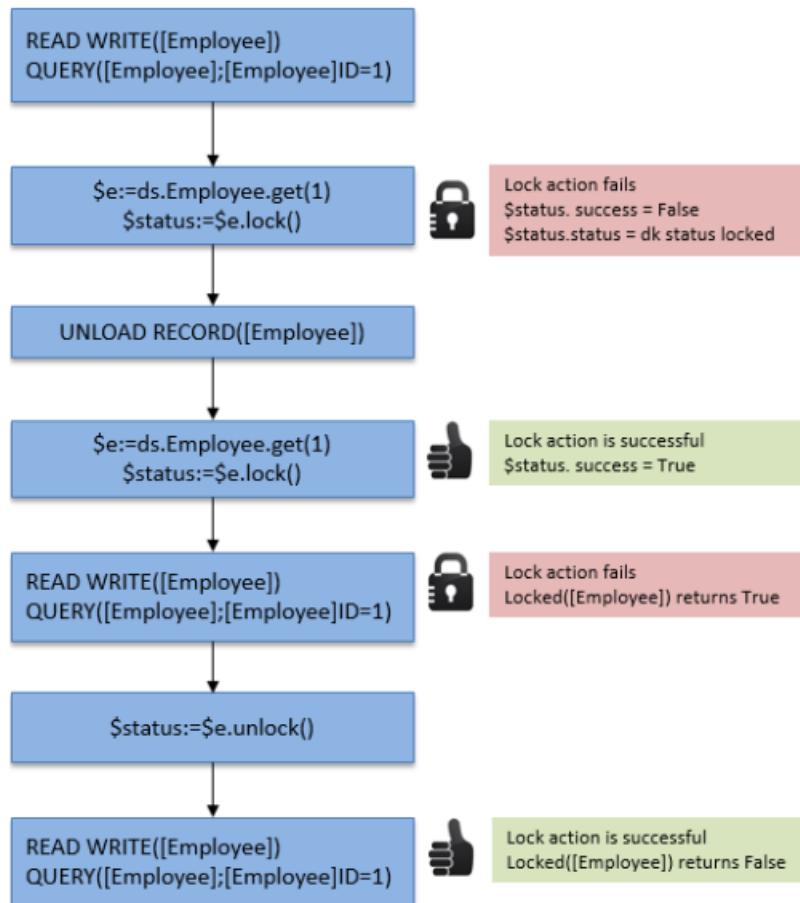
Pessimistic locks can also be handled through the [REST API](#).

Concurrent use of 4D classic locks and ORDA pessimistic locks

Using both classic and ORDA commands to lock records is based upon the following principles:

- A lock set with a classic 4D command on a record prevents ORDA to lock the entity matching the record.
- A lock set with ORDA on an entity prevents classic 4D commands to lock the record matching the entity.

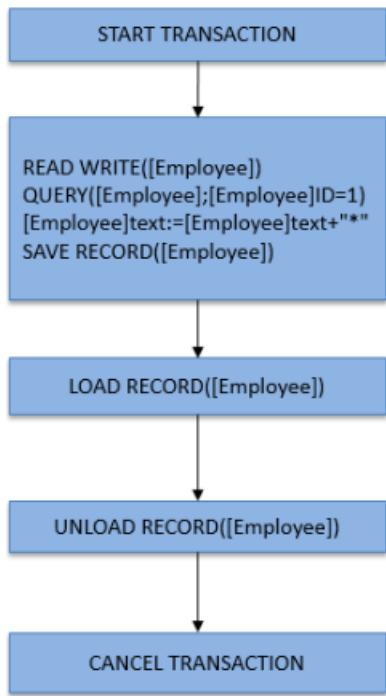
These principles are shown in the following diagram:



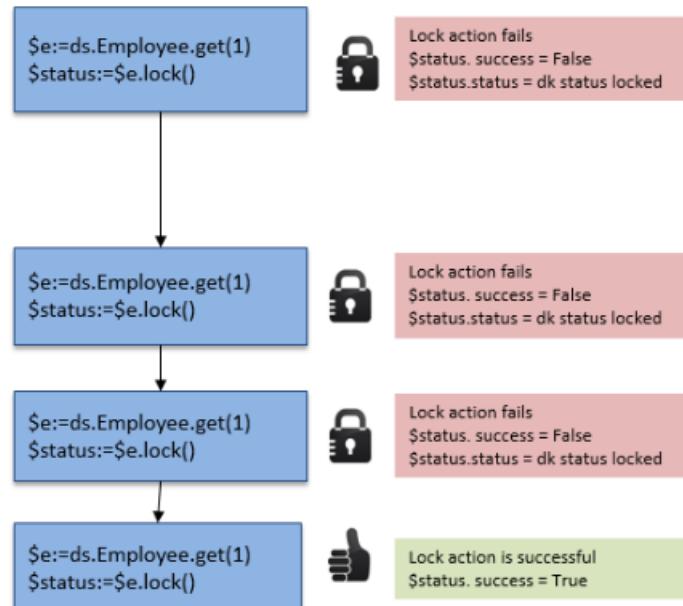
Transaction locks also apply to both classic and ORDA commands. In a multiprocess or a multi-user application, a lock set within a transaction on a record by a classic command will result in preventing any other processes to lock entities related to this record (or conversely), until the transaction is validated or canceled.

- Example with a lock set by a classic command:

Process P1

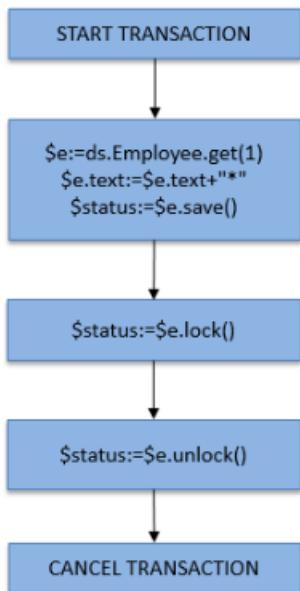


Process P2

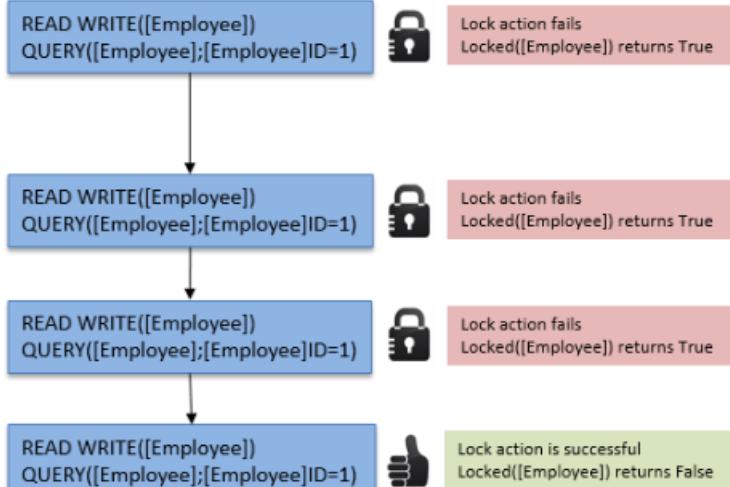


- Example with a lock set by an ORDA function:

Process P1



Process P2



Using a remote datastore

A [datastore](#) exposed on a 4D application can be accessed simultaneously through different clients:

- 4D remote applications using ORDA to access the main datastore with the `ds` command. Note that the 4D remote application can still access the database in classic mode. These accesses are handled by the 4D application server.
- Other 4D applications (4D remote, 4D Server) opening a session on the remote datastore through the [Open datastore](#) command. These accesses are handled by the HTTP REST server.
- [4D for iOS or 4D for Android](#) queries for updating mobile applications. These accesses are handled by the HTTP server.

Opening sessions

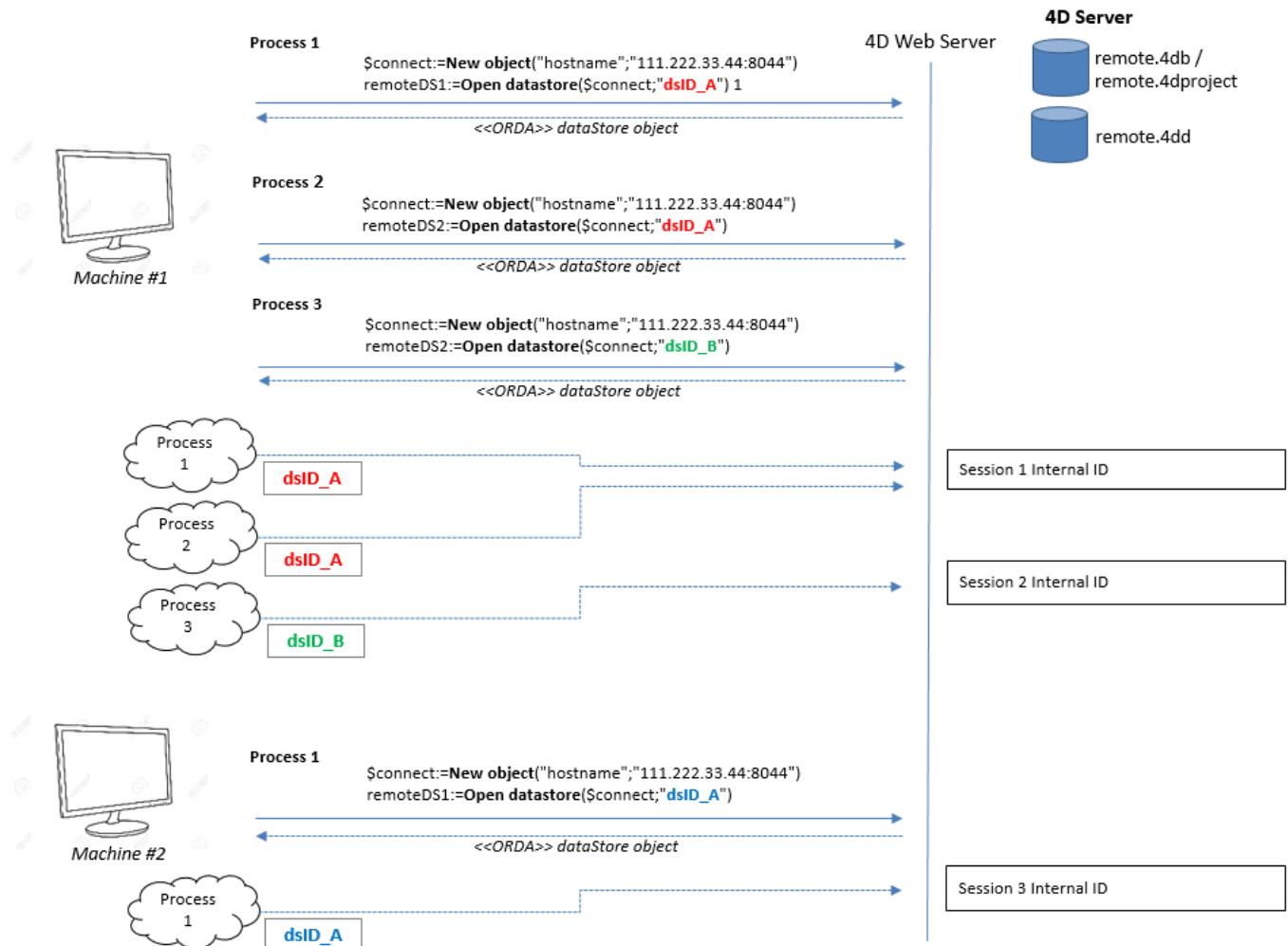
When you work with a remote datastore referenced through calls to the `Open datastore` command, the connection between the requesting processes and the remote datastore is handled via sessions.

A session is created on the remote datastore to handle the connection. This session is identified using a internal session ID which is associated to the `localID` on the 4D application side. This session automatically manages access to data, entity selections, or entities.

The `localID` is local to the machine that connects to the remote datastore, which means:

- If other processes of the same application need to access the same remote datastore, they can use the same `localID` and thus, share the same session.
- If another process of the same application opens the same remote datastore but with another `localID`, it will create a new session on the remote datastore.
- If another machine connects to the same remote datastore with the same `localID`, it will create another session with another cookie.

These principles are illustrated in the following graphics:



For sessions opened by REST requests, please refer to [Users and sessions](#).

Viewing sessions

Processes that manage sessions for datastore access are shown in the 4D Server administration window:

- name: "REST Handler: <process name>"
- type: HTTP Server Worker type
- session: session name is the user name passed to the `Open datastore` command.

In the following example, two processes are running for the same session:

EmpComp - 4D Server Administration							
Monitor	Users (1)	Processes (23)	Maintenance	Application Server	SQL Server	HTTP Server	Real Time Monitor
<input checked="" type="checkbox"/> Display processes by groups				Users processes (0)	4D Processes (16)	Spare processes (7)	
Process name	Session / Info	Type	Num	State	CPU Time	Activity	
Client Manager	-	Application server	3	Waiting for event	00:00:01	0 %	
DB4D CRON	-	DB4D Server	0	Running	00:00:01	0 %	
DB4D Flush	-	DB4D Server	0	Running	00:00:01	0 %	
DB4D Index builder	-	DB4D Server	0	Running	00:00:01	0 %	
DB4D Server	-	DB4D Server	0	Running	00:00:01	0 %	
DB4D Sockets	-	DB4D Server	0	Running	00:00:01	0 %	
Garbage Handler	-	DB4D Server	0	Running	00:00:01	0 %	
HTTP Listener	-	Web Server	0	Running	00:00:01	0 %	
Internal Timer Process	-	Application server	2	Executing	00:00:01	0 %	
Logger	-	Logger process	0	Running	00:00:01	0 %	
Task managers	-	SQL Server	0	Running	00:00:01	0 %	
TCP connection listener	-	TCP Connection listener	0	Running	00:00:01	0 %	
TCP connection listener	-	SQL Server	0	Running	00:00:01	0 %	
User Interface	-	Application server	1	Waiting for event	00:00:02	2 %	
REST Handler: process1	marie-sophie	HTTP Server Worker	0	Running	00:00:08	90 %	
REST Handler: process2	marie-sophie	HTTP Server Worker	0	Running	00:00:08	89 %	

Locking and transactions

ORDA features related to entity locking and transaction are managed at process level in remote datastores, just like in ORDA client/server mode:

- If a process locks an entity from a remote datastore, the entity is locked for all other processes, even when these processes share the same session (see [Entity locking](#)). If several entities pointing to a same record have been locked in a process, they must be all unlocked in the process to remove the lock. If a lock has been put on an entity, the lock is removed when there is no more reference to this entity in memory.
- Transactions can be started, validated or cancelled separately on each remote datastore using the `dataStore.startTransaction()`, `dataStore.cancelTransaction()`, and `dataStore.validateTransaction()` functions. They do not impact other datastores.
- Classic 4D language commands (`START TRANSACTION`, `VALIDATE TRANSACTION`, `CANCEL TRANSACTION`) only apply to the main datastore (returned by `ds`). If an entity from a remote datastore is hold by a transaction in a process, other processes cannot update it, even if these processes share the same session.
- Locks on entities are removed and transactions are rolled back:
 - when the process is killed.
 - when the session is closed on the server
 - when the session is killed from the server administration window.

Closing sessions

A session is automatically closed by 4D when there has been no activity during its timeout period. The default timeout is 60 mn, but this value can be modified using the `connectionInfo` parameter of the `Open` datastore command.

If a request is sent to the remote datastore after the session has been closed, it is automatically re-created if possible (license available, server not stopped...). However, keep in mind that the context of the session regarding locks and transactions is lost (see above).

Client/server optimization

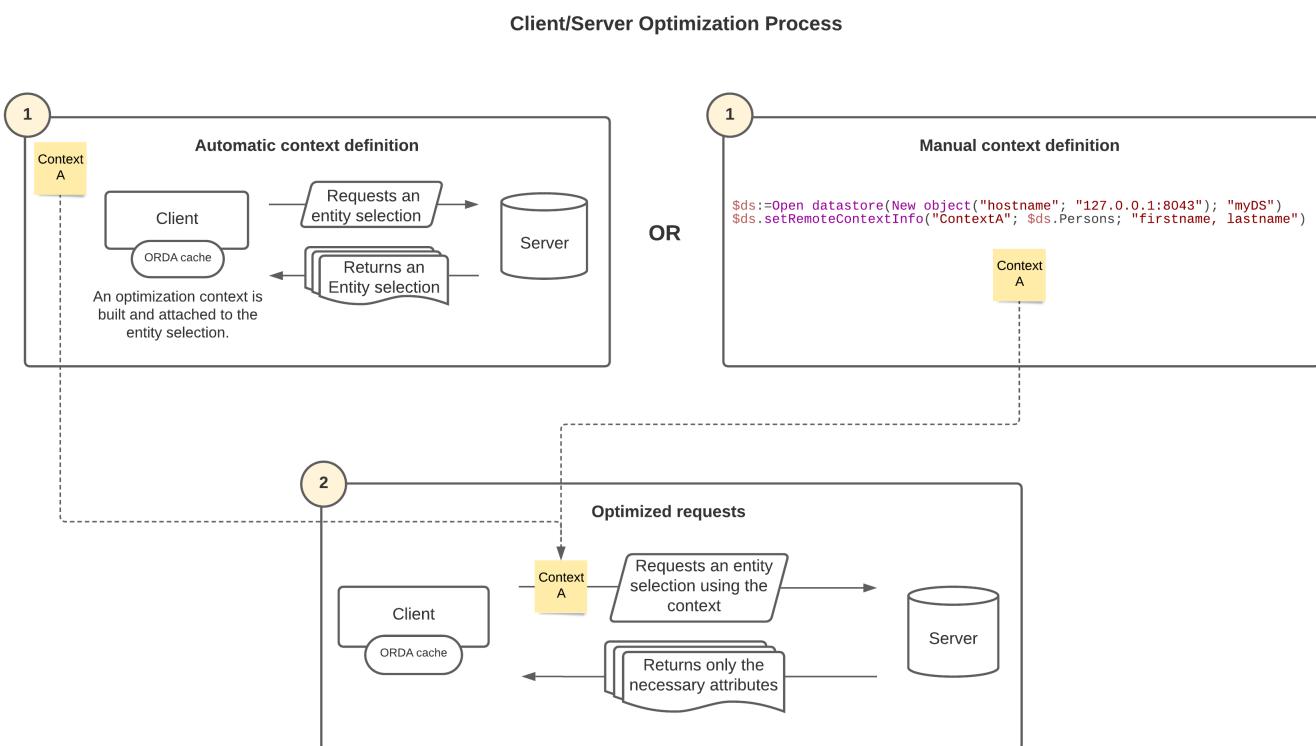
4D provides optimizations for ORDA requests that use entity selections or load entities in client/server configurations (datastore accessed remotely through `ds` or via `Open` datastore). These optimizations speed up the execution of your 4D application by reducing drastically the volume of information transmitted over the network. They include:

- the optimization context
- the ORDA cache

Context

The optimization context is based upon the following implementations:

- When a client requests an entity selection from the server, 4D automatically "learns" which attributes of the entity selection are actually used on the client side during the code execution, and builds a corresponding "optimization context". This context is attached to the entity selection and stores the used attributes. It will be dynamically updated if other attributes are used afterwards. The following methods and functions trigger the learning phase:
 - Create entity selection
 - dataClass.fromCollection()
 - dataClass.all()
 - dataClass.get()
 - dataClass.query()
 - entitySelection.query()
- Subsequent requests sent to the server on the same entity selection automatically reuse the optimization context and only get necessary attributes from the server, which accelerates the processing. For example, in an [entity selection-based list box](#), the learning phase takes place during the display of the first row. the display of the next rows is optimized. The following functions automatically associate the optimization context of the source entity selection to the returned entity selection:
 - entitySelection.and()
 - entitySelection.minus()
 - entitySelection.or()
 - entitySelection.orderBy()
 - entitySelection.slice()
 - entitySelection.drop()
- An existing optimization context can be passed as a property to another entity selection of the same dataclass, thus bypassing the learning phase and accelerating the application (see [Using the context property](#) below).
- You can build optimization contexts manually using the `dataStore.setRemoteContextInfo()` function (see [Preconfiguring contexts](#)).



Given the following code:

```
$sel:=$ds.Employee.query("firstname = ab@")
For each($e;$sel)
    $s:=$e.firstname+" "+$e.lastname+" works for "+$e.employer.name // $e.employer refers to Company tab
End for each
```

Thanks to the optimization, this request will only get data from used attributes (firstname, lastname, employer, employer.name) in \$sel from the second iteration of the loop.

Reusing the context property

You can increase the benefits of the optimization by using the context property. This property references an optimization context "learned" for an entity selection. It can be passed as parameter to ORDA functions that return new entity selections, so that entity selections directly request used attributes to the server and bypass the learning phase.

You can also create contexts using the `.setRemoteContextInfo()` function.

All ORDA functions that handle entity selections support the context property (for example `dataClass.query()` or `dataClass.all()`). The same optimization context property can be passed to unlimited number of entity selections on the same dataclass. Keep in mind, however, that a context is automatically updated when new attributes are used in other parts of the code. Reusing the same context in different codes could result in overloading the context and then, reduce its efficiency.

A similar mechanism is implemented for entities that are loaded, so that only used attributes are requested (see the `dataClass.get()` function).

Example with `dataClass.query()`:

```
var $sel1; $sel2; $sel3; $sel4; $querysettings; $querysettings2 : Object
var $data : Collection
$querysettings:=New object("context";"shortList")
$querysettings2:=New object("context";"longList")

$sel1:=$ds.Employee.query("lastname = S@";$querysettings)
$data:=extractData($sel1) // In extractData method an optimization is triggered
// and associated to context "shortList"

$sel2:=$ds.Employee.query("lastname = Sm@";$querysettings)
$data:=extractData($sel2) // In extractData method the optimization associated
// to context "shortList" is applied

$sel3:=$ds.Employee.query("lastname = Smith";$querysettings2)
$data:=extractDetailedData($sel3) // In extractDetailedData method an optimization
// is triggered and associated to context "longList"

$sel4:=$ds.Employee.query("lastname = Brown";$querysettings2)
$data:=extractDetailedData($sel4) // In extractDetailedData method the optimization
// associated to context "longList" is applied
```

Entity selection-based list box

Entity selection optimization is automatically applied to entity selection-based list boxes in client/server configurations, when displaying and scrolling a list box content: only the attributes displayed in the list box are requested from the server.

A specific "page mode" context is also provided when loading the current entity through the Current item property expression of the list box (see [Collection or entity selection type list boxes](#)). This feature allows you to not overload the

list box initial context in this case, especially if the "page" requests additional attributes. Note that only the use of Current item expression will create/use the page context (access through `entitySelection\[index]` will alter the entity selection context).

Subsequent requests to server sent by entity browsing functions will also support this optimization. The following functions automatically associate the optimization context of the source entity to the returned entity:

- `entity.next()`
- `entity.first()`
- `entity.last()`
- `entity.previous()`

For example, the following code loads the selected entity and allows browsing in the entity selection. Entities are loaded in a separate context and the list box initial context is left untouched:

```
$myEntity:=Form.currentElement //current item expression  
//... do something  
$myEntity:=$myEntity.next() //loads the next entity using the same context
```

Preconfiguring contexts

An optimization context should be defined for every feature or algorithm of your application, in order to have the best performances. For example, a context can be used for queries on customers, another context for queries on products, etc.

If you want to deliver final applications with the highest level of optimization, you can preconfigure your contexts and thus save learning phases by following these steps:

1. Design your algorithms.
2. Run your application and let the automatic learning mechanism fill the optimization contexts.
3. Call the `dataStore.getRemoteContextInfo()` or `dataStore.getAllRemoteContexts()` function to collect contexts. You can use the `entitySelection.getRemoteContextAttributes()` and `entity.getRemoteContextAttributes()` functions to analyse how your algorithms use attributes.
4. In the final step, call the `dataStore.setRemoteContextInfo()` function to build contexts at application startup and [use them](#) in your algorithms.

ORDA cache

For optimization reasons, data requested from the server via ORDA is loaded in the ORDA remote cache (which is different from the 4D cache). The ORDA cache is organized by dataclass, and expires after 30 seconds.

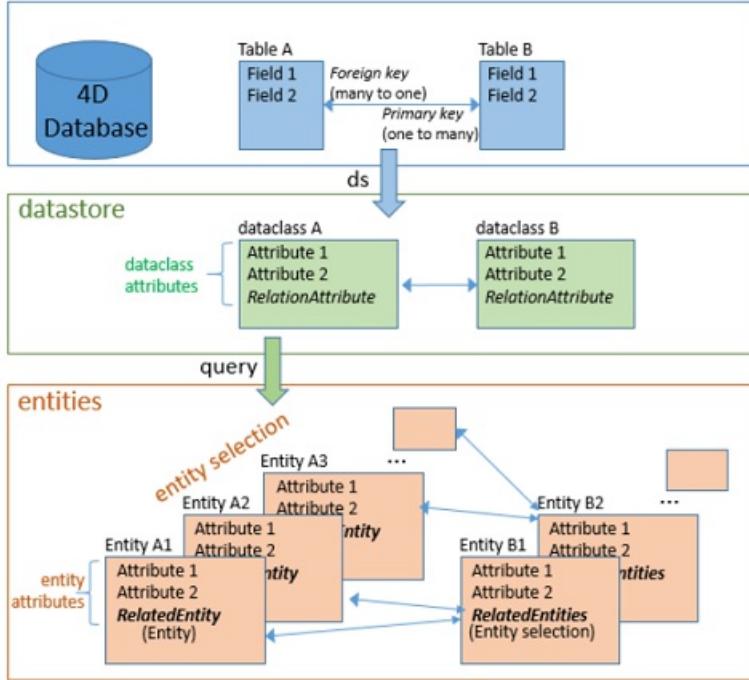
The data contained in the cache is considered as expired when the timeout is reached. Any access to expired data will send a request to the server. Expired data remains in the cache until space is needed.

By default, the ORDA cache is transparently handled by 4D. However, you can control its contents using the following ORDA class functions: However, you can control its contents using the following ORDA class functions:

- `dataClass.setRemoteCacheSettings()`
- `dataClass.getRemoteCache()`
- `dataClass.clearRemoteCache()`

Glossary

Main concepts at a glance



Attribute

An attribute is the smallest storage cell in a relational database (see also [Relation attribute](#)). Do not confuse dataclass attributes and entity attributes:

- In a dataclass object, each property is a dataclass attribute that maps to a corresponding field in the corresponding table (same name and type).
- In an entity object, entity attributes are properties that contain values for the corresponding datastore attributes.

Attributes and properties are similar concepts. "Attribute" is used to designate dataclass properties that store data, while "property" is more generic and defines a piece of data stored within an object.

AttributePath

An attributePath is the path of an attribute inside a given dataclass or entity. See also [PropertyPath](#).

Class code

Code for the user class function(s).

Computed attribute

A computed attribute doesn't actually store information. Instead, it determines its value based on other values from the same entity or from other entities, attributes or functions. When a computed attribute is referenced, the underlying "computation" is evaluated to determine the value. Computed attributes may even be assigned values where user-defined code determines what to do during the assignment.

Data model class

Extended class available for a data model object.

Data model object

Database objects available through the ORDA concept, i.e. datastore, dataclasses, entities and entity selections.

Data model function

Function of an ORDA data model class.

Dataclass

A dataclass is an object model that describes the data. Tables in the database provided by the datastore are handled through dataclasses. Each table in the database provided by the datastore has a corresponding dataclass with the same name. Each field of the table is an attribute of the dataclass.

A dataclass is related to a single datastore.

DataClass class

Class for specific dataclass objects, in which you can add custom functions.

Datastore

A datastore is the interface object provided by ORDA to reference a structure and access its data. The main database, returned by the `ds` command, is available as a datastore (the main datastore).

A datastore provides:

- a connection to the 4D database
- a set of dataclasses to work with the database

The database can be a 4D local database (the Main datastore), or a 4D Server database exposed as REST resource (a Remote datastore).

A datastore references only a single database. It is, however, possible to open several datastores to access several databases.

DataStore class

Class for datastore objects, in which you can add custom functions.

DataStoreImplementation

Internal name of the generic DataStore class in the `4D` class store.

Deep copy

A deep copy duplicates an object and all the references it contains. After a deep copy, a copied collection contains duplicated elements and thus, new references, of all of the orginal elements. See also Shallow copy.

ds

`ds` is the 4D language command that returns a `datastore` object reference. It matches the datastore available upon the 4D main database.

Entity

An entity is an object that corresponds to a dataclass model. An entity contains the same attributes as the dataclass.

An entity can be seen as an instance of the dataclass, like a record of the table matching the dataclass in its associated datastore. However, an entity also contains related data. The purpose of the entity is to manage data (create, update, delete).

For more information, see Entities.

Entity-Selection

An entity selection is an object. When querying the datastore, an entity selection is returned. An entity selection is a set of references to entities related to the same dataclass.

An entity selection contains:

- a set of 0 to X entity references,
- a length property (always),
- `queryPlan` and `queryPath` properties (if asked while querying).

An entity selection can also be empty.

Generic class

Built-in class for ORDA objects such as entities, or dataclasses. Functions and properties of generic classes are automatically available in user extended classes, e.g. `EmployeeEntity`.

Lazy loading

Since entities are managed as references, data is loaded only when necessary, i.e. when accessing it in the code or through interface widgets. This optimization principle is called lazy loading.

Main datastore

The `Datastore` object matching the opened 4D database (standalone or client/server). The main datastore is returned by the `ds` command.

Method

ORDA objects such as datastores, dataclasses, entity selections, and entities, define classes of objects. They provide specific methods to directly interact with them. These methods are also called member functions. Such methods are used by calling them on an instance of the object.

For example, the `query()` method is a dataclass member function. If you have stored a dataclass object in the `$myClass` variable, you can write:

```
$myClass.query("name = smith")
```

Mixed data type

In this documentation, "Mixed" data type is used to designate the various type of values that can be stored within dataclass attributes. Das gilt für:

- number
- Text
- Null
- Boolean
- date
- object
- collection
- Bild (*)

(*) picture type is not supported by statistical methods such as `entitySelection.max()`.

Optimistic Lock

In "optimistic lock" mode, entities are not locked explicitly before updating them. Each entity has an internal stamp that is automatically incremented each time the entity is saved on disk. The `entity.save()` or `entity.drop()` methods will return an error if the stamp of the loaded entity (in memory) and the stamp of the entity on disk do not match, or if the entity has been dropped. Optimistic locking is only available in ORDA implementation. See also "Pessimistic lock".

Pessimistic Lock

A "pessimistic lock" means that an entity is locked prior to its being accessed, using the `entity.lock()` method. Other processes can neither update nor drop the entity until it is unlocked. The classic 4D language only allows pessimistic locks. See "Optimistic lock".

Property

See [Attribute](#).

Attributes and properties are similar concepts. "Attribute" is used to designate dataclass properties that store data, while "property" is more generic and defines a piece of data stored within an object.

PropertyPath

A propertyPath is the path to a property in a given object. If the property is nested in several levels, each level separated is by a dot (".").

Regular class

User class not related to an ORDA object.

Related dataclass

These are dataclasses linked by relation attributes.

Relation attribute

Relation attributes are used to conceptualize relations between dataclasses (many-to-one and one-to-many).

- Many-to-one relation (dataclassA references an occurrence of dataclassB): a relation attribute is available in dataclassA and references one instance of dataclassB.
- One-to-many relation (an occurrence of dataclassB references several occurrences of dataclassA): a relation attribute is available in dataclassB and references several instances of dataclassA.

A dataclass can have recursive relation attributes.

In an entity, the value of a relation attribute can be an entity or an entity selection.

Related entities

A related entity can be seen as the instance of a relation attribute in a dataclass.

Entity selections may refer to related entities according to the relation attributes defined in the corresponding dataclasses.

Remote datastore

A 4D database opened on a 4D or 4D Server (available through HTTP) and exposed as a REST resource. This database can be referenced locally as a Datastore from other workstations, where it is assigned a locaID. The remote datastore can be used through ORDA concepts (datastore, dataclass, entity selection...). This use is submitted to a licencing system.

Session

When the 4D application connects to a Remote datastore, a session is created on the 4D Server (HTTP). A session cookie is generated and associated to the local datastore id.

Each time a new session is opened, a license is used. Each time a session is closed, the license is freed.

Inactive sessions are automatically closed after a timeout. The default timeout is 48 hours, it can be set by the developer (it must be \geq 60 minutes).

Shallow copy

A shallow copy only duplicates the structure of elements, and keeps the same internal references. After a shallow copy, two collections will both share the individual elements. See also Deep copy.

Stamp

Used in "optimistic" locking technology. All entities have an internal counter, the stamp, which is incremented each time the entity is saved. By automatically comparing stamps between an entity being saved and its version stored on disk, 4D can prevent concurrent modifications on the same entities.

Storage attribute

A storage attribute (sometimes referred to as a scalar attribute) is the most basic type of attribute in a datastore class and most directly corresponds to a field in a relational database. A storage attribute holds a single value for each entity in the class.

Blob

The Blob class lets you create and manipulate [blob objects](#) (`4D.Blob`).

Summary

`4D.Blob.new() : 4D.Blob`

`4D.Blob.new(blobScal : Blob) : 4D.Blob`

`4D.Blob.new(blobObj : 4D.Blob) : 4D.Blob`

creates a new `4D.Blob` object optionally encapsulating a copy of the data from another blob (scalar blob or `4D.Blob`)

`.size : Real`

returns the size of a `4D.Blob`, expressed in bytes.

`.slice() : 4D.Blob`

`.slice(start : Real) : 4D.Blob`

`.slice(start : Real; end : Real) : 4D.Blob`

creates and returns a `4D.Blob` that references data from a subset of the blob on which it's called. The original blob is not altered.

4D.Blob.new()

► History

`4D.Blob.new() : 4D.Blob`

`4D.Blob.new(blobScal : Blob) : 4D.Blob`

`4D.Blob.new(blobObj : 4D.Blob) : 4D.Blob`

Parameter	Typ		Beschreibung
blob	Blob or <code>4D.Blob</code>	->	Blob to copy
Ergebnis	<code>4D.Blob</code>	<-	New <code>4D.Blob</code>

Beschreibung

`4D.Blob.new` creates a new `4D.Blob` object optionally encapsulating a copy of the data from another blob (scalar blob or `4D.Blob`).

If the `blob` parameter is omitted, the method returns an empty `4D.Blob`.

.size

`.size : Real`

Beschreibung

The `.size` property returns the size of a `4D.Blob`, expressed in bytes.

.slice()

► History

`.slice() : 4D.Blob`

`.slice(start : Real) : 4D.Blob`

.slice(*start* : Real; *end* : Real) : 4D.Blob

Parameter	Typ		Beschreibung
start	Zahl	->	index of the first byte to include in the new 4D.Blob .
end	Zahl	->	index of the first byte that will not be included in the new 4D.Blob
Ergebnis	4D.Blob	<-	New 4D.Blob

Beschreibung

.slice() creates and returns a 4D.Blob that references data from a subset of the blob on which it's called. The original blob is not altered. The start parameter is an index into the blob indicating the first byte to include in the new 4D.Blob . If you specify a negative value, 4D treats it as an offset from the end of the blob toward the beginning. For example, -10 would be the 10th from last byte in the blob. The default value is 0. If you specify a value for start that is larger than the size of the source blob, the returned 4D.Blob 's size is 0, and it contains no data.

The end parameter is an index into the blob indicating the first byte that will not be included in the new 4D.Blob (i.e. the byte exactly at this index is not included). If you specify a negative value, 4D treats it as an offset from the end of the blob toward the beginning. For example, -10 would be the 10th from last byte in the blob. The default value is the size of the blob.

Beispiel

```
var $myBlob : 4D.Blob

// Store text in a 4D.Blob
CONVERT FROM TEXT("Hello, World!"; "UTF-8"; $myBlob)
$is4DBlob:=OB Instance of($myBlob; 4D.Blob); //True

$myString:=Convert to text($myBlob; "UTF-8")
// $myString contains "Hello, World!"

// Create a new 4D.Blob from $myBlob
$myNewBlob:=$myBlob.slice(0; 5)

$myString:=Convert to text($myNewBlob; "UTF-8")
// $myString contains "Hello"
```

Class

When a user class is [defined](#) in the project, it is loaded in the 4D language environment. A class is an object itself, of "Class" class, which has properties and a function.

Summary

.name : Text	contains the name of the <code>4D.Class</code> object
.new(param : any { ;...paramN }) : 4D.Class	creates and returns a <code>cs.className</code> object which is a new instance of the class on which it is called
.superclass : 4D.Class	returns the parent class of the class

.name

► History

[.name : Text](#)

Beschreibung

The `.name` property contains the name of the `4D.Class` object. Es wird zwischen Groß- und Kleinschreibung unterschieden.

This property is read-only.

.new()

► History

[.new\(param : any { ;...paramN } \) : 4D.Class](#)

Parameter	Typ		Beschreibung
param	any	->	Parameter(s) to pass to the constructor function
Ergebnis	4D.Class	<-	New object of the class

Beschreibung

The `.new()` function creates and returns a `cs.className` object which is a new instance of the class on which it is called. This function is automatically available on all classes from the [cs class store](#).

You can pass one or more optional `param` parameters, which will be passed to the [class constructor](#) function (if any) in the `className` class definition. Within the constructor function, the `This` is bound to the new object being constructed.

If `.new()` is called on a non-existing class, an error is returned.

Beispiele

Eine neue Instanz der Klasse Person anlegen:

```
var $person : cs.Person  
$person:=cs.Person.new() //create the new instance  
//$person contains functions of the class
```

To create a new instance of the Person class with parameters:

```
//Class: Person.4dm  
Class constructor($firstname : Text; $lastname : Text; $age : Integer)  
    This.firstName:=$firstname  
    This.lastName:=$lastname  
    This.age:=$age
```

```
//In a method  
var $person : cs.Person  
$person:=cs.Person.new("John";"Doe";40)  
//$person.firstName = "John"  
//$person.lastName = "Doe"  
//$person.age = 40
```

.superclass

► History

.superclass : 4D.Class

Beschreibung

The `.superclass` property returns the parent class of the class. A superclass can be a `4D.Class` object, or a `cs.className` object. If the class does not have a parent class, the property returns `null`.

A superclass of a user class is declared in a class by using the `Class extends <superclass>` keyword.

This property is read-only.

Beispiele

```
$sup:=4D.File.superclass //Document  
$sup:=4D.Document.superclass //Object  
$sup:=4D.Object.superclass //null  
  
// If you created a MyFile class  
// with `Class extends File`  
$sup:=cs.MyFile.superclass //File
```

See also: [Super](#)

Collection

The Collection class manages [Collection](#) type variables.

A collection is initialized with:

New collection <code>{(...value : any)} : Collection</code> creates a new empty or prefilled collection
New shared collection <code>{(...value : any)} : Collection</code> creates a new empty or prefilled shared collection

Beispiel

```
var $colVar : Collection //creation of collection type 4D variable  
$colVar:=New collection //initialization of the collection and assignment to the 4D variable
```

Summary

<code>.average({propertyPath : Text }) : Real</code> returns the arithmetic mean (average) of defined values in the collection instance
<code>.clear() : Collection</code> removes all elements from the collection instance and returns an empty collection
<code>.combine(col2 : Collection {; index : Integer }) : Collection</code> inserts <code>col2</code> elements at the end or at the specified <code>index</code> position in the collection instance and returns the edited collection
<code>.concat(value : any { ;...valueN }) : Collection</code> returns a new collection containing the elements of the original collection with all elements of the <code>value</code> parameter added to the end
<code>.copy() : Collection</code> <code>.copy(option : Integer) : Collection</code> <code>.copy(option : Integer ; groupWithCol : Collection) : Collection</code> <code>.copy(option : Integer ; groupWithObj : Object) : Collection</code> returns a deep copy of the collection instance
<code>.count({ propertyPath : Text }) : Real</code> returns the number of non-null elements in the collection
<code>.countValues(value : any {; propertyPath : Text }) : Real</code> returns the number of times value is found in the collection
<code>.distinct({option : Integer}) : Collection</code> <code>.distinct(propertyPath : Text {; option : Integer }) : Collection</code> returns a collection containing only distinct (different) values from the original collection
<code>.equal(collection2 : Collection {; option : Integer }) : Boolean</code> compares the collection with collection2

`.every(methodName : Text { ;...param : any }) : Boolean`

`.every(startFrom : Integer ; methodName : Text { ;...param : any }) : Boolean`

returns true if all elements in the collection successfully passed a test implemented in the provided `methodName` method

`.extract(propertyPath : Text { ; option : Integer }) : Collection`

`.extract(propertyPath : Text ; targetPath : Text { ;...propertyPathN : Text ;... targetPathN : Text }) : Collection`

creates and returns a new collection containing `propertyPath` values extracted from the original collection of objects

`.fill(value : any) : Collection`

`.fill(value : any ; startFrom : Integer { ; end : Integer }) : Collection`

fills the collection with the specified `value`, optionally from `startFrom` index to `end` index, and returns the resulting collection

`.filter(methodName : Text { ; ...param : any }) : Collection`

returns a new collection containing all elements of the original collection for which `methodName` method result is true

`.find(methodName : Text { ; ...param : any }) : any`

`.find(startFrom : Integer ; methodName : Text { ; ...param : any }) : any`

returns the first value in the collection for which `methodName`, applied on each element, returns true

`.findIndex(methodName : Text { ; ...param : any }) : Integer`

`.findIndex(startFrom : Integer ; methodName : Text { ; ...param : any }) : Integer`

returns the index, in the collection, of the first value for which `methodName`, applied on each element, returns true

`.indexOf(toSearch : expression { ; startFrom : Integer }) : Integer`

searches the `toSearch` expression among collection elements and returns the index of the first found occurrence, or -1 if it was not found

`.indices(queryString : Text { ; ...value : any }) : Collection`

returns indexes, in the original collection, of object collection elements that match the `queryString` search conditions

`.insert(index : Integer ; element : any) : Collection`

inserts `element` at the specified `index` position in the collection instance and returns the edited collection

`.join(delimiter : Text { ; option : Integer }) : Text`

converts all elements of the collection to strings and concatenates them using the specified `delimiter` string as separator

`.lastIndexOf(toSearch : expression { ; startFrom : Integer }) : Integer`

searches the `toSearch` expression among collection elements and returns the index of the last occurrence

`[.length : Integer`

`](#length)`

returns the number of elements in the collection

`.map(methodName : Text { ; ...param : any }) : Collection`

creates a new collection based upon the result of the call of the `methodName` method on each element of the original collection

`.max({ propertyPath : Text }) : any`

returns the element with the highest value in the collection

`.min({ propertyPath : Text }) : any`

returns the element with the smallest value in the collection

.orderBy() : Collection

.orderBy(*pathStrings* : Text) : Collection

.orderBy(*pathObjects* : Collection) : Collection

.orderBy(*ascOrDesc* : Integer) : Collection

returns a new collection containing all elements of the collection in the specified order

.orderByMethod(*methodName* : Text { ; ...*extraParam* : expression }) : Collection

returns a new collection containing all elements of the collection in the order defined through the *methodName* method

.pop() : any

removes the last element from the collection and returns it as the function result

.push(*element* : any { ;...*elementN* }) : Collection

appends one or more *element*(s) to the end of the collection instance and returns the edited collection

.query(*queryString* : Text ; ...*value* : any) : Collection

.query(*queryString* : Text ; *querySettings* : Object) : Collection

returns all elements of a collection of objects that match the search conditions

.reduce(*methodName* : Text) : any

.reduce(*methodName* : Text ; *initValue* : any { ; ...*param* : expression }) : any

applies the *methodName* callback method against an accumulator and each element in the collection (from left to right) to reduce it to a single value

.remove(*index* : Integer { ; *howMany* : Integer }) : Collection

removes one or more element(s) from the specified *index* position in the collection and returns the edited collection

.resize(*size* : Integer { ; *defaultValue* : any }) : Collection

sets the collection length to the specified new size and returns the resized collection

.reverse() : Collection

returns a deep copy of the collection with all its elements in reverse order

.shift() : any

removes the first element of the collection and returns it as the function result

.slice(*startFrom* : Integer { ; *end* : Integer }) : Collection

returns a portion of a collection into a new collection

.some(*methodName* : Text { ; ...*param* : any }) : Boolean

.some(*startFrom* : Integer ; *methodName* : Text { ; ...*param* : any }) : Boolean

returns true if at least one element in the collection successfully passed a test

.sort(*methodName* : Text { ; ...*extraParam* : any }) : Collection

sorts the elements of the original collection

.sum({ *propertyPath* : Text }) : Real

returns the sum for all values in the collection instance

.unshift(*value* : any { ;...*valueN* : any }) : Collection

inserts the given *value*(s) at the beginning of the collection

New collection

New collection `{(...value : any)} : Collection`

Parameter	Typ		Beschreibung
value	Number, Text, Date, Time, Boolean, Object, Collection, Picture, Pointer	->	Collection's value(s)
Ergebnis	Collection	<-	New collection

Beschreibung

The `New collection` command creates a new empty or prefilled collection and returns its reference.

If you do not pass any parameters, `New collection` creates an empty collection and returns its reference.

You must assign the returned reference to a 4D variable of the `Collection` type.

Keep in mind that `var : Collection` or `C_COLLECTION` statements declare a variable of the `Collection` type but does not create any collection.

Optionally, you can prefill the new collection by passing one or several `value(s)` as parameter(s).

Otherwise, you can add or modify elements subsequently through assignment. Beispiel:

```
myCol[10]:="My new element"
```

If the new element index is beyond the last existing element of the collection, the collection is automatically resized and all new intermediary elements are assigned a null value.

You can pass any number of values of any supported type (number, text, date, picture, pointer, object, collection...). Unlike arrays, collections can mix data of different types.

You must pay attention to the following conversion issues:

- If you pass a pointer, it is kept "as is"; it is evaluated using the `JSON Stringify` command
- Dates are stored as "yyyy-mm-dd" dates or strings with the "YYYY-MM-DDTHH:mm:ss.SSSZ" format, according to the current "dates inside objects" database setting. When converting 4D dates into text prior to storing them in the collection, by default the program takes the local time zone into account. You can modify this behavior using the `Dates inside objects` selector of the `SET DATABASE PARAMETER` command.
- If you pass a time, it is stored as a number of milliseconds (Real).

Beispiel 1

You want to create a new empty collection and assign it to a 4D collection variable:

```
var $myCol : Collection
$myCol:=New collection
//$/myCol=[]
```

Beispiel 2

You want to create a prefilled collection:

```
var $filledColl : Collection
$filledColl:=New collection(33;"mike";"november";->myPtr;Current date)
//$/filledColl=[33,"mike","november","->myPtr","2017-03-28T22:00:00.000Z"]
```

Example 3

You create a new collection and then add a new element:

```
var $coll : Collection
$coll:=New collection("a";"b";"c")
//$coll=["a","b","c"]
$coll[9]:="z" //add a 10th element with value "z"
$vcollSize:=$coll.length //10
//$coll=["a","b","c",null,null,null,null,null,null,"z"]
```

New shared collection

► History

New shared collection {(...value : any)} : Collection

Parameter	Typ		Beschreibung
value	Number, Text, Date, Time, Boolean, Shared object, Shared collection	->	Shared collection's value(s)
Ergebnis	Collection	<-	New shared collection

Beschreibung

The `New shared collection` command creates a new empty or prefilled shared collection and returns its reference.

Adding an element to this collection must be surrounded by the `Use...End` use structure, otherwise an error is generated. Reading an element without a structure is, however, possible.

For more information on shared collections, please refer to the [Shared objects and collections](#) page.

If you do not pass any parameters, `New shared collection` creates an empty shared collection and returns its reference.

You must assign the returned reference to a 4D variable of the `Collection` type.

Keep in mind that `var : Collection` or `C_COLLECTION` statements declare a variable of the `Collection` type but does not create any collection.

Optionally, you can prefill the new shared collection by passing one or several `value(s)` as parameter(s). Otherwise, you can add or modify elements subsequently through object notation assignment (see example).

If the new element index is beyond the last existing element of the shared collection, the collection is automatically resized and all new intermediary elements are assigned a null value.

You can pass any number of values of the following supported types:

- number (real, longint...). Number values are always stored as reals.
- Text
- Boolean
- date
- time (stored as number of milliseconds - real)
- Null
- shared object(*)
- shared collection(*)

Unlike standard (not shared) collections, shared collections do not support pictures, pointers, and objects or collections that are not shared.

(*) When a shared object or collection is added to a shared collection, they share the same *locking identifier*. For more information on this point, refer to the 4D Developer's guide.

Beispiel

```
$mySharedCol:=New shared collection("alpha";"omega")
Use($mySharedCol)
  $mySharedCol[1]:="beta"
End use
```

.average()

► History

.average({*propertyPath* : Text }) : Real

Parameter	Typ		Beschreibung
<i>propertyPath</i>	Text	->	Object property path to be used for calculation
Ergebnis	Real, Undefined	<-	Arithmetic mean (average) of collection values

Beschreibung

The `.average()` function returns the arithmetic mean (average) of defined values in the collection instance.

Only numerical elements are taken into account for the calculation (other element types are ignored).

If the collection contains objects, pass the *propertyPath* parameter to indicate the object property to take into account.

`.average()` returns `undefined` if:

- the collection is empty,
- the collection does not contain numerical elements,
- *propertyPath* is not found in the collection.

Beispiel 1

```
var $col : Collection
$col:=New collection(10;20;"Monday";True;6)
$vAvg:=$col.average() //12
```

Beispiel 2

```
var $col : Collection
$col:=New collection
$col.push(New object("name";"Smith";"salary";10000))
$col.push(New object("name";"Wesson";"salary";50000))
$col.push(New object("name";"Gross";"salary";10500))
$vAvg:=$col.average("salary") //23500
```

.clear()

► History

.clear() : Collection

Parameter	Typ		Beschreibung
Ergebnis	Collection	<-	Original collection with all elements removed

Beschreibung

The `.clear()` function removes all elements from the collection instance and returns an empty collection.

This function modifies the original collection.

Beispiel

```
var $col : Collection
$col:=New collection(1;2;5)
$col.clear()
$vSize:=$col.length //vSize=0
```

.combine()

► History

`.combine(col2 : Collection {; index : Integer }) : Collection`

Parameter	Typ		Beschreibung
col2	Collection	->	Collection to combine
index	Ganzzahl	->	Position to which insert elements to combine in collection (default=length+1)
Ergebnis	Collection	<-	Original collection containing combined element(s)

Beschreibung

The `.combine()` function inserts `col2` elements at the end or at the specified `index` position in the collection instance and returns the edited collection. Unlike the `.insert()` function, `.combine()` adds each value of `col2` in the original collection, and not as a single collection element.

This function modifies the original collection.

By default, `col2` elements are added at the end of the orginal collection. You can pass in `index` the position where you want the `col2` elements to be inserted in the collection.

Warning: Keep in mind that collection elements are numbered from 0.

- If `index >` the length of the collection, the actual starting `index` will be set to the length of the collection.
- If `index < 0`, it is recalculated as `index:=index+length` (it is considered as the offset from the end of the collection).
- If the calculated value is negative, `index` is set to 0.

Beispiel

```
var $c; $fruits : Collection
$c:=New collection(1;2;3;4;5;6)
$fruits:=New collection("Orange";"Banana";"Apple";"Grape")
$c.combine($fruits;3) // [1,2,3,"Orange","Banana","Apple","Grape",4,5,6]
```

.concat()

► History

.concat(*value* : any { ;...*valueN* }) : Collection

Parameter	Typ		Beschreibung
value	Number, Text, Object, Collection, Date, Time, Boolean, Picture	->	Value(s) to concatenate. If <i>value</i> is a collection, all collection elements are added to the original collection
Ergebnis	Collection	<-	New collection with value(s) added to the original collection

Beschreibung

The `.concat()` function returns a new collection containing the elements of the original collection with all elements of the *value* parameter added to the end.

This function does not modify the original collection.

If *value* is a collection, all its elements are added as new elements at the end of the original collection. If *value* is not a collection, it is added itself as a new element.

Beispiel

```
var $c : Collection
$c:=New collection(1;2;3;4;5)
$fruits:=New collection("Orange";"Banana";"Apple";"Grape")
$fruits.push(New object("Intruder";"Tomato"))
$c2:=$c.concat($fruits) // [1,2,3,4,5,"Orange","Banana","Apple","Grape",{"Intruder":"Tomato"}]
$c2:=$c.concat(6;7;8) // [1,2,3,4,5,6,7,8]
```

.copy()

► History

.copy() : Collection

.copy(*option* : Integer) : Collection

.copy(*option* : Integer ; *groupWithCol* : Collection) : Collection

.copy(*option* : Integer ; *groupWithObj* : Object) : Collection

Parameter	Typ		Beschreibung
option	Ganzzahl	->	<code>ck resolve pointers</code> : resolve pointers before copying, <code>ck shared</code> : return a shared collection
groupWithCol	Collection	->	Shared collection to be grouped with the resulting collection
groupWithObj	Objekt	->	Shared object to be grouped with the resulting collection
Ergebnis	Collection	<-	Deep copy of the original collection

Beschreibung

The `.copy()` function returns a deep copy of the collection instance. *Deep copy* means that objects or collections within the original collection are duplicated and do not share any reference with the returned collection.

This function does not modify the original collection.

If passed, the *option* parameter can contain one of the following constants (or both):

option	Beschreibung
ck resolve pointers	If the original collection contains pointer type values, by default the copy also contains the pointers. However, you can resolve pointers when copying by passing the ck resolve pointers. In this case, each pointer present in the collection is evaluated when copying and its dereferenced value is used.
ck shared	By default, copy() returns a regular (not shared) collection, even if the command is applied to a shared collection. Pass the ck shared constant to create a shared collection. In this case, you can use the groupWith parameter to associate the shared collection with another collection or object (see below).

The *groupWithCol* or *groupWithObj* parameters allow you to designate a collection or an object with which the resulting collection should be associated.

Beispiel 1

We want to copy the *\$lastnames* regular (non shared) collection into the *\$sharedObject* shared object. To do this, we must create a shared copy of the collection (*\$sharedLastnames*).

```

var $sharedObject : Object
var $lastnames;$sharedLastnames : Collection
var $text : Text

$sharedObject:=New shared object

$text:=Document to text(Get 4D folder(�Current resources folder)+"lastnames.txt")
$lastnames:=JSON Parse($text) //lastnames is a regular collection

$sharedLastnames:=$lastnames.copy(ck shared) //sharedLastnames is a shared collection

//Now we can put $sharedLastnames into $sharedObject
Use($sharedObject)
    $sharedObject.lastnames:=$sharedLastnames
End use

```

Beispiel 2

We want to combine *\$sharedColl1* and *\$sharedColl2*. Since they belong to different shared groups, a direct combination would result in an error. Therefore, we must make a shared copy of *\$sharedColl1* and designate *\$sharedColl2* as a shared group for the copy.

```

var $sharedColl1;$sharedColl2;$copyColl : Collection

$sharedColl1:=New shared collection(New shared object("lastname";"Smith"))
$sharedColl2:=New shared collection(New shared object("lastname";"Brown"))

//copyColl belongs to the same shared group as $sharedColl2
$copyColl:=$sharedColl1.copy(ck shared;$sharedColl2)
Use($sharedColl2)
    $sharedColl2.combine($copyColl)
End use

```

Example 3

We have a regular collection (*\$lastnames*) and we want to put it in the Storage of the application. To do this, we must create a shared copy beforehand (*\$sharedLastnames*).

```

var $lastnames;$sharedLastnames : Collection
var $text : Text

$text:=Document to text(Get 4D folder(�Current resources folder)+"lastnames.txt")
$lastnames:=JSON Parse($text) // $lastnames is a regular collection

$sharedLastnames:=$lastnames.copy(ck shared) // shared copy

Use(Storage)
    Storage.lastnames:=$sharedLastnames
End use

```

Example 4

This example illustrates the use of the `ck resolve pointers` option:

```

var $col : Collection
var $p : Pointer
$p:-->$what

$col:=New collection
$col.push(New object("alpha";"Hello";"num";1))
$col.push(New object("beta";"You";"what";$p))

$col2:=$col.copy()
$col2[1].beta:="World!"
ALERT($col[0].alpha+" "+$col2[1].beta) // displays "Hello World!"

$what:="You!"
$col3:=$col2.copy(ck resolve pointers)
ALERT($col3[0].alpha+" "+$col3[1].what) // displays "Hello You!"

```

.count()

► History

`.count({ propertyPath : Text }) : Real`

Parameter	Typ		Beschreibung
<i>propertyPath</i>	Text	->	Object property path to be used for calculation
Ergebnis	Zahl	<-	Number of elements in the collection

Beschreibung

The `.count()` function returns the number of non-null elements in the collection.

If the collection contains objects, you can pass the *propertyPath* parameter. In this case, only elements that contain the *propertyPath* are taken into account.

Beispiel

```

var $col : Collection
var $count1;$count2 : Real
$col:=New collection(20;30;Null;40)
$col.push(New object("name";"Smith";"salary";10000))
$col.push(New object("name";"Wesson";"salary";50000))
$col.push(New object("name";"Gross";"salary";10500))
$col.push(New object("lastName";"Henry";"salary";12000))
$count1:=$col.count() // $count1=7
$count2:=$col.count("name") // $count2=3

```

.countValues()

► History

.countValues(*value* : any {; *propertyPath* : Text }) : Real

Parameter	Typ		Beschreibung
<i>value</i>	Text, Number, Boolean, Date, Object, Collection	->	Value to count
<i>propertyPath</i>	Text	->	Object property path to be used for calculation
Ergebnis	Zahl	<-	Number of occurrences of the value

Beschreibung

The `.countValues()` function returns the number of times *value* is found in the collection.

You can pass in *value*:

- a scalar value (text, number, boolean, date),
- an object or a collection reference.

For an element to be found, the type of *value* must be equivalent to the type of the element; the method uses the equality operator.

The optional *propertyPath* parameter allows you to count values inside a collection of objects: pass in *propertyPath* the path of the property whose values you want to count.

This function does not modify the original collection.

Beispiel 1

```

var $col : Collection
var $vCount : Integer
$col:=New collection(1;2;5;5;5;3;6;4)
$vCount:=$col.countValues(5) // $vCount=3

```

Beispiel 2

```

var $col : Collection
var $vCount : Integer
$col:=New collection
$col.push(New object("name";"Smith";"age";5))
$col.push(New object("name";"Wesson";"age";2))
$col.push(New object("name";"Jones";"age";3))
$col.push(New object("name";"Henry";"age";4))
$col.push(New object("name";"Gross";"age";5))
$vCount:=$col.countValues(5;"age") //vCount=2

```

Example 3

```

var $numbers; $letters : Collection
var $vCount : Integer

$letters:=New collection("a";"b";"c")
$numbers:=New collection(1;2;$letters;3;4;5)

$vCount:=$numbers.countValues($letters) //vCount=1

```

.distinct()

► History

.distinct(*{option : Integer}*) : Collection
 .distinct(*propertyPath : Text {; option : Integer}*) : Collection

Parameter	Typ		Beschreibung
option	Ganzzahl	->	ck diacritical : diacritical evaluation ("A" # "a" for example)
propertyPath	Text	->	Path of attribute whose distinct values you want to get
Ergebnis	Collection	<-	New collection with only distinct values

Beschreibung

The `.distinct()` function returns a collection containing only distinct (different) values from the original collection.

This function does not modify the original collection.

The returned collection is automatically sorted. Null values are not returned.

By default, a non-diacritical evaluation is performed. If you want the evaluation to be case sensitive or to differentiate accented characters, pass the `ck diacritical` constant in the *option* parameter.

If the collection contains objects, you can pass the *propertyPath* parameter to indicate the object property whose distinct values you want to get.

Beispiel

```

var $c; $c2 : Collection
$c:=New collection
$c.push("a";"b";"c";"A";"B";"c";"b";"b")
$c.push(New object("size";1))
$c.push(New object("size";3))
$c.push(New object("size";1))
$c2:=$c.distinct() // $c2=[{"a":1,"b":2,"c":3,"size":1}, {"a":1,"b":2,"c":3,"size":3}, {"a":1,"b":2,"c":3,"size":1}]
$c2:=$c.distinct(ck diacritical) // $c2=[{"a":1,"b":2,"c":3,"size":1}, {"a":1,"b":2,"c":3,"size":3}, {"a":1,"b":2,"c":3,"size":1}]
$c2:=$c.distinct("size") // $c2=[1,3]

```

.equal()

► History

.equal(*collection2* : Collection {; *option* : Integer }) : Boolean

Parameter	Typ		Beschreibung
collection2	Collection	->	Collection to compare
option	Ganzzahl	->	ck diacritical : diacritical evaluation ("A" # "a" for example)
Ergebnis	Boolean	<-	True if collections are identical, false otherwise

Beschreibung

The `.equal()` function compares the collection with *collection2* and returns true if they are identical (deep comparison).

By default, a non-diacritical evaluation is performed. If you want the evaluation to be case sensitive or to differentiate accented characters, pass the `ck diacritical` constant in the *option* parameter.

Elements with Null values are not equal to Undefined elements.

Beispiel

```

var $c; $c2 : Collection
var $b : Boolean

$c:=New collection(New object("a";1;"b";"orange");2;3)
$c2:=New collection(New object("a";1;"b";"orange");2;3;4)
$b:=$c.equal($c2) // false

$c:=New collection(New object("1";"a";"b";"orange");2;3)
$c2:=New collection(New object("a";1;"b";"orange");2;3)
$b:=$c.equal($c2) // false

$c:=New collection(New object("a";1;"b";"orange");2;3)
$c2:=New collection(New object("a";1;"b";"0Range");2;3)
$b:=$c.equal($c2) // true

$c:=New collection(New object("a";1;"b";"orange");2;3)
$c2:=New collection(New object("a";1;"b";"0Range");2;3)
$b:=$c.equal($c2;ck diacritical) //false

```

.every()

► History

.every(*methodName* : Text { ;...*param* : any }) : Boolean

.every(*startFrom* : Integer ; *methodName* : Text { ;...*param* : any }) : Boolean

Parameter	Typ		Beschreibung
<i>startFrom</i>	Ganzzahl	->	Index to start the test at
<i>methodName</i>	Text	->	Name of the method to call for the test
<i>param</i>	Mixed	->	Parameter(s) to pass to <i>methodName</i>
Ergebnis	Boolean	<-	True if all elements successfully passed the test

Beschreibung

The `.every()` function returns true if all elements in the collection successfully passed a test implemented in the provided *methodName* method.

In *methodName*, pass the name of the method to use to evaluate collection elements, along with its parameter(s) in *param* (optional). *methodName* can perform any test, with or without the parameter(s). This method receives an `Object` in first parameter (\$1) and must set `$1.result` to true for every element fulfilling the test.

methodName receives the following parameters:

- in `$1.value`: element value to be evaluated
- in `$2`: param
- in `$N...`: paramN...

methodName sets the following parameter(s):

- `$1.result` (Boolean): true if the element value evaluation is successful, false otherwise.
- `$1.stop` (Boolean, optional): true to stop the method callback. The returned value is the last calculated.

In all cases, at the point when the `.every()` function encounters the first collection element returning false in `$1.result`, it stops calling *methodName* and returns false.

By default, `.every()` tests the whole collection. Optionally, you can pass in *startFrom* the index of the element from which to start the test.

- If `startFrom >=` the collection's length, false is returned, which means the collection is not tested.
- If `startFrom < 0`, it is considered as the offset from the end of the collection (`startFrom:=startFrom+length`).
- If `startFrom = 0`, the whole collection is searched (default).

Beispiel 1

```
var $c : Collection
var $b : Boolean
$c:=New collection
$c.push(5;3;1;4;6;2)
$b:=$c.every("NumberGreaterThan0") //returns true
$c.push(-1)
$b:=$c.every("NumberGreaterThan0") //returns false
```

With the following `NumberGreaterThan0` method:

```
$1.result:=$1.value>0
```

Beispiel 2

This example tests that all elements of a collection are of the real type:

```

var $c : Collection
var $b : Boolean
$c:=New collection
$c.push(5;3;1;4;6;2)
$b:=$c.every("TypeLookUp";Is real) //$/b=true
$c:=$c.push(New object("name";"Cleveland";"zc";35049))
$c:=$c.push(New object("name";"Blountsville";"zc";35031))
$b:=$c.every("TypeLookUp";Is real) //$/b=false

```

With the following *TypeLookUp* method:

```

#DECLARE ($toEval : Object ; $param : Integer) //$/1; $2
If(Value type($toEval.value)=$param)
    $toEval.result:=True
End if

```

.extract()

► History

.extract(*propertyPath* : Text { ; *option* : Integer }) : Collection

.extract(*propertyPath* : Text ; *targetPath* : Text { ;...*propertyPathN* : Text ;... *targetPathN* : Text }) : Collection

Parameter	Typ		Beschreibung
<i>propertyPath</i>	Text	->	Object property path whose values must be extracted to the new collection
<i>targetpath</i>	Text	->	Target property path or property name
<i>option</i>	Ganzzahl	->	ck keep null : include null properties in the returned collection (ignored by default). Parameter ignored if <i>targetPath</i> passed.
Ergebnis	Collection	<-	New collection containing extracted values

Beschreibung

The `.extract()` function creates and returns a new collection containing *propertyPath* values extracted from the original collection of objects.

This function does not modify the original collection.

The contents of the returned collection depends on the *targetPath* parameter:

- If the *targetPath* parameter is omitted, `.extract()` populates the new collection with the *propertyPath* values of the original collection.

By default, elements for which *propertyPath* is null or undefined are ignored in the resulting collection. You can pass the `ck keep null` constant in the *option* parameter to include these values as null elements in the returned collection.

- If one or more *targetPath* parameter(s) are passed, `.extract()` populates the new collection with the *propertyPath* properties and each element of the new collection is an object with *targetPath* properties filled with the corresponding *propertyPath* properties. Null values are kept (*option* parameter is ignored with this syntax).

Beispiel 1

```

var $c : Collection
$c:=New collection
$c.push(New object("name";"Cleveland"))
$c.push(New object("zip";5321))
$c.push(New object("name";"Blountsville"))
$c.push(42)
$c2:=$c.extract("name") // $c2=[Cleveland,Blountsville]
$c2:=$c.extract("name";ck keep null) // $c2=[Cleveland,null,Blountsville,null]

```

Beispiel 2

```

var $c : Collection
$c:=New collection
$c.push(New object("zc";35060))
$c.push(New object("name";Null;"zc";35049))
$c.push(New object("name";"Cleveland";"zc";35049))
$c.push(New object("name";"Blountsville";"zc";35031))
$c.push(New object("name";"Adger";"zc";35006))
$c.push(New object("name";"Clanton";"zc";35046))
$c.push(New object("name";"Clanton";"zc";35045))
$c2:=$c.extract("name";"City") // $c2=[{City:null},{City:Cleveland},{City:Blountsville},{City:Adger},{City:Clanton},{City:Clanton}]
$c2:=$c.extract("name";"City";"zc";"Zip") // $c2=[{Zip:35060},{City:null,Zip:35049},{City:Cleveland,Zip:35031},{City:Adger,Zip:35006},{City:Clanton,Zip:35046},{City:Clanton,Zip:35045}]

```

.fill()

► History

`.fill(value : any) : Collection`
`.fill(value : any ; startFrom : Integer { ; end : Integer }) : Collection`

Parameter	Typ		Beschreibung
value	number, Text, Collection, Object, Date, Boolean	->	Filling value
startFrom	Ganzzahl	->	Start index (included)
end	Ganzzahl	->	End index (not included)
Ergebnis	collection	<-	Original collection with filled values

Beschreibung

The `.fill()` function fills the collection with the specified `value`, optionally from `startFrom` index to `end` index, and returns the resulting collection.

This function modifies the original collection.

- If the `startFrom` parameter is omitted, `value` is set to all collection elements (`startFrom=0`).
- If the `startFrom` parameter is passed and `end` omitted, `value` is set to collection elements starting at `startFrom` to the last element of the collection (`end=length`).
- If both the `startFrom` parameter and `end` are passed, `value` is set to collection elements starting at `startFrom` to the element `end`.

In case of inconsistency, the following rules apply:

- If `startFrom < 0`, it is recalculated as `startFrom:=startFrom+length` (it is considered as the offset from the end of the collection). If the calculated value is negative, `startFrom` is set to 0.
- If `end < 0`, it is recalculated as `end:=end+length`.
- If `end < startFrom` (passed or calculated values), the method does nothing.

Beispiel

```
var $c : Collection
$c:=New collection(1;2;3;"Lemon";Null;"";4;5)
$c.fill("2") // $c:=[2,2,2,2,2,2,2]
$c.fill("Hello";5) // $c=[2,2,2,2,Hello,Hello,Hello]
$c.fill(0;1;5) // $c=[2,0,0,0,0>Hello,Hello,Hello]
$c.fill("world";1;-5) // -5+8=3 -> $c=[2,"world","world",0,0>Hello,Hello,Hello]
```

.filter()

► History

.filter(*methodName* : Text { ; ...*param* : any }) : Collection

Parameter	Typ		Beschreibung
methodName	Text	->	Name of the function to call to filter the collection
param	Mixed	->	Parameter(s) to pass to <i>methodName</i>
Ergebnis	Collection	<-	New collection containing filtered elements (shallow copy)

Beschreibung

The `.filter()` function returns a new collection containing all elements of the original collection for which *methodName* method result is true. This function returns a *shallow copy*, which means that objects or collections in both collections share the same reference. If the original collection is a shared collection, the returned collection is also a shared collection.

This function does not modify the original collection.

In *methodName*, pass the name of the method to use to evaluate collection elements, along with its parameter(s) in *param* (optional). *methodName* can perform any test, with or without the parameter(s). In *methodName*, pass the name of the method to use to evaluate collection elements, along with its parameter(s) in *param* (optional).

methodName receives the following parameters:

- in `$1.value`: element value to be filtered
- in `$2: param`
- in `$N...: param2...paramN`

methodName sets the following parameter(s):

- `$1.result` (boolean): true if the element value matches the filter condition and must be kept.
- `$1.stop` (boolean, optional): true to stop the method callback. The returned value is the last calculated.

Beispiel 1

You want to get the collection of text elements whose length is smaller than 6:

```
var $col;$colNew : Collection
$col:=New collection("hello";"world";"red horse";66;"tim";"san jose";"miami")
$colNew:=$col.filter("LengthLessThan";6)
//$colNew=["hello","world","tim","miami"]
```

The code for *LengthLessThan* method is:

```

C_OBJECT($1)
C_LONGINT($2)
If(Value_type($1.value)=Is text)
  $1.result:=(Length($1.value))<$2
End if

```

Beispiel 2

You want to filter elements according to their value type:

```

var $c;$c2;$c3 : Collection
$c:=New collection(5;3;1;4;6;2)
$c.push(New object("name";"Cleveland";"zc";35049))
$c.push(New object("name";"Blountsville";"zc";35031))
$c2:=$c.filter("TypeLookUp";Is real) // $c2=[5,3,1,4,6,2]
$c3:=$c.filter("TypeLookUp";Is object)
// $c3=[{name:Cleveland,zc:35049},{name:Blountsville,zc:35031}]

```

The code for *TypeLookUp* is:

```

C_OBJECT($1)
C_LONGINT($2)
If(OB Get type($1;"value")=$2

  $1.result:=True
End if

```

.find()

► History

.find(*methodName* : Text { ; ...*param* : any }) : any
 .find(*startFrom* : Integer ; *methodName* : Text { ; ...*param* : any }) : any

Parameter	Typ		Beschreibung
<i>startFrom</i>	Ganzzahl	->	Index to start the search at
<i>methodName</i>	Text	->	Name of the function to call for the find
<i>param</i>	any	->	Parameter(s) to pass to <i>methodName</i>
Ergebnis	any	<-	First value found, or Undefined if not found

Beschreibung

The `.find()` function returns the first value in the collection for which *methodName*, applied on each element, returns true.

This function does not modify the original collection.

In *methodName*, pass the name of the method to use to evaluate collection elements, along with its parameter(s) in *param* (optional). *methodName* can perform any test, with or without the parameter(s). In *methodName*, pass the name of the method to use to evaluate collection elements, along with its parameter(s) in *param* (optional).

methodName receives the following parameters:

- in *\$1.value*: element value to be evaluated
- in *\$2: param*

- in \$N...: param2...paramN

methodName sets the following parameter(s):

- *\$1.result* (boolean): true if the element value matches the search condition.
- *\$1.stop* (boolean, optional): true to stop the method callback. The returned value is the last calculated.

By default, `.find()` searches in the whole collection. Optionally, you can pass in *startFrom* the index of element from which to start the search.

- If *startFrom* \geq the collection's length, -1 is returned, which means the collection is not searched.
- If *startFrom* < 0 , it is considered as the offset from the end of the collection (*startFrom:=startFrom+length*). Note: Even if *startFrom* is negative, the collection is still searched from left to right.
- If *startFrom* = 0, the whole collection is searched (default).

Beispiel 1

You want to get the first element with a length smaller than 5:

```
var $col : Collection
$col:=New collection("hello";"world";4;"red horse";"tim";"san jose")
$value:=$col.find("LengthLessThan";5) //$/value="tim"
```

The code for *LengthLessThan* method is:

```
var $1 : Object
var $2 : Integer
If(Value type($1.value)=Is text)
    $1.result:=(Length($1.value))<$2
End if
```

Beispiel 2

You want to find a city name within a collection:

```
var $c : Collection
var $c2 : Object
$c:=New collection
$c.push(New object("name";"Cleveland";"zc";35049))
$c.push(New object("name";"Blountsville";"zc";35031))
$c.push(New object("name";"Adger";"zc";35006))
$c.push(New object("name";"Clanton";"zc";35046))
$c.push(New object("name";"Clanton";"zc";35045))
$c2:=$c.find("FindCity";"Clanton") //$/c2={name:Clanton,zc:35046}
```

The code for *FindCity* is:

```
var $1 : Object
var $2 : Text
$1.result:=$1.value.name==$2 //name is a property name of objects in the collection
```

.findIndex()

► History

`.findIndex(methodName : Text { ; ...param : any }) : Integer`

`.findIndex(startFrom : Integer ; methodName : Text { ; ...param : any }) : Integer`

Parameter	Typ		Beschreibung
startFrom	Ganzzahl	->	Index to start the search at
methodName	Text	->	Name of the function to call for the find
param	any	->	Parameter(s) to pass to <i>methodName</i>
Ergebnis	Ganzzahl	<-	Index of first value found, or -1 if not found

Beschreibung

The `.findIndex()` function returns the index, in the collection, of the first value for which *methodName*, applied on each element, returns true.

This function does not modify the original collection.

In *methodName*, pass the name of the method to use to evaluate collection elements, along with its parameter(s) in *param* (optional). In *methodName*, pass the name of the method to use to evaluate collection elements, along with its parameter(s) in *param* (optional). *methodName* can perform any test, with or without the parameter(s).

methodName receives the following parameters:

- in `$1.value`: element value to be evaluated
- in `$2`: *param*
- in `$N...`: param2...paramN

methodName sets the following parameter(s):

- `$1.result` (boolean): true if the element value matches the search condition.
- `$1.stop` (boolean, optional): true to stop the method callback. The returned value is the last calculated.

By default, `.findIndex()` searches in the whole collection. Optionally, you can pass in *startFrom* the index of element from which to start the search.

- If *startFrom* \geq the collection's length, -1 is returned, which means the collection is not searched.
- If *startFrom* < 0 , it is considered as the offset from the end of the collection (`startFrom:=startFrom+length`). Note: Even if *startFrom* is negative, the collection is still searched from left to right.
- If *startFrom* = 0, the whole collection is searched (default).

Beispiel

You want to find the position of the first city name within a collection:

```
var $c : Collection
var $val2;$val3 : Integer
$c:=New collection
$c.push(New object("name";"Cleveland";"zc";35049))
$c.push(New object("name";"Blountsville";"zc";35031))
$c.push(New object("name";"Adger";"zc";35006))
$c.push(New object("name";"Clanton";"zc";35046))
$c.push(New object("name";"Clanton";"zc";35045))
$val2:=$c.findIndex("FindCity";"Clanton") // $val2=3
$val3:=$c.findIndex($val2+1;"FindCity";"Clanton") // $val3=4
```

The code for *FindCity* method is:

```
var $1 : Object
var $2 : Text
$1.result:=$1.value.name==$2
```

.indexOf()

► History

.indexOf(*toSearch* : expression { ; *startFrom* : Integer }) : Integer

Parameter	Typ		Beschreibung
toSearch	expression	->	Expression to search in the collection
startFrom	Ganzzahl	->	Index to start the search at
Ergebnis	Ganzzahl	<-	Index of the first occurrence of toSearch in the collection, -1 if not found

Beschreibung

The `.indexOf()` function searches the *toSearch* expression among collection elements and returns the index of the first found occurrence, or -1 if it was not found.

This function does not modify the original collection.

In *toSearch*, pass the expression to find in the collection. You can pass:

- a scalar value (text, number, boolean, date),
- the null value,
- an object or a collection reference.

toSearch must match exactly the element to find (the same rules as for the equality operator of the data type are applied).

Optionally, you can pass the index of collection from which to start the search in *startFrom*.

- If *startFrom* \geq the collection's length, -1 is returned, which means the collection is not searched.
- If *startFrom* < 0 , it is considered as the offset from the end of the collection (*startFrom:=startFrom+length*). Note: Even if *startFrom* is negative, the collection is still searched from left to right.
- If *startFrom* = 0, the whole collection is searched (default).

Beispiel

```
var $col : Collection
var $i : Integer
$col:=New collection(1;2;"Henry";5;3;"Albert";6;4;"Alan";5)
$i:=$col.indexOf(3) //i=4
$i:=$col.indexOf(5;5) //i=9
$i:=$col.indexOf("al@") //i=5
$i:=$col.indexOf("Hello") //i=-1
```

.indices()

► History

.indices(*queryString* : Text { ; ...*value* : any }) : Collection

Parameter	Typ		Beschreibung
queryString	Text	->	Search criteria
value	any	->	Value(s) to compare when using placeholder(s)
Ergebnis	Collection	<-	Element index(es) matching queryString in the collection

Beschreibung

The `.indices()` function works exactly the same as the `.query()` function but returns indexes, in the original

collection, of object collection elements that match the *queryString* search conditions, and not elements themselves. Indexes are returned in ascending order.

This function does not modify the original collection.

The *queryString* parameter uses the following syntax:

```
propertyPath comparator value {logicalOperator propertyPath comparator value}
```

For a detailed description of the *queryString* and *value* parameters, please refer to the `dataClass.query()` function.

Beispiel

```
var $c; $icol : Collection
$c:=New collection
$c.push(New object("name";"Cleveland";"zc";35049))
$c.push(New object("name";"Blountsville";"zc";35031))

$c.push(New object("name";"Adger";"zc";35006))
$c.push(New object("name";"Clanton";"zc";35046))
$c.push(New object("name";"Clanton";"zc";35045))
$icol:=$c.indices("name = :1";"Cleveland") // $icol=[0]
$icol:=$c.indices("zc > 35040") // $icol=[0,3,4]
```

.insert()

► History

`.insert(index : Integer ; element : any) : Collection`

Parameter	Typ		Beschreibung
index	Ganzzahl	->	Where to insert the element
element	any	->	Element to insert in the collection
Ergebnis	Collection	<-	Original collection containing inserted element

Beschreibung

The `.insert()` function inserts *element* at the specified *index* position in the collection instance and returns the edited collection.

This function modifies the original collection.

In *index*, pass the position where you want the element to be inserted in the collection.

Warning: Keep in mind that collection elements are numbered from 0.

- If *index* > the length of the collection, actual starting index will be set to the length of the collection.
- If *index* < 0, it is recalculated as *index* := *index* + *length* (it is considered as the offset from the end of the collection).
- If the calculated value is negative, *index* is set to 0.

Any type of element accepted by a collection can be inserted, even another collection.

Beispiel

```

var $col : Collection
$c:=New collection("a";"b";"c";"d") // $col=["a","b","c","d"]
$c.insert(2;"X") // $col=["a","b","X","c","d"]
$c.insert(-2;"Y") // $col=["a","b","X","Y","c","d"]
$c.insert(-10;"Hi") // $col=["Hi","a","b","X","Y","c","d"]

```

.join()

► History

`join(delimiter : Text { ; option : Integer }) : Text`

Parameter	Typ		Beschreibung
delimiter	Text	->	Separator to use between elements
option	Ganzzahl	->	<code>ck ignore null or empty</code> : ignore null and empty strings in the result
Ergebnis	Text	<-	String containing all elements of the collection, separated by delimiter

Beschreibung

The `.join()` function converts all elements of the collection to strings and concatenates them using the specified `delimiter` string as separator. The function returns the resulting string.

This function does not modify the original collection.

By default, null or empty elements of the collection are returned in the resulting string. Pass the `ck ignore null or empty` constant in the `option` parameter if you want to remove them from the resulting string.

Beispiel

```

var $c : Collection
var $t1;$t2 : Text
$c:=New collection(1;2;3;"Paris";Null;"";4;5)
$t1:=$c.join("|") //1|2|3|Paris|null||4|5
$t2:=$c.join("|";ck ignore null or empty) //1|2|3|Paris|4|5

```

.lastIndexOf()

► History

`lastIndexOf(toSearch : expression { ; startFrom : Integer }) : Integer`

Parameter	Typ		Beschreibung
toSearch	expression	->	The element that is to be searched for within the collection
startFrom	Ganzzahl	->	Index to start the search at
Ergebnis	Ganzzahl	<-	Index of last occurrence of toSearch in the collection, -1 if not found

Beschreibung

The `.lastIndexOf()` function searches the `toSearch` expression among collection elements and returns the index of the last occurrence, or -1 if it was not found.

This function does not modify the original collection.

In *toSearch*, pass the expression to find in the collection. You can pass:

- a scalar value (text, number, boolean, date),
- the null value,
- an object or a collection reference.

toSearch must match exactly the element to find (the same rules as for the equality operator are applied).

Optionally, you can pass the index of collection from which to start a reverse search in *startFrom*.

- If *startFrom* \geq the collection's length minus one (*coll.length-1*), the whole collection is searched (default).
- If *startFrom* < 0 , it is recalculated as *startFrom:=startFrom+length* (it is considered as the offset from the end of the collection). If the calculated value is negative, -1 is returned (the collection is not searched). Note: Even if *startFrom* is negative, the collection is still searched from right to left.
- If *startFrom* = 0, -1 is returned, which means the collection is not searched.

Beispiel

```
var $col : Collection
var $pos1;$pos2;$pos3;$pos4;$pos5 : Integer
$col:=Split string("a,b,c,d,e,f,g,h,i,j,e,k,e;") // $col.length=13
$pos1:=$col.lastIndexof("e") // returns 12
$pos2:=$col.lastIndexof("e";6) // returns 4
$pos3:=$col.lastIndexof("e";15) // returns 12
$pos4:=$col.lastIndexof("e";-2) // returns 10
$pos5:=$col.lastIndexof("x") // returns -1
```

.length

► History

.length : Integer

Beschreibung

The `.length` property returns the number of elements in the collection.

The `.length` property is initialized when the collection is created. Adding or removing elements updates the length, if necessary. This property is read-only (you cannot use it to set the size of the collection).

Beispiel

```
var $col : Collection // $col.length initialized to 0
$col:=New collection("one";"two";"three") // $col.length updated to 3
$col[4]:="five" // $col.length updated to 5
$vSize:=$col.remove(0;3).length // $vSize=2
```

.map()

► History

.map(*methodName* : Text { ; ...*param* : any }) : Collection

Parameter	Typ		Beschreibung
methodName	Text	->	Name of method used to transform the collection elements
param	any	->	Parameter(s) for the method
Ergebnis	Collection	<-	Collection of transformed values

Beschreibung

The `.map()` function creates a new collection based upon the result of the call of the *methodName* method on each element of the original collection. Optionally, you can pass parameters to *methodName* using the *param* parameter(s). `.map()` always returns a collection with the same size as the original collection.

This function does not modify the original collection.

In *methodName*, pass the name of the method to use to evaluate collection elements, along with its parameter(s) in *param* (optional). In *methodName*, pass the name of the method to use to evaluate collection elements, along with its parameter(s) in *param* (optional).

methodName receives the following parameters:

- in `$1.value` (any type): element value to be mapped
- in `$2` (any type): *param*
- in `$N...` (any type): *paramN...*

methodName sets the following parameter(s):

- `$1.result` (any type): new transformed value to add to the resulting collection
- `$1.stop` (boolean): true to stop the method callback. The returned value is the last calculated.

Beispiel

```
var $c; $c2 : Collection  
$c:=New collection(1;4;9;10;20)  
$c2:=$c.map("Percentage";$c.sum())  
//c2=[2.27,9.09,20.45,22.73,45.45]
```

Here is the *Percentage* method:

```
var $1 : Object  
var $2 : Real  
$1.result:=Round(($.value/$2)*100;2)
```

.max()

► History

`.max({ propertyPath : Text }) : any`

Parameter	Typ		Beschreibung
propertyPath	Text	->	Object property path to be used for evaluation
Ergebnis	Boolean, Text, Number, Collection, Object, Date	<-	Maximum value in the collection

Beschreibung

The `.max()` function returns the element with the highest value in the collection (the last element of the collection as it would be sorted in ascending order using the `.sort()` function).

This function does not modify the original collection.

If the collection contains different types of values, the `.max()` function will return the maximum value within the last element type in the type list order (see `.sort()` description).

If the collection contains objects, pass the *propertyPath* parameter to indicate the object property whose maximum value you want to get.

If the collection is empty, `.max()` returns *Undefined*.

Beispiel

```
var $col : Collection
$col:=New collection(200;150;55)
$col.push(New object("name";"Smith";"salary";10000))
$col.push(New object("name";"Wesson";"salary";50000))
$col.push(New object("name";"Alabama";"salary";10500))
$max:=$col.max() //{name:Alabama,salary:10500}
$maxSal:=$col.max("salary") //50000
$maxName:=$col.max("name") //"Wesson"
```

.min()

► History

`.min({ propertyPath : Text }) : any`

Parameter	Typ		Beschreibung
propertyPath	Text	->	Object property path to be used for evaluation
Ergebnis	Boolean, Text, Number, Collection, Object, Date	<-	Minimum value in the collection

Beschreibung

The `.min()` function returns the element with the smallest value in the collection (the first element of the collection as it would be sorted in ascending order using the `.sort()` function).

This function does not modify the original collection.

If the collection contains different types of values, the `.min()` function will return the minimum value within the first element type in the type list order (see `.sort()` description).

If the collection contains objects, pass the *propertyPath* parameter to indicate the object property whose minimum value you want to get.

If the collection is empty, `.min()` returns *Undefined*.

Beispiel

```
var $col : Collection
$col:=New collection(200;150;55)
$col.push(New object("name";"Smith";"salary";10000))
$col.push(New object("name";"Wesson";"salary";50000))
$col.push(New object("name";"Alabama";"salary";10500))
$min:=$col.min() //55
$minSal:=$col.min("salary") //10000
$minName:=$col.min("name") //"Alabama"
```

.orderBy()

► History

```
.orderBy( ) : Collection
.orderBy( pathStrings : Text ) : Collection
.orderBy( pathObjects : Collection ) : Collection
.orderBy( ascOrDesc : Integer ) : Collection
```

Parameter	Typ		Beschreibung
pathStrings	Text	->	Property path(s) on which to order the collection
pathObjects	Collection	->	Collection of criteria objects
ascOrDesc	Ganzzahl	->	<code>ck ascending</code> or <code>ck descending</code> (scalar values)
Ergebnis	Collection	<-	Ordered copy of the collection (shallow copy)

Beschreibung

The `.orderBy()` function returns a new collection containing all elements of the collection in the specified order.

This function returns a *shallow copy*, which means that objects or collections in both collections share the same reference. If the original collection is a shared collection, the returned collection is also a shared collection.

This function does not modify the original collection.

If you pass no parameter, the function orders scalar values in the collection in ascending order (other element types such as objects or collections are returned unordered). You can modify this automatic order by passing the `ck ascending` or `ck descending` constants in the `ascOrDesc` parameter (see below).

You can also pass a criteria parameter to define how the collection elements must be sorted. Three syntaxes are supported for this parameter:

- `pathStrings` : Text (formula). Syntax: `propertyPath1 {desc or asc}, propertyPath2 {desc or asc},...` (default order: asc). `pathStrings` contains a formula made of 1 to x property paths and (optionally) sort orders, separated by commas. The order in which the properties are passed determines the sorting priority of the collection elements. By default, properties are sorted in ascending order. You can set the sort order of a property in the criteria string, separated from the property path by a single space: pass "asc" to sort in ascending order or "desc" in descending order.
- `pathObjects` : Collection. You can add as many objects in the `pathObjects` collection as necessary. By default, properties are sorted in ascending order ("descending" is false). Each element of the collection contains an object structured in the following way:

```
{
  "propertyPath": string,
  "descending": boolean
}
```

- `ascOrDesc` : Integer. You pass one of the following constants from the Objects and collections theme:

Constant	Typ	Wert	Kommentar
ck ascending	Lange Ganzzahl	0	Elements are ordered in ascending order (default)
ck descending	Lange Ganzzahl	1	Elements are ordered in descending order

This syntax orders scalar values in the collection only (other element types such as objects or collections are returned unordered).

If the collection contains elements of different types, they are first grouped by type and sorted afterwards. Types are returned in the following order:

1. Null
2. booleans

3. strings
4. numbers
5. objects
6. collections
7. dates

Beispiel 1

Ordering a collection of numbers in ascending and descending order:

```
var $c; $c2; $3 : Collection
$c:=New collection
For($vCounter;1;10)
    $c.push(Random)
End for
$c2:=$c.orderBy(ck ascending)
$c3:=$c.orderBy(ck descending)
```

Beispiel 2

Ordering a collection of objects based on a text formula with property names:

```
var $c; $c2 : Collection
$c:=New collection
For($vCounter;1;10)
    $c.push(New object("id";$vCounter;"value";Random))
End for
$c2:=$c.orderBy("value desc")
$c2:=$c.orderBy("value desc, id")
$c2:=$c.orderBy("value desc, id asc")
```

Ordering a collection of objects with a property path:

```
var $c; $c2 : Collection
$c:=New collection
$c.push(New object("name";"Cleveland";"phones";New object("p1";"01";"p2";"02")))
$c.push(New object("name";"Blountsville";"phones";New object("p1";"00";"p2";"03")))

$c2:=$c.orderBy("phones.p1 asc")
```

Example 3

Ordering a collection of objects using a collection of criteria objects:

```
var $crit; $c; $c2 : Collection
$crit:=New collection
$c:=New collection
For($vCounter;1;10)
    $c.push(New object("id";$vCounter;"value";Random))
End for
$crit.push(New object("propertyPath";"value";"descending";True))
$crit.push(New object("propertyPath";"id";"descending";False))
$c2:=$c.orderBy($crit)
```

Ordering with a property path:

```

var $crit; $c; $c2 : Collection
$c:=New collection
$c.push(New object("name";"Cleveland";"phones";New object("p1";"01";"p2";"02")))
$c.push(New object("name";"Blountsville";"phones";New object("p1";"00";"p2";"03")))
$crit:=New collection(New object("propertyPath";"phones.p2";"descending";True))
$c2:=$c.orderBy($crit)

```

.orderByMethod()

► History

.orderByMethod(*methodName* : Text { ; ...*extraParam* : expression }) : Collection

Parameter	Typ		Beschreibung
methodName	Text	->	Name of method used to specify the sorting order
extraParam	expression	->	Parameter(s) for the method
Ergebnis	Collection	<-	Sorted copy of the collection (shallow copy)

Beschreibung

The `.orderByMethod()` function returns a new collection containing all elements of the collection in the order defined through the *methodName* method.

This function returns a *shallow copy*, which means that objects or collections in both collections share the same reference. If the original collection is a shared collection, the returned collection is also a shared collection.

This function does not modify the original collection.

In *methodName*, pass a comparison method that compares two values and returns `true` in `$1.result` if the first value is lower than the second value. You can provide additional parameters to *methodName* if necessary.

- *methodName* will receive the following parameters:
 - `$1` (object), where:
 - `$1.value` (any type): first element value to be compared
 - `$1.value2` (any type): second element value to be compared
 - `$2...$N` (any type): extra parameters
- *methodName* sets the following parameter:
 - `$1.result` (boolean): true if `$1.value < $1.value2`, false otherwise

Beispiel 1

You want to sort a collection of strings in numerical order rather than alphabetical order:

```

var $c; $c2; $c3 : Collection
$c:=New collection
$c.push("33";"4";"1111";"222")
$c2:=$c.orderBy() // $c2=[ "1111", "222", "33", "4" ], alphabetical order
$c3:=$c.orderByMethod("NumAscending") // $c3=[ "4", "33", "222", "1111" ]

```

Here is the code for *NumAscending*:

```

$c1.result:=Num($1.value)<Num($1.value2)

```

Beispiel 2

You want to sort a collection of strings on their length:

```
var $fruits; $c2 : Collection  
$fruits:=New collection("Orange";"Apple";"Grape";"pear";"Banana";"fig";"Blackberry";"Passion fruit")  
$c2:=$fruits.orderByMethod("WordLength")  
//c2=[Passion fruit,Blackberry,Orange,Banana,Apple,Grape,pear,fig]
```

Here is the code for *WordLength*:

```
$1.result:=Length(String($1.value))>Length(String($1.value2))
```

Example 3

You want to sort a collection by character code or language:

```
var $strings1; $strings2 : Collection  
$strings1:=New collection("Alpha";"Charlie";"alpha";"bravo";"Bravo";"charlie")  
  
//using the character code:  
$strings2:=$strings1.orderByMethod("sortCollection";sk character codes)  
// result : ["Alpha","Bravo","Charlie","alpha","bravo","charlie"]  
  
//using the language:  
$strings2:=$strings1.orderByMethod("sortCollection";sk strict)  
// result : ["alpha","Alpha","bravo","Bravo","charlie","Charlie"]
```

The *sortCollection* method:

```
var$1Object  
var$2Integer // sort option  
  
$1.result:=(Compare strings($1.value;$1.value2;$2)<0)
```

.pop()

► History

.pop() : any

Parameter	Typ		Beschreibung
Ergebnis	any	<-	Last element of collection

Beschreibung

The `.pop()` function removes the last element from the collection and returns it as the function result.

This function modifies the original collection.

When applied to an empty collection, `.pop()` returns *undefined*.

Beispiel

`.pop()`, used in conjunction with `.push()`, can be used to implement a first-in, last-out stack feature:

```

var $stack : Collection
$stack:=New collection //$/stack=[]
$stack.push(1;2) //$/stack=[1,2]
$stack.pop() //$/stack=[1] Returns 2
$stack.push(New collection(4;5)) //$/stack=[[1,[4,5]]
$stack.pop() //$/stack=[1] Returns [4,5]
$stack.pop() //$/stack=[] Returns 1

```

.push()

► History

.push(*element* : any { ;...*elementN* }) : Collection

Parameter	Typ		Beschreibung
element	Mixed	->	Element(s) to add to the collection
Ergebnis	Collection	<-	Original collection containing added elements

Beschreibung

The `.push()` function appends one or more *element(s)* to the end of the collection instance and returns the edited collection.

This function modifies the original collection.

Beispiel 1

```

var $col : Collection
$col:=New collection(1;2) //$/col=[1,2]
$col.push(3) //$/col=[1,2,3]
$col.push(6;New object("firstname";"John";"lastname";"Smith"))
//$/col=[1,2,3,6,{firstname:John, lastname:Smith}]

```

Beispiel 2

You want to sort the resulting collection:

```

var $col; $sortedCol : Collection
$col:=New collection(5;3;9) //$/col=[5,3,9]
$sortedCol:=$col.push(7;50).sort()
//$/col=[5,3,9,7,50]
//$/sortedCol=[3,5,7,9,50]

```

.query()

► History

.query(*queryString* : Text ; ...*value* : any) : Collection

.query(*queryString* : Text ; *querySettings* : Object) : Collection

Parameter	Typ		Beschreibung
queryString	Text	->	Search criteria
value	Mixed	->	Value(s) to compare when using placeholder(s)
querySettings	Objekt	->	Query options: parameters, attributes
Ergebnis	Collection	<-	Element(s) matching queryString in the collection

Beschreibung

The `.query()` function returns all elements of a collection of objects that match the search conditions defined by `queryString` and (optionally) `value` or `querySettings`. If the original collection is a shared collection, the returned collection is also a shared collection.

This function does not modify the original collection.

The `queryString` parameter uses the following syntax:

```
propertyPath comparator value {logicalOperator propertyPath comparator value}
```

For detailed information on how to build a query using `queryString`, `value` and `querySettings` parameters, please refer to the [dataClass.query\(\)](#) function description.

Formulas are not supported by the `collection.query()` function, neither in the `queryString` parameter nor as `formula` object parameter.

Beispiel 1

```
var $c; $c2; $c3 : Collection
$c:=New collection
$c.push(New object("name";"Cleveland";"zc";35049))
$c.push(New object("name";"Blountsville";"zc";35031))
$c.push(New object("name";"Adger";"zc";35006))
$c.push(New object("name";"Clanton";"zc";35046))
$c.push(New object("name";"Clanton";"zc";35045))
$c2:=$c.query("name = :1";"Cleveland") // $c2=[{name:Cleveland,zc:35049}]
$c3:=$c.query("zc > 35040") // $c3=[{name:Cleveland,zc:35049},{name:Clanton,zc:35046},{name:Clanton,zc:35045}]
```

Beispiel 2

```
var $c : Collection
$c:=New collection
$c.push(New object("name";"Smith";"dateHired";!22-05-2002!;"age";45))
$c.push(New object("name";"Wesson";"dateHired";!30-11-2017!))
$c.push(New object("name";"Winch";"dateHired";!16-05-2018!;"age";36))

$c.push(New object("name";"Sterling";"dateHired";!10-5-1999!;"age";Null))
$c.push(New object("name";"Mark";"dateHired";!01-01-2002!))
```

This example returns persons whose name contains "in":

```
$col:=$c.query("name = :1";"@in@")
// $col=[{name:Winch...},{name:Sterling...}]
```

This example returns persons whose name does not begin with a string from a variable (entered by the user, for example):

```
$col:=$c.query("name # :1;$aString+@\")  
//if $astring="W"  
//$col=[{name:Smith...},{name:Sterling...},{name:Mark...}]
```

This example returns persons whose age is not known (property set to null or undefined):

```
$col:=$c.query("age=null") //placeholders not allowed with "null"  
//$col=[{name:Wesson...},{name:Sterling...},{name:Mark...}]
```

This example returns persons hired more than 90 days ago:

```
$col:=$c.query("dateHired < :1;(Current date-90)")  
//$col=[{name:Smith...},{name:Sterling...},{name:Mark...}] if today is 01/10/2018
```

Example 3

More examples of queries can be found in the `dataClass.query()` page.

.reduce()

► History

`.reduce(methodName : Text) : any`

`.reduce(methodName : Text ; initialValue : any { ; ...param : expression }) : any`

Parameter	Typ		Beschreibung
methodName	Text	->	Name of the function to call to process collection elements
initialValue	Text, Number, Object, Collection, Date, Boolean	->	Value to use as the first argument to the first call of <i>methodName</i>
param	expression	->	Parameter(s) to pass to <i>methodName</i>
Ergebnis	Text, Number, Object, Collection, Date, Boolean	<-	Result of the accumulator value

Beschreibung

The `.reduce()` function applies the *methodName* callback method against an accumulator and each element in the collection (from left to right) to reduce it to a single value.

This function does not modify the original collection.

In *methodName*, pass the name of the method to use to evaluate collection elements, along with its parameter(s) in *param* (optional). *methodName* takes each collection element and performs any desired operation to accumulate the result into `$1.accumulator`, which is returned in `$1.value`.

You can pass the value to initialize the accumulator in *initialValue*. If omitted, `$1.accumulator` starts with *Undefined*.

methodName receives the following parameters:

- in `$1.value`: element value to be processed
- in `$2: param`
- in `$N...: paramN...`

methodName sets the following parameter(s):

- *\$1.accumulator*: value to be modified by the function and which is initialized by *initValue*.
- *\$1.stop* (boolean, optional): true to stop the method callback. The returned value is the last calculated.

Beispiel 1

```
C_COLLECTION($c)
$c:=New collection(5;3;5;1;3;4;4;6;2;2)
$r:=$c.reduce("Multiply";1) //returns 86400
```

With the following *Multiply* method:

```
If(Value type($1.value)=Is real)
    $1.accumulator:=$1.accumulator*$1.value
End if
```

Beispiel 2

This example allows reducing several collection elements to a single one:

```
var $c;$r : Collection
$c:=New collection
$c.push(New collection(0;1))
$c.push(New collection(2;3))
$c.push(New collection(4;5))
$c.push(New collection(6;7))
$r:=$c.reduce("Flatten") //r=[0,1,2,3,4,5,6,7]
```

With the following *Flatten* method:

```
If($1.accumulator=Null)
    $1.accumulator:=New collection
End if
$1.accumulator.combine($1.value)
```

.remove()

► History

.remove(*index* : Integer { ; *howMany* : Integer }) : Collection

Parameter	Typ		Beschreibung
<i>index</i>	Ganzzahl	->	Element at which to start removal
<i>howMany</i>	Ganzzahl	->	Number of elements to remove, or 1 element if omitted
Ergebnis	Collection	<-	Original collection without removed element(s)

Beschreibung

The `.remove()` function removes one or more element(s) from the specified *index* position in the collection and returns the edited collection.

This function modifies the original collection.

In *index*, pass the position where you want the element to be removed from the collection.

Warning: Keep in mind that collection elements are numbered from 0. If *index* is greater than the length of the collection, actual starting index will be set to the length of the collection.

- If *index* < 0, it is recalculated as *index*:=*index*+*length* (it is considered as the offset from the end of the collection).
- If the calculated value < 0, *index* is set to 0.
- If the calculated value > the length of the collection, *index* is set to the length.

In *howMany*, pass the number of elements to remove from *index*. If *howMany* is not specified, then one element is removed.

If you try to remove an element from an empty collection, the method does nothing (no error is generated).

Beispiel

```
var $col : Collection
$col:=New collection("a";"b";"c";"d";"e";"f";"g";"h")
$col.remove(3) // $col=["a","b","c","e","f","g","h"]
$col.remove(3;2) // $col=["a","b","c","g","h"]
$col.remove(-8;1) // $col=["b","c","g","h"]
$col.remove(-3;1) // $col=["b","g","h"]
```

.resize()

► History

.resize(*size* : Integer { ; *defaultValue* : any }) : Collection

Parameter	Typ		Beschreibung
<i>size</i>	Ganzzahl	->	New size of the collection
<i>defaultValue</i>	Number, Text, Object, Collection, Date, Boolean	->	Default value to fill new elements
Ergebnis	Collection	<-	Resized original collection

Beschreibung

The `.resize()` function sets the collection length to the specified new size and returns the resized collection.

This function modifies the original collection.

- If *size* < collection length, exceeding elements are removed from the collection.
- If *size* > collection length, the collection length is increased to *size*.

By default, new elements are filled with null values. You can specify the value to fill in added elements using the *defaultValue* parameter.

Beispiel

```

var $c : Collection
$c:=New collection
$c.resize(10) // $c=[null,null,null,null,null,null,null,null,null,null]

$c:=New collection
$c.resize(10;0) // $c=[0,0,0,0,0,0,0,0,0,0]

$c:=New collection(1;2;3;4;5)
$c.resize(10;New object("name";"X")) // $c=[1,2,3,4,5,{name:X},{name:X},{name:X},{name:X}]

$c:=New collection(1;2;3;4;5)
$c.resize(2) // $c=[1,2]

```

.reverse()

► History

.reverse() : Collection

Parameter	Typ		Beschreibung
Ergebnis	Collection	<-	Inverted copy of the collection

Beschreibung

The `.reverse()` function returns a deep copy of the collection with all its elements in reverse order. If the original collection is a shared collection, the returned collection is also a shared collection.

This function does not modify the original collection.

Beispiel

```

var $c; $c2 : Collection
$c:=New collection(1;3;5;2;4;6)
$c2:=$c.reverse() // $c2=[6,4,2,5,3,1]

```

.shift()

► History

.shift() : any

Parameter	Typ		Beschreibung
Ergebnis	any	<-	First element of collection

Beschreibung

The `.shift()` function removes the first element of the collection and returns it as the function result.

This function modifies the original collection.

If the collection is empty, this method does nothing.

Beispiel

```

var $c : Collection
var $val : Variant
$c:=New collection(1;2;4;5;6;7;8)
$val:=$c.shift()
// $val=1
// $c=[2,4,5,6,7,8]

```

.slice()

► History

.slice(*startFrom* : Integer { ; *end* : Integer }) : Collection

Parameter	Typ		Beschreibung
startFrom	Ganzzahl	->	Start index (included)
end	Ganzzahl	->	End index (not included)
Ergebnis	Collection	<-	New collection containing sliced elements (shallow copy)

Beschreibung

The `.slice()` function returns a portion of a collection into a new collection, selected from *startFrom* index to *end* index (end not included). This function returns a *shallow copy* of the collection. If the original collection is a shared collection, the returned collection is also a shared collection.

This function does not modify the original collection.

The returned collection contains the element specified by *startFrom* and all subsequent elements up to, but not including, the element specified by *end*. If only the *startFrom* parameter is specified, the returned collection contains all elements from *startFrom* to the last element of the original collection.

- If *startFrom* < 0, it is recalculated as *startFrom*:=*startFrom*+*length* (it is considered as the offset from the end of the collection).
- If the calculated value < 0, *startFrom* is set to 0.
- If *end* < 0 , it is recalculated as *end*:=*end*+*length*.
- If *end* < *startFrom* (passed or calculated values), the method does nothing.

Beispiel

```

var $c; $nc : Collection
$c:=New collection(1;2;3;4;5)
$nc:=$c.slice(0;3) // $nc=[1,2,3]
$nc:=$c.slice(3) // $nc=[4,5]
$nc:=$c.slice(1;-1) // $nc=[2,3,4]
$nc:=$c.slice(-3;-2) // $nc=[3]

```

.some()

► History

.some(*methodName* : Text { ; ...*param* : any }) : Boolean

.some(*startFrom* : Integer ; *methodName* : Text { ; ...*param* : any }) : Boolean

Parameter	Typ		Beschreibung
startFrom	Ganzzahl	->	Index to start the test at
methodName	Text	->	Name of the method to call for the test
param	Mixed	->	Parameter(s) to pass to <i>methodName</i>
Ergebnis	Boolean	<-	True if at least one element successfully passed the test

Beschreibung

The `.some()` function returns true if at least one element in the collection successfully passed a test implemented in the provided *methodName* method.

In *methodName*, pass the name of the method to use to evaluate collection elements, along with its parameter(s) in *param* (optional). *methodName* can perform any test, with or without the parameter(s). In *methodName*, pass the name of the method to use to evaluate collection elements, along with its parameter(s) in *param* (optional).

methodName receives the following parameters:

- in `$1.value`: element value to be evaluated
- in `$2`: param
- in `$N...`: param2...paramN

methodName sets the following parameter(s):

- `$1.result` (boolean): true if the element value evaluation is successful, false otherwise.
- `$1.stop` (boolean, optional): true to stop the method callback. The returned value is the last calculated.

In any case, at the point where `.some()` function encounters the first collection element returning true in `$1.result`, it stops calling *methodName* and returns true.

By default, `.some()` tests the whole collection. Optionally, you can pass the index of an element from which to start the test in *startFrom*.

- If *startFrom* \geq the collection's length, False is returned, which means the collection is not tested.
- If *startFrom* < 0 , it is considered as the offset from the end of the collection.
- If *startFrom* = 0, the whole collection is searched (default).

Beispiel

```
var $c : Collection
var $b : Boolean
$c:=New collection
$c.push(-5;-3;-1;-4;-6;-2)
$b:=$c.some("NumberGreaterThan0") // returns false
$c.push(1)
$b:=$c.some("NumberGreaterThan0") // returns true

$c:=New collection
$c.push(1;-5;-3;-1;-4;-6;-2)
$b:=$c.some("NumberGreaterThan0") // $b=true
$b:=$c.some(1;"NumberGreaterThan0") // $b=false
```

With the following *NumberGreaterThan0* method:

```
$1.result:=$1.value>0
```

.sort()

► History

.sort(*methodName* : Text { ; ...*extraParam* : any }) : Collection

Parameter	Typ		Beschreibung
methodName	Text	->	Name of method used to specify the sorting order
extraParam	any	->	Parameter(s) for the method
Ergebnis	Collection	<-	Original collection sorted

Beschreibung

The `.sort()` function sorts the elements of the original collection and also returns the sorted collection.

This function modifies the original collection.

If `.sort()` is called with no parameters, only scalar values (number, text, date, booleans) are sorted. Elements are sorted by default in ascending order, according to their type.

If you want to sort the collection elements in some other order or sort any type of element, you must supply in *methodName* a comparison method that compares two values and returns `true` in `$1.result` if the first value is lower than the second value. You can provide additional parameters to *methodName* if necessary.

- *methodName* will receive the following parameters:
 - \$1 (object), where:
 - `$1.value` (any type): first element value to be compared
 - `$1.value2` (any type): second element value to be compared
 - \$2...\$N (any type): extra parameters

methodName sets the following parameter: * `$1.result` (boolean): true if `$1.value < $1.value2`, false otherwise

If the collection contains elements of different types, they are first grouped by type and sorted afterwards. Types are returned in the following order:

1. Null
2. booleans
3. strings
4. numbers
5. objects
6. collections
7. dates

Beispiel 1

```
var $col; $col2 : Collection
$col:=New collection("Tom";5;"Mary";3;"Henry";1;"Jane";4;"Artie";6;"Chip";2)
$col2:=$col.sort() // $col2=[“Artie”, “Chip”, “Henry”, “Jane”, “Mary”, “Tom”, 1, 2, 3, 4, 5, 6]
// $col=[“Artie”, “Chip”, “Henry”, “Jane”, “Mary”, “Tom”, 1, 2, 3, 4, 5, 6]
```

Beispiel 2

```
var $col; $col2 : Collection
$col:=New collection(10;20)
$col2:=$col.push(5;3;1;4;6;2).sort() // $col2=[1, 2, 3, 4, 5, 6, 10, 20]
```

Example 3

```

var $col; $col2; $col3 : Collection
$col:=New collection(33;4;66;1111;222)
$col2:=$col.sort() //numerical sort: [4,33,66,222,1111]
$col3:=$col.sort("numberOrder") //alphabetical sort: [1111,222,33,4,66]

```

```

//numberOrder project method
var $1 : Object
$1.result:=String($1.value)<String($1.value2)

```

.sum()

► History

.sum({ *propertyPath* : Text }) : Real

Parameter	Typ		Beschreibung
propertyPath	Text	->	Object property path to be used for calculation
Ergebnis	Zahl	<-	Sum of collection values

Beschreibung

The `.sum()` function returns the sum for all values in the collection instance.

Only numerical elements are taken into account for the calculation (other element types are ignored).

If the collection contains objects, pass the *propertyPath* parameter to indicate the object property to take into account.

`.sum()` returns 0 if:

- the collection is empty,
- the collection does not contain numerical elements,
- *propertyPath* is not found in the collection.

Beispiel 1

```

var $col : Collection
var $vSum : Real
$col:=New collection(10;20;"Monday";True;2)
$vSum:=$col.sum() //32

```

Beispiel 2

```

var $col : Collection
var $vSum : Real
$col:=New collection
$col.push(New object("name";"Smith";"salary";10000))
$col.push(New object("name";"Wesson";"salary";50000))
$col.push(New object("name";"Gross";"salary";10500,5))
$vSum:=$col.sum("salary") //vSum=70500,5

```

.unshift()

► History

.unshift(*value* : any { ;...*valueN* : any }) : Collection

Parameter	Typ		Beschreibung
value	Text, Number, Object, Collection, Date	->	Value(s) to insert at the beginning of the collection
Ergebnis	Zahl	<-	Collection containing added element(s)

Beschreibung

The `.unshift()` function inserts the given *value(s)* at the beginning of the collection and returns the modified collection.

This function modifies the original collection.

If several values are passed, they are inserted all at once, which means that they appear in the resulting collection in the same order as in the argument list.

Beispiel

```
var $c : Collection
$c:=New collection(1;2)
$c.unshift(4) // $c=[4,1,2]
$c.unshift(5) // $c=[5,4,1,2]
$c.unshift(6;7) // $c=[6,7,5,4,1,2]
```

CryptoKey

The `CryptoKey` class in the 4D language encapsulates an asymmetric encryption key pair.

This class is available from the `4D` class store.

Beispiel

The following sample code signs and verifies a message using a new ECDSA key pair, for example in order to make a ES256 JSON Web token.

```
// Generate a new ECDSA key pair
$key:=4D.CryptoKey.new(New object("type";"ECDSA";"curve";"prime256v1"))

// Get signature as base64
$message:="hello world"
$signature:=$key.sign($message;New object("hash";"SHA256"))

// Verify signature
$status:=$key.verify($message;$signature;New object("hash";"SHA256"))
ASSERT($status.success)
```

Summary

<code>4D.CryptoKey.new(settings : Object) : 4D.CryptoKey</code>	creates a new <code>4D.CryptoKey</code> object encapsulating an encryption key pair
<code>.curve : Text</code>	normalised curve name of the key
<code>.decrypt(message : Text ; options : Object) : Object</code>	decrypts the <i>message</i> parameter using the private key
<code>.encrypt(message : Text ; options : Object) : Text</code>	encrypts the <i>message</i> parameter using the public key
<code>.getPrivateKey() : Text</code>	returns the private key of the <code>CryptoKey</code> object
<code>.getPublicKey() : Text</code>	returns the public key of the <code>CryptoKey</code> object
<code>.sign (message : Text ; options : Text) : Text</code>	signs the utf8 representation of a <i>message</i> string
<code>.size : Integer</code>	the size of the key in bits
<code>.type : Text</code>	Name of the key type - "RSA", "ECDSA", "PEM"
<code>.verify(message : Text ; signature : Text ; options : Object) : object</code>	verifies the base64 signature against the utf8 representation of <i>message</i>

4D.CryptoKey.new()

► History

4D.CryptoKey.new(*settings* : Object) : 4D.CryptoKey

Parameter	Typ		Beschreibung
settings	Objekt	->	Settings to generate or load a key pair
result	4D.CryptoKey	<-	Object encapsulating an encryption key pair

|

The `4D.CryptoKey.new()` function creates a new `4D.CryptoKey` object encapsulating an encryption key pair, based upon the *settings* object parameter. It allows to generate a new RSA or ECDSA key, or to load an existing key pair from a PEM definition.

settings

Property	Typ	Beschreibung
curve	Text	Name of ECDSA curve
pem	Text	PEM definition of an encryption key to load
size	integer	Size of RSA key in bits
type	Text	Type of the key: "RSA", "ECDSA", or "PEM"

CryptoKey

The returned `CryptoKey` object encapsulates an encryption key pair. It is a shared object and can therefore be used by multiple 4D processes simultaneously.

.curve

► History

.curve : Text

Defined only for ECDSA keys: the normalised curve name of the key. Usually "prime256v1" for ES256 (default), "secp384r1" for ES384, "secp521r1" for ES512.

.decrypt()

► History

.decrypt(*message* : Text ; *options* : Object) : Object

Parameter	Typ		Beschreibung
message	Text	->	Message string to be decoded using <code>options.encodingEncrypted</code> and decrypted.
options	Objekt	->	Decoding options
Ergebnis	Objekt	<-	Status

The `.decrypt()` function decrypts the *message* parameter using the private key. The algorithm used depends on the type of the key.

The key must be a RSA key, the algorithm is RSA-OAEP (see [RFC 3447](#)).

options

Property	Typ	Beschreibung
hash	Text	Digest algorithm to use. For example: "SHA256", "SHA384", or "SHA512".
encodingEncrypted	Text	Encoding used to convert the <code>message</code> parameter into the binary representation to decrypt. Can be "Base64" or "Base64URL". Default is "Base64".
encodingDecrypted	Text	Encoding used to convert the binary decrypted message into the result string. Can be "UTF-8", "Base64", or "Base64URL". Default is "UTF-8".

Ergebnis

The function returns a status object with `success` property set to `true` if the `message` could be successfully decrypted.

Property	Typ	Beschreibung
<code>success</code>	Boolean	True if the message has been successfully decrypted
<code>result</code>	Text	Message decrypted and decoded using the <code>options.encodingDecrypted</code>
<code>errors</code>	collection	If <code>success</code> is <code>false</code> , may contain a collection of errors

In case the `message` couldn't be decrypted because it was not encrypted with the same key or algorithm, the `status` object being returned contains an error collection in `status.errors`.

.encrypt()

► History

`.encrypt(message : Text ; options : Object) : Text`

Parameter	Typ		Beschreibung
<code>message</code>	Text	->	Message string to be encoded using <code>options.encodingDecrypted</code> and encrypted.
<code>options</code>	Objekt	->	Encoding options
Ergebnis	Text	<-	Message encrypted and encoded using the <code>options.encodingEncrypted</code>

The `.encrypt()` function encrypts the `message` parameter using the public key. The algorithm used depends on the type of the key.

The key must be a RSA key, the algorithm is RSA-OAEP (see [RFC 3447](#)).

options

Property	Typ	Beschreibung
<code>hash</code>	Text	Digest algorithm to use. For example: "SHA256", "SHA384", or "SHA512".
<code>encodingEncrypted</code>	Text	Encoding used to convert the binary encrypted message into the result string. Can be "Base64", or "Base64URL". Default is "Base64".
<code>encodingDecrypted</code>	Text	Encoding used to convert the <code>message</code> parameter into the binary representation to encrypt. Can be "UTF-8", "Base64", or "Base64URL". Default is "UTF-8".

Ergebnis

The returned value is an encrypted message.

.getPrivateKey()

► History

`.getPrivateKey() : Text`

Parameter	Typ		Beschreibung
Ergebnis	Text	<-	Private key in PEM format

The `.getPrivateKey()` function returns the private key of the `CryptoKey` object in PEM format, or an empty string if none is available.

Ergebnis

The returned value is the private key.

.getPublicKey()

► History

`.getPublicKey()` : Text

Parameter	Typ		Beschreibung
Ergebnis	Text	<-	Public key in PEM format

The `.getPublicKey()` function returns the public key of the `CryptoKey` object in PEM format, or an empty string if none is available.

Ergebnis

The returned value is the public key.

.pem

► History

`.pem` : Text

PEM definition of an encryption key to load. If the key is a private key, the RSA or ECDSA public key will be deduced from it.

.sign()

► History

`.sign (message : Text ; options : Text)` : Text

Parameter	Typ		Beschreibung
message	Text	->	Message string to sign
options	Objekt	->	Signing options
Ergebnis	Text	<-	Signature in Base64 or Base64URL representation, depending on "encoding" option

The `.sign()` function signs the utf8 representation of a *message* string using the `CryptoKey` object keys and provided *options*. It returns its signature in base64 or base64URL format, depending on the value of the `options.encoding` attribute you passed.

The `CryptoKey` must contain a valid private key.

options

Property	Typ	Beschreibung
hash	Text	Digest algorithm to use. For example: "SHA256", "SHA384", or "SHA512". When used to produce a JWT, the hash size must match the PS@, ES@, RS@, or PS@ algorithm size
encodingEncrypted	Text	Encoding used to convert the binary encrypted message into the result string. Can be "Base64", or "Base64URL". Default is "Base64".
pss	Boolean	Use Probabilistic Signature Scheme (PSS). Ignored if the key is not an RSA key. Pass <code>true</code> when producing a JWT for PS@ algorithm
encoding	Text	Representation to be used for result signature. Possible values: "Base64" or "Base64URL". Default is "Base64".

Ergebnis

The utf8 representation of the *message* string.

.size

► History

.size : Integer

Defined only for RSA keys: the size of the key in bits. Typically 2048 (default).

.type

► History

.type : Text

Name of the key type - "RSA", "ECDSA", "PEM"

- "RSA": an RSA key pair, using `settings.size` as `.size`.
- "ECDSA": an Elliptic Curve Digital Signature Algorithm key pair, using `settings.curve` as `.curve`. Note that ECDSA keys cannot be used for encryption but only for signature.
- "PEM": a key pair definition in PEM format, using `settings.pem` as `.pem`.

.verify()

► History

.verify(*message* : Text ; *signature* : Text ; *options* : Object) : object

Parameter	Typ		Beschreibung
message	Text	->	Message string that was used to produce the signature
signature	Text	->	Signature to verify, in Base64 or Base64URL representation, depending on <code>options.encoding</code> value
options	Objekt	->	Signing options
Ergebnis	Objekt	<-	Status of the verification

The `.verify()` function verifies the base64 signature against the utf8 representation of *message* using the `CryptoKey` object keys and provided *options*.

The `CryptoKey` must contain a valid public key.

options

Property	Typ	Beschreibung
hash	Text	Digest algorithm to use. For example: "SHA256", "SHA384", or "SHA512". When used to produce a JWT, the hash size must match the PS@, ES@, RS@, or PS@ algorithm size
pss	Boolean	Use Probabilistic Signature Scheme (PSS). Ignored if the key is not an RSA key. Pass <code>true</code> when verifying a JWT for PS@ algorithm
encoding	Text	Representation of provided signature. Possible values are "Base64" or "Base64URL". Default is "Base64".

Ergebnis

The function returns a status object with `success` property set to `true` if `message` could be successfully verified (i.e. the signature matches).

In case the signature couldn't be verified because it was not signed with the same `message`, key or algorithm, the `status` object being returned contains an error collection in `status.errors`.

Property	Typ	Beschreibung
success	Boolean	True if the signature matches the message
errors	collection	If <code>success</code> is <code>false</code> , may contain a collection of errors

DataClass

A [DataClass](#) provides an object interface to a database table. All dataclasses in a 4D application are available as a property of the `ds` [datastore](#).

Summary

<code>.attributeName : DataClassAttribute</code>	objects that are available directly as properties
<code>.all ({ settings : Object }) : 4D.EntitySelection</code>	queries the datastore to find all the entities related to the dataclass and returns them as an entity selection
<code>.clearRemoteCache()</code>	empties the ORDA cache of a dataclass
<code>.fromCollection(objectCol : Collection { ; settings : Object }) : 4D.EntitySelection</code>	updates or creates entities in the dataclass according to the <code>objectCol</code> collection of objects, and returns the corresponding entity selection
<code>.get(primaryKey : Integer { ; settings : Object }) : 4D.Entity</code> <code>.get(primaryKey : Text { ; settings : Object }) : 4D.Entity</code>	queries the dataclass to retrieve the entity matching the <code>primaryKey</code> parameter
<code>.getCount() : Integer</code>	returns the number of entities in a dataclass
<code>.getDataStore() : cs.DataStore</code>	returns the datastore for the specified dataclass
<code>. getInfo() : Object</code>	returns an object providing information about the dataclass
<code>.getRemoteCache() : Object</code>	returns an object that holds the contents of the ORDA cache for a dataclass.
<code>.new() : 4D.Entity</code>	creates in memory and returns a new blank entity related to the Dataclass
<code>.newSelection({ keepOrder : Integer }) : 4D.EntitySelection</code>	creates a new, blank, non-shareable entity selection, related to the dataclass, in memory
<code>.query(queryString : Text { ; ...value : any } { ; querySettings : Object }) : 4D.EntitySelection</code> <code>.query(formula : Object { ; querySettings : Object }) : 4D.EntitySelection</code>	searches for entities that meet the search criteria specified in <code>queryString</code> or <code>formula</code> and (optionally) <code>value(s)</code>
<code>.setRemoteCacheSettings(settings : Object)</code>	sets the timeout and maximum size of the ORDA cache for a dataclass.

`.attributeName`

► History

`.attributeName : DataClassAttribute`

Beschreibung

The attributes of dataclasses are objects that are available directly as properties of these classes.

The returned objects are of the `DataClassAttribute` class. These objects have properties that you can read to get information about your dataclass attributes.

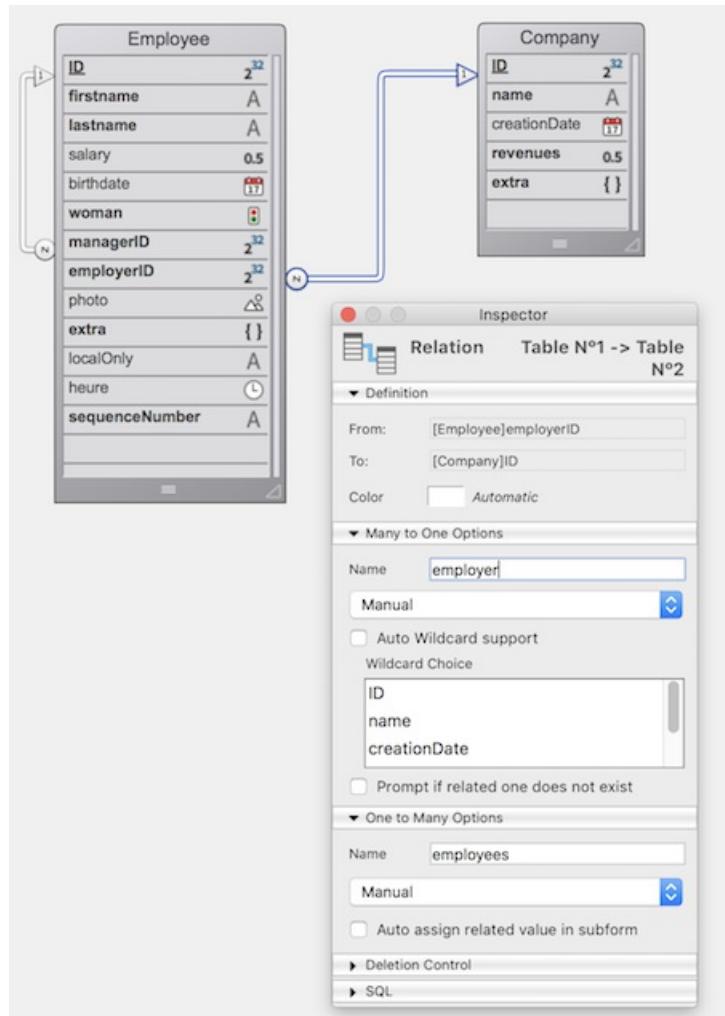
Dataclass attribute objects can be modified, but the underlying database structure will not be altered.

Beispiel 1

```
$salary:=ds.Employee.salary //returns the salary attribute in the Employee dataclass  
$compCity:=ds.Company["city"] //returns the city attribute in the Company dataclass
```

Beispiel 2

Considering the following database structure:



```

var $firstnameAtt;$employerAtt;$employeesAtt : Object

$firstnameAtt:=ds.Employee.firstname
//{name:firstname,kind:storage,fieldType:0,type:string,fieldNumber:2,indexed:true,
//keyWordIndexed:false,autoFilled:false,mandatory:false,unique:false}

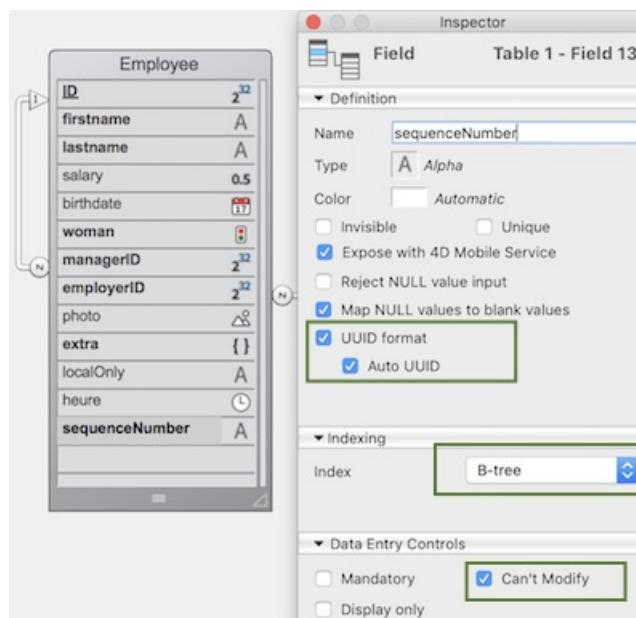
$employerAtt:=ds.Employee.employer
//{name:employer,kind:relatedEntity,relatedDataClass:Company,
//fieldType:38,type:Company,inverseName:employees}
//38=Is object

$employeesAtt:=ds.Company.employees
//{name:employees,kind:relatedEntities,relatedDataClass:Employee,
//fieldType:42,type:EmployeeSelection,inverseName:employer}
//42=Is collection

```

Example 3

Considering the following table properties:



```

var $sequenceNumberAtt : Object
$sequenceNumberAtt=ds.Employee.sequenceNumber
//{name:sequenceNumber,kind:storage,fieldType:0,type:string,fieldNumber:13,
//indexed:true,keyWordIndexed:false,autoFilled:true,mandatory:false,unique:true}

```

.all()

► History

.all ({ settings : Object }) : 4D.EntitySelection

Parameter	Typ		Beschreibung
settings	Objekt	->	Build option: context
Ergebnis	4D.EntitySelection	<-	References on all entities related to the Dataclass

Beschreibung

The `.all()` function queries the datastore to find all the entities related to the dataclass and returns them as an entity selection.

The entities are returned in the default order, which is initially the order in which they were created. Note however that, if entities have been deleted and new ones added, the default order does not reflect the creation order anymore.

If no corresponding entity is found, an empty entity selection is returned.

Lazy loading is applied.

settings

In the optional *settings* parameter, you can pass an object containing additional options. The following property is supported:

Property	Typ	Beschreibung
context	Text	Label for the optimization context applied to the entity selection. This context will be used by the code that handles the entity selection so that it can benefit from the optimization. This feature is designed for ORDA client/server processing .

To know the total number of entities in a dataclass, it is recommended to use the `getCount()` function which is more optimized than the `ds.myClass.all().length` expression.

Beispiel

```
var $allEmp : cs.EmployeeSelection  
$allEmp:=ds.Employee.all()
```

.clearRemoteCache()

► History

.clearRemoteCache() | Parameter | Typ | | Beschreibung | | ----- | --- |::| ----- | | | | Does not require any parameters |

Beschreibung

The `.clearRemoteCache()` function empties the ORDA cache of a dataclass.

This function does not reset the `timeout` and `maxEntries` values.

Beispiel

```

var $ds : 4D.DataStoreImplementation
var $persons : cs.PersonsSelection
var $p : cs.PersonsEntity
var $cache : Object
var $info : Collection
var $text : Text

$ds:=Open datastore(New object("hostname"; "www.myserver.com"); "myDS")

$persons:=$ds.Persons.all()
$text:=""
For each ($p; $persons)
    $text:=$p.firstname+" lives in "+$p.address.city+ " "
End for each

$cache:=$ds.Persons.getRemoteCache()

$ds.Persons.clearRemoteCache()
// Cache of the Persons dataclass = {timeout:30;maxEntries:30000;stamp:255;entries:[]}

```

.fromCollection()

► History

.fromCollection(*objectCol* : Collection { ; *settings* : Object }) : 4D.EntitySelection

Parameter	Typ		Beschreibung
<i>objectCol</i>	Collection	->	Collection of objects to be mapped with entities
<i>settings</i>	Objekt	->	Build option: context
Ergebnis	4D.EntitySelection	<-	Entity selection filled from the collection

Beschreibung

The `.fromCollection()` function updates or creates entities in the dataclass according to the *objectCol* collection of objects, and returns the corresponding entity selection.

In the *objectCol* parameter, pass a collection of objects to create new or update existing entities of the dataclass. The property names must be the same as attribute names in the dataclass. If a property name does not exist in the dataclass, it is ignored. If an attribute value is not defined in the collection, its value is null.

The mapping between the objects of the collection and the entities is done on the attribute names and matching types. If an object's property has the same name as an entity's attribute but their types do not match, the entity's attribute is not filled.

Create or update mode

For each object of *objectCol*:

- If the object contains a boolean property "`__NEW`" set to false (or does not contain a boolean "`__NEW`" property), the entity is updated or created with the corresponding values of the properties from the object. No check is performed in regards to the primary key:
 - If the primary key is given and exists, the entity is updated. In this case, the primary key can be given as is or with a "`__KEY`" property (filled with the primary key value).
 - If the primary key is given (as is) and does not exist, the entity is created
 - If the primary key is not given, the entity is created and the primary key value is assigned with respect to standard database rules.
- If the object contains a boolean property "`__NEW`" set to true, the entity is created with the corresponding values of the attributes from the object. A check is performed in regards to the primary key:
 - If the primary key is given (as is) and exists, an error is sent
 - If the primary key is given (as is) and does not exist, the entity is created

- If the primary is not given, the entity is created and the primary key value is assigned with respect to standard database rules.

The "__KEY" property containing a value is taken into account only when the "__NEW" property is set to false (or is omitted) and a corresponding entity exists. In all other cases, the "__KEY" property value is ignored, primary key value must be passed "as is".

Related entities

The objects of *objectCol* may contain one or more nested object(s) featuring one or more related entities, which can be useful to create or update links between entities.

The nested objects featuring related entities must contain a "__KEY" property (filled with the primary key value of the related entity) or the primary key attribute of the related entity itself. The use of a __KEY property allows independence from the primary key attribute name.

The content of the related entities cannot be created / updated through this mechanism.

Stamp

If a __STAMP attribute is given, a check is performed with the stamp in the datastore and an error can be returned ("Given stamp does not match current one for record# XX of table XXXX"). For more information, see [Entity locking](#).

settings

In the optional *settings* parameter, you can pass an object containing additional options. The following property is supported:

Property	Typ	Beschreibung
context	Text	Label for the optimization context applied to the entity selection. This context will be used by the code that handles the entity selection so that it can benefit from the optimization. This feature is designed for ORDA client/server processing .

Beispiel 1

We want to update an existing entity. The __NEW property is not given, the employee primary key is given and exists:

```

var $empsCollection : Collection
var $emp : Object
var $employees : cs.EmployeeSelection

$empsCollection:=New collection
$emp:=New object
$emp.ID:=668 //Existing PK in Employee table
$emp.firstName:="Arthur"
$emp.lastName:="Martin"
$emp.employer:=New object("ID";121) //Existing PK in the related dataClass Company
// For this employee, we can change the Company by using another existing PK in the related dataClass
$empsCollection.push($emp)
$employees:=ds.Employee.fromCollection($empsCollection)

```

Beispiel 2

We want to update an existing entity. The __NEW property is not given, the employee primary key is with the __KEY attribute and exists:

```

var $empsCollection : Collection
var $emp : Object
var $employees : cs.EmployeeSelection

$empsCollection:=New collection
$emp:=New object
$emp.__KEY:=1720 //Existing PK in Employee table
$emp.firstName:="John"
$emp.lastName:="Boorman"
$emp.employer:=New object("ID";121) //Existing PK in the related dataClass Company
// For this employee, we can change the Company by using another existing PK in the related dataClass
$empsCollection.push($emp)
$employees:=ds.Employee.fromCollection($empsCollection)

```

Example 3

We want to simply create a new entity from a collection:

```

var $empsCollection : Collection
var $emp : Object
var $employees : cs.EmployeeSelection

$empsCollection:=New collection
$emp:=New object
$emp.firstName:="Victor"
$emp.lastName:="Hugo"
$empsCollection.push($emp)
$employees:=ds.Employee.fromCollection($empsCollection)

```

Example 4

We want to create an entity. The __NEW property is True, the employee primary key is not given:

```

var $empsCollection : Collection
var $emp : Object
var $employees : cs.EmployeeSelection

$empsCollection:=New collection
$emp:=New object
$emp.firstName:="Mary"
$emp.lastName:="Smith"
$emp.employer:=New object("__KEY";121) //Existing PK in the related dataClass Company
$emp.__NEW:=True
$empsCollection.push($emp)
$employees:=ds.Employee.fromCollection($empsCollection)

```

Example 5

We want to create an entity. The __NEW property is omitted, the employee primary key is given and does not exist:

```

var $empsCollection : Collection
var $emp : Object
var $employees : cs.EmployeeSelection

$empsCollection:=New collection
$emp:=New object
$emp.ID:=10000 //Unexisting primary key
$emp.firstName:="Françoise"
$emp.lastName:="Sagan"
$empsCollection.push($emp)
$employees:=ds.Employee.fromCollection($empsCollection)

```

Example 6

In this example, the first entity will be created and saved but the second will fail since they both use the same primary key:

```

var $empsCollection : Collection
var $emp; $emp2 : Object
var $employees : cs.EmployeeSelection

$empsCollection:=New collection
$emp:=New object
$emp.ID:=10001 // Unexisting primary key
$emp.firstName:="Simone"
$emp.lastName:="Martin"
$emp.__NEW:=True
$empsCollection.push($emp)

$emp2:=New object
$emp2.ID:=10001 // Same primary key, already existing
$emp2.firstName:="Marc"
$emp2.lastName:="Smith"
$emp2.__NEW:=True
$empsCollection.push($emp2)
$employees:=ds.Employee.fromCollection($empsCollection)
//first entity is created
//duplicated key error for the second entity

```

See also

[.toCollection\(\)](#)

.get()

► History

[.get\(primaryKey : Integer { ; settings : Object } \) : 4D.Entity](#)

[.get\(primaryKey : Text { ; settings : Object } \) : 4D.Entity](#)

Parameter	Typ		Beschreibung
primaryKey	Integer OR Text	->	Primary key value of the entity to retrieve
settings	Objekt	->	Build option: context
Ergebnis	4D.Entity	<-	Entity matching the designated primary key

Beschreibung

The `.get()` function queries the dataclass to retrieve the entity matching the `primaryKey` parameter.

In `primaryKey`, pass the primary key value of the entity to retrieve. The value type must match the primary key type set in the datastore (Integer or Text). You can also make sure that the primary key value is always returned as Text by using the `.getKey()` function with the `dk` key as `string` parameter.

If no entity is found with `primaryKey`, a Null entity is returned.

Lazy loading is applied, which means that related data is loaded from disk only when it is required.

settings

In the optional `settings` parameter, you can pass an object containing additional options. The following property is supported:

Property	Typ	Beschreibung
context	Text	Label for the automatic optimization context applied to the entity. This context will be used by the subsequent code that loads the entity so that it can benefit from the optimization. This feature is designed for ORDA client/server processing .

Beispiel 1

```
var $entity : cs.EmployeeEntity
var $entity2 : cs.InvoiceEntity
$entity:=ds.Employee.get(167) // return the entity whose primary key value is 167
$entity2:=ds.Invoice.get("DGGX20030") // return the entity whose primary key value is "DGGX20030"
```

Beispiel 2

This example illustrates the use of the `context` property:

```
var $e1; $e2; $e3; $e4 : cs.EmployeeEntity
var $settings; $settings2 : Object

$settings:=New object("context";"detail")
$settings2:=New object("context";"summary")

$e1:=ds.Employee.get(1;$settings)
completeAllData($e1) // In completeAllData method, an optimization is triggered and associated to conte

$e2:=ds.Employee.get(2;$settings)
completeAllData($e2) // In completeAllData method, the optimization associated to context "detail" is a

$e3:=ds.Employee.get(3;$settings2)
completeSummary($e3) //In completeSummary method, an optimization is triggered and associated to contex

$e4:=ds.Employee.get(4;$settings2)
completeSummary($e4) //In completeSummary method, the optimization associated to context "summary" is a
```

.getCount()

► History

`.getCount() : Integer`

Parameter	Typ		Beschreibung
result	Ganzzahl	<-	Number of entities in the dataclass

Beschreibung

The `.getCount()` function returns the number of entities in a dataclass.

If this function is used within a transaction, entities created during the transaction will be taken into account.

Beispiel

```
var $ds : 4D.DataStoreImplementation
var $number : Integer

$ds:=Open datastore(New object("hostname"; "www.myserver.com"); "myDS")

$number:=$ds.Persons.getCount()
```

.getDataStore()

► History

`.getDataStore()` : cs.DataStore

Parameter	Typ		Beschreibung
Ergebnis	cs.DataStore	<-	Datastore of the dataclass

Beschreibung

The `.getDataStore()` function returns the datastore for the specified dataclass.

The datastore can be:

- the main datastore, as returned by the `ds` command.
- a remote datastore, opened using the `Open datastore` command.

Beispiel

The `SearchDuplicate` project method searches for duplicated values in any dataclass.

```
var $pet : cs.CatsEntity
$pet:=ds.Cats.all().first() //get an entity
SearchDuplicate($pet;"Dogs")

// SearchDuplicate method
// SearchDuplicate(entity_to_search;dataclass_name)

#DECLARE ($pet : Object ; $dataClassName : Text)
var $dataStore; $duplicates : Object

$dataStore:=$pet.getDataClass().getDataStore()
$duplicates:=$dataStore[$dataClassName].query("name=:1";$pet.name)
```

.getInfo()

► History

`.getInfo()` : Object

Parameter	Typ		Beschreibung
Ergebnis	Objekt	<-	Information on the dataclass

Beschreibung

The `. getInfo()` function returns an object providing information about the dataclass. This function is useful for setting up generic code.

Returned object

Property	Typ	Beschreibung
exposed	Boolean	True if the dataclass is exposed in REST
name	Text	Name of the dataclass
primaryKey	Text	Name of the primary key of the dataclass
tableNumber	Ganzzahl	Internal 4D table number

Beispiel 1

```
#DECLARE ($entity : Object)
var $status : Object

computeEmployeeNumber($entity) //do some actions on entity

$status:=$entity.save()
if($status.success)
    ALERT("Record updated in table "+$entity.getDataClass().getInfo().name)
End if
```

Beispiel 2

```
var $settings : Object
var $es : cs.ClientsSelection

$settings:=New object
$settings.parameters:=New object("receivedIds";getIds())
$settings.attributes:=New object("pk";ds.Clients.getInfo().primaryKey)
$es:=ds.Clients.query(":pk in :receivedIds";$settings)
```

Example 3

```
var $pk : Text
var $dataClassAttribute : Object

$pk:=ds.Employee.getInfo().primaryKey
$dataClassAttribute:=ds.Employee[$pk] // If needed the attribute matching the primary key is accessible
```

See also

[DataClassAttribute.exposed](#)

.getRemoteCache()

► History

[.getRemoteCache\(\) : Object](#)

Parameter	Typ		Beschreibung
result	Objekt	<-	Object describing the contents of the ORDA cache for the dataclass.

Advanced mode: This function is intended for developers who need to customize ORDA default features for specific configurations. In most cases, you will not need to use it.

Beschreibung

The `.getRemoteCache()` function returns an object that holds the contents of the ORDA cache for a dataclass..

Calling this function from a 4D single-user application returns `Null`.

The returned object has the following properties:

Property	Typ	Beschreibung
maxEntries	Ganzzahl	Maximum number of entries collection.
stamp	Ganzzahl	Stamp of the cache.
timeout	Ganzzahl	Time remaining before the new entries in the cache are marked as expired.
entries	Collection	Contains an entry object for each entity in the cache.

Each entry object in the `entries` collection has the following properties:

Property	Typ	Beschreibung
data	Objekt	Object holding data on the entry.
expired	Boolean	True if the entry has expired.
key	Text	Primary key of the entity.

The `data` object in each entry contains the following properties:

Property	Typ	Beschreibung
<code>__KEY</code>	String	Primary key of the entity
<code>__STAMP</code>	Lange Ganzzahl	Timestamp of the entity in the database
<code>__TIMESTAMP</code>	String	Stamp of the entity in the database (format is YYYY-MM-DDTHH:MM:SS:ms:Z)
<code>dataClassNameAttributeName</code>	Variant	If there is data in the cache for a dataclass attribute, it is returned in a property with the same type as in the database.

Data concerning related entities is stored in the cache of the data object.

Beispiel

In the following example, `$ds.Persons.all()` loads the first entity with all its attributes. Then, the request optimization is triggered, so only `firstname` and `address.city` are loaded.

Note that `address.city` is loaded in the cache of the `Persons` dataclass.

Only the first entity of the `Address` dataclass is stored in the cache. It is loaded during the first iteration of the loop.

```

var $ds : 4D.DataStoreImplementation
var $persons : cs.PersonsSelection
var $p : cs.PersonsEntity
var $cachePersons; $cacheAddress : Object
var $text : Text

$ds:=Open datastore(New object("hostname"; "www.myserver.com"); "myDS")

$persons:=$ds.Persons.all()

$text:=""
For each ($p; $persons)
    $text:=$p.firstname+" lives in "+$p.address.city+ " / "
End for each

$cachePersons:=$ds.Persons.getRemoteCache()
$cacheAddress:=$ds.Adress.getRemoteCache()

```

See also

[.setRemoteCacheSettings\(\)](#)
[.clearRemoteCache\(\)](#)

.new()

► History

.new() : 4D.Entity

Parameter	Typ		Beschreibung
Ergebnis	4D.Entity	<-	New entity matching the Dataclass

Beschreibung

The `.new()` function creates in memory and returns a new blank entity related to the Dataclass.

The entity object is created in memory and is not saved in the database until the `.save()` function is called. If the entity is deleted before being saved, it cannot be recovered.

4D Server: In client-server, if the primary key of the corresponding table is auto-incremented, it will be calculated when the entity is saved on the server.

All attributes of the entity are initialized with the null value.

Attributes can be initialized with default values if the Map NULL values to blank values option is selected at the 4D database structure level.

Beispiel

This example creates a new entity in the "Log" Dataclass and records information in the "info" attribute:

```

var $entity : cs.LogEntity
$entity:=ds.Log.new() //create a reference
$entity.info:="New entry" //store some information
$entity.save() //save the entity

```

.newSelection()

► History

.newSelection({ keepOrder : Integer }) : 4D.EntitySelection

Parameter	Typ		Beschreibung
keepOrder	Ganzzahl	->	dk keep ordered : creates an ordered entity selection, dk non ordered : creates an unordered entity selection (default if omitted)
Ergebnis	4D.EntitySelection	<-	New blank entity selection related to the dataclass

Beschreibung

The `.newSelection()` function creates a new, blank, non-shareable entity selection, related to the dataclass, in memory.

For information on non-shareable entity selections, please refer to [this section](#).

If you want to create an ordered entity selection, pass the `dk keep ordered` selector in the `keepOrder` parameter. By default if you omit this parameter, or if you pass the `dk non ordered` selector, the method creates an unordered entity selection. Unordered entity selections are faster but you cannot rely on entity positions. For more information, please see [Ordered vs Unordered entity selections](#).

When created, the entity selection does not contain any entities (`mySelection.length` returns 0). This method lets you build entity selections gradually by making subsequent calls to the `add()` function.

Beispiel

```
var $USelection; $OSelection : cs.EmployeeSelection
$USelection:=ds.Employee.newSelection() //create an unordered empty entity selection
$OSelection:=ds.Employee.newSelection(dk keep ordered) //create an ordered empty entity selection
```

.query()

► History

.query(*queryString* : Text { ; ...*value* : any } { ; *querySettings* : Object }) : 4D.EntitySelection

.query(*formula* : Object { ; *querySettings* : Object }) : 4D.EntitySelection

Parameter	Typ		Beschreibung
<i>queryString</i>	Text	->	Search criteria as string
<i>formula</i>	Objekt	->	Search criteria as formula object
<i>value</i>	any	->	Value(s) to use for indexed placeholder(s)
<i>querySettings</i>	Objekt	->	Query options: parameters, attributes, args, allowFormulas, context, queryPath, queryPlan
Ergebnis	4D.EntitySelection	<-	New entity selection made up of entities from dataclass meeting the search criteria specified in <i>queryString</i> or <i>formula</i>

Beschreibung

The `.query()` function searches for entities that meet the search criteria specified in `queryString` or `formula` and (optionally) `value`(s), for all the entities in the dataclass, and returns a new object of type `EntitySelection` containing all the entities that are found. Lazy loading is applied.

If no matching entities are found, an empty `EntitySelection` is returned.

`queryString` parameter

The `queryString` parameter uses the following syntax:

```
attributePath|formula comparator value
{logicalOperator attributePath|formula comparator value}
{order by attributePath {desc | asc}}
```

where:

- `attributePath`: path of attribute on which you want to execute the query. This parameter can be a simple name (for example "country") or any valid attribute path (for example "country.name"). In case of an attribute path whose type is `Collection`, [] notation is used to handle all the occurrences (for example "children[].age").

You cannot use directly attributes whose name contains special characters such as ".", "[]", or "=, ">, "#", ..., because they will be incorrectly evaluated in the query string. If you need to query on such attributes, you must consider using placeholders, which allow an extended range of characters in attribute paths (see Using placeholders below).

- `formula`: a valid formula passed as `Text` or `Object`. The formula will be evaluated for each processed entity and must return a boolean value. Within the formula, the entity is available through the `This` object.
 - `Text`: the formula string must be preceded by the `eval()` statement, so that the query parser evaluates the expression correctly. For example: `"eval(length(This.lastname) >=30)"`
 - `Object`: the `formula object` is passed as a placeholder (see below). The formula must have been created using the `Formula` or `Formula from string` command.

- Keep in mind that 4D formulas only support `&` and `|` symbols as logical operators.
- If the formula is not the only search criteria, the query engine optimizer could prior process other criteria (e.g. indexed attributes) and thus, the formula could be evaluated for only a subset of entities.

Formulas in queries can receive parameters through `$1`. This point is detailed in the `**formula` parameter

- You can also pass directly a `formula` parameter object instead of the `queryString` parameter (recommended when formulas are more complex). See `formula` parameter paragraph below.
- For security reasons, formula calls within `query()` functions can be disallowed. See `querySettings` parameter description.

- `comparator`: symbol that compares `attributePath` and `value`. The following symbols are supported:

Comparison	Symbol(s)	Kommentar
Equal to	=, ==	Gets matching data, supports the wildcard (@), neither case-sensitive nor diacritic.
	==:, IS	Gets matching data, considers the @ as a standard character, neither case-sensitive nor diacritic
Not equal to	#, !=	Supports the wildcard (@)
	!=:, IS NOT	Considers the @ as a standard character
Kleiner als	<	
Größer als	>	
Kleiner als oder gleich	<=	
Größer als oder gleich	>=	
Included in	IN	Gets data equal to at least one of the values in a collection or in a set of values, supports the wildcard (@)
Not condition applied on a statement	NOT	Parenthesis are mandatory when NOT is used before a statement containing several operators
Mit Schlüsselwort	%	Keywords can be used in attributes of string or picture type

- **value:** the value to compare to the current value of the property of each entity in the entity selection or element in the collection. It can be a placeholder (see Using placeholders below) or any expression matching the data type property.

When using a constant value, the following rules must be respected:

- text type constant can be passed with or without simple quotes (see Using quotes below). To query a string within a string (a "contains" query), use the wildcard symbol (@) in value to isolate the string to be searched for as shown in this example: "@Smith@". The following keywords are forbidden for text constants: true, false.
 - boolean type constants: true or false (case sensitive).
 - numeric type constants: decimals are separated by a '.' (period).
 - date type constants: "YYYY-MM-DD" format
 - null constant: using the "null" keyword will find null and undefined properties.
 - in case of a query with an IN comparator, *value* must be a collection, or values matching the type of the attribute path between [] separated by commas (for strings, " " characters must be escaped with \).
- **logicalOperator:** used to join multiple conditions in the query (optional). You can use one of the following logical operators (either the name or the symbol can be used):

Conjunction	Symbol(s)
UND	&, &&, and
ODER	, , or

- **order by attributePath:** you can include an order by *attributePath* statement in the query so that the resulting data will be sorted according to that statement. You can use multiple order by statements, separated by commas (e.g., order by *attributePath1* desc, *attributePath2* asc). By default, the order is ascending. Pass 'desc' to define a descending order and 'asc' to define an ascending order.

If you use this statement, the returned entity selection is ordered (for more information, please refer to [Ordered vs Unordered entity selections](#)).

Using quotes

When you use quotes within queries, you must use single quotes ' ' inside the query and double quotes " " to enclose the whole query, otherwise an error is returned. Beispiel:

```
"employee.name = 'smith' AND employee.firstname = 'john'"
```

Single quotes ('') are not supported in searched values since they would break the query string. For example "comp.name = 'John's pizza'" will generate an error. If you need to search on values with single quotes, you may consider using placeholders (see below).

Using parenthesis

You can use parentheses in the query to give priority to the calculation. For example, you can organize a query as follows:

```
"(employee.age >= 30 OR employee.age <= 65) AND (employee.salary <= 10000 OR employee.status = 'Manager'"
```

Using placeholders

4D allows you to use placeholders for *attributePath*, *formula* and *value* arguments within the *queryString* parameter. A placeholder is a parameter that you insert in query strings and that is replaced by another value when the query string is evaluated. The value of placeholders is evaluated once at the beginning of the query; it is not evaluated for each element.

Two types of placeholders can be used: indexed placeholders and named placeholders:

	Indexed placeholders	Named placeholders
Definition	Parameters are inserted as <code>:paramIndex</code> (for example <code>:1, :2...</code>) in <i>queryString</i> and their corresponding values are provided by the sequence of <i>value</i> parameter(s). You can use up to 128 <i>value</i> parameters	Parameters are inserted as <code>:paramName</code> (for example <code>:myparam</code>) and their values are provided in the <i>attributes</i> and/or <i>parameters</i> objects in the <i>querySettings</i> parameter
Beispiel	<code>\$r:=class.query(":1=:2";"city";"Chicago")</code>	<code>\$o.attributes:=New object("att";"city") \$o.parameters:=New object("name";"Chicago") \$r:=class.query(":att=:name";\$o)</code>

You can mix all argument kinds in *queryString*. A *queryString* can contain, for *attributePath*, *formula* and *value* parameters:

- direct values (no placeholders),
- indexed placeholders and/or named placeholders.

Using placeholders in queries is recommended for the following reasons:

1. It prevents malicious code insertion: if you directly use user-filled variables within the query string, a user could modify the query conditions by entering additional query arguments. For example, imagine a query string like:

```
$vquery:="status = 'public' & name = "+myname //user enters their name  
$result:=$col.query($vquery)
```

This query seems secured since non-public data are filtered. However, if the user enters in the *myname* area something like "smith OR status='private'", the query string would be modified at the interpretation step and could return private data.

When using placeholders, overriding security conditions is not possible:

```
$result:=$col.query("status='public' & name=:1";myname)
```

In this case if the user enters *smith OR status='private'* in the *myname* area, it will not be interpreted in the query string, but only passed as a value. Looking for a person named "smith OR status='private'" will just fail.

2. It prevents having to worry about formatting or character issues, especially when handling *attributePath* or *value* parameters that might contain non-alphanumeric characters such as ".", "[...]
3. It allows the use of variables or expressions in query arguments. Beispiele:

```
$result:=$col.query("address.city = :1 & name =:2";$city;$myVar+"@")
$result2:=$col.query("company.name = :1";"John's Pizzas")
```

Looking for null values

When you look for null values, you cannot use the placeholder syntax because the query engine considers null as an unexpected comparison value. For example, if you execute the following query:

```
$vSingles:=ds.Person.query("spouse = :1";Null) // will NOT work
```

You will not get the expected result because the null value will be evaluated by 4D as an error resulting from the parameter evaluation (for example, an attribute coming from another query). For these kinds of queries, you must use the direct query syntax:

```
$vSingles:=ds.Person.query("spouse = null") //correct syntax
```

Linking collection attribute query arguments

When searching in collections within object attributes using multiple query arguments joined by the AND operator, you may want to make sure that only entities containing elements that match all arguments are returned, and not entities where arguments can be found in different elements. To do this, you need to link query arguments to collection elements, so that only single elements containing linked arguments are found.

For example, with the following two entities:

```
Entity 1:
ds.People.name: "martin"
ds.People.places:
{ "locations" : [ {
    "kind":"home",
    "city":"paris"
} ] }

Entity 2:
ds.People.name: "smith"
ds.People.places:
{ "locations" : [ {
    "kind":"home",
    "city":"lyon"
} , {
    "kind":"office",
    "city":"paris"
} ] }
```

You want to find people with a "home" location kind in the city "paris". If you write:

```
ds.People.query("places.locations[].kind= :1 and places.locations[].city= :2";"home";"paris")
```

... the query will return "martin" and "smith" because "smith" has a "locations" element whose "kind" is "home" and a "locations" element whose "city" is "paris", even though they are different elements.

If you want to only get entities where matching arguments are in the same collection element, you need to link arguments. To link query arguments:

- Add a letter between the [] in the first path to link and repeat the same letter in all linked arguments. For example: `locations[a].city` and `locations[a].kind`. You can use any letter of the Latin alphabet (not case sensitive).
- To add different linked criteria in the same query, use another letter. You can create up to 26 combinations of criteria in a single query.

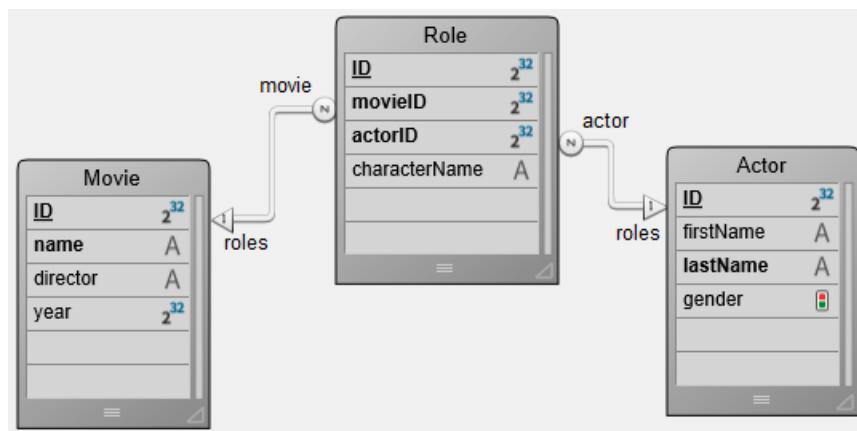
With the above entities, if you write:

```
ds.People.query("places.locations[a].kind= :1 and places.locations[a].city= :2";"home";"paris")
```

... the query will only return "martin" because it has a "locations" element whose "kind" is "home" and whose "city" is "paris". The query will not return "smith" because the values "home" and "paris" are not in the same collection element.

Queries in many-to-many relations

ORDA offers a special syntax to facilitate queries in many-to-many relations. In this context, you may need to search for different values with an `AND` operator BUT in the same attribute. For example, take a look at the following structure:



Imagine that you want to search all movies in which *both* actor A and actor B have a role. If you write a simple query using an `AND` operator, it will not work:

```
// invalid code
$es:=ds.Movie.query("roles.actor.lastName = :1 AND roles.actor.lastName = :2";"Hanks";"Ryan")
// $es is empty
```

Basically, the issue is related to the internal logic of the query: you cannot search for an attribute whose value would be both "A" and "B".

To make it possible to perform such queries, ORDA allows a special syntax: you just need to add a *class index* between {} in all additional relation attributes used in the string:

```
"relationAttribute.attribute = :1 AND relationAttribute{x}.attribute = :2 [AND relationAttribute{y}.attr
```

{x} tells ORDA to create another reference for the relation attribute. It will then perform all the necessary bitmap operations internally. Note that x can be any number except 0: {1}, or {2}, or {1540}... ORDA only needs a unique reference in the query for each class index.

In our example, it would be:

```
// valid code
$es:=ds.Movie.query("roles.actor.lastName = :1 AND roles.actor{2}.lastName = :2";"Hanks";"Ryan")
// $es contains movies (You've Got Mail, Sleepless in Seattle, Joe Versus the Volcano)
```

formula parameter

As an alternative to formula insertion within the `queryString` parameter (see above), you can pass directly a formula object as a boolean search criteria. Using a formula object for queries is recommended since you benefit from tokenization, and code is easier to search/read.

The formula must have been created using the `Formula` or `Formula from string` command. In this case:

- the `formula` is evaluated for each entity and must return true or false. During the execution of the query, if the formula's result is not a boolean, it is considered as false.
- within the `formula`, the entity is available through the `This` object.
- if the `Formula` object is null, the error 1626 ("Expecting a text or formula") is generated, that you call intercept using a method installed with `ON ERR CALL`.

For security reasons, formula calls within `query()` functions can be disallowed. See `querySettings` parameter description.

Passing parameters to formulas

Any `formula` called by the `query()` class function can receive parameters:

- Parameters must be passed through the `args` property (object) of the `querySettings` parameter.
- The formula receives this `args` object as a `$1` parameter.

This small code shows the principles of how parameter are passed to methods:

```
$settings:=New object("args";New object("exclude";"-")) //args object to pass parameters  
$es:=ds.Students.query("eval(checkName($1.exclude))";$settings) //args is received in $1
```

Additional examples are provided in example 3.

4D Server: In client/server, formulas are executed on the server. In this context, only the `querySettings.args` object is sent to the formulas.

querySettings parameter

In the `querySettings` parameter, you can pass an object containing additional options. The following properties are supported:

Property	Typ	Beschreibung						
parameters	Objekt	Named placeholders for values used in the <i>queryString</i> or <i>formula</i> . Values are expressed as property / value pairs, where property is the placeholder name inserted for a value in the <i>queryString</i> or <i>formula</i> ("":placeholder") and value is the value to compare. You can mix indexed placeholders (values directly passed in value parameters) and named placeholder values in the same query.						
attributes	Objekt	<p>Named placeholders for attribute paths used in the <i>queryString</i> or <i>formula</i>. Attributes are expressed as property / value pairs, where property is the placeholder name inserted for an attribute path in the <i>queryString</i> or <i>formula</i> ("":placeholder"), and value can be a string or a collection of strings. Each value is a path that can designate either a scalar or a related attribute of the dataclass or a property in an object field of the dataclass</p> <table border="1"> <thead> <tr> <th>Typ</th><th>Beschreibung</th></tr> </thead> <tbody> <tr> <td>String</td><td>attributePath expressed using the dot notation, e.g. "name" or "user.address.zipCode"</td></tr> <tr> <td>Collection of strings</td><td>Each string of the collection represents a level of attributePath, e.g. ["name"] or ["user", "address", "zipCode"]. Using a collection allows querying on attributes with names that are not compliant with dot notation, e.g. ["4Dv17.1", "en/fr"]</td></tr> </tbody> </table> <p>You can mix indexed placeholders (values directly passed in <i>value</i> parameters) and named placeholder values in the same query.</p>	Typ	Beschreibung	String	attributePath expressed using the dot notation, e.g. "name" or "user.address.zipCode"	Collection of strings	Each string of the collection represents a level of attributePath, e.g. ["name"] or ["user", "address", "zipCode"]. Using a collection allows querying on attributes with names that are not compliant with dot notation, e.g. ["4Dv17.1", "en/fr"]
Typ	Beschreibung							
String	attributePath expressed using the dot notation, e.g. "name" or "user.address.zipCode"							
Collection of strings	Each string of the collection represents a level of attributePath, e.g. ["name"] or ["user", "address", "zipCode"]. Using a collection allows querying on attributes with names that are not compliant with dot notation, e.g. ["4Dv17.1", "en/fr"]							
args	Objekt	Parameter(s) to pass to formulas, if any. The <i>args</i> object will be received in \$1 within formulas and thus its values will be available through <i>\$1.property</i> (see example 3).						
allowFormulas	Boolean	True to allow the formula calls in the query (default). Pass false to disallow formula execution. If set to false and <i>query()</i> is given a formula, an error is sent (1278 - Formula not allowed in this member method).						
context	Text	Label for the automatic optimization context applied to the entity selection. This context will be used by the code that handles the entity selection so that it can benefit from the optimization. This feature is designed for client/server processing; for more information, please refer to the Client/server optimization section.						
queryPlan	Boolean	In the resulting entity selection, returns or does not return the detailed description of the query just before it is executed, i.e. the planned query. The returned property is an object that includes each planned query and subquery (in the case of a complex query). This option is useful during the development phase of an application. It is usually used in conjunction with <i>queryPath</i> . Default if omitted: false. Note: This property is supported only by the <i>entitySelection.query()</i> and <i>dataClass.query()</i> functions.						
queryPath	Boolean	In the resulting entity selection, returns or does not return the detailed description of the query as it is actually performed. The returned property is an object that contains the actual path used for the query (usually identical to that of the <i>queryPlan</i> , but may differ if the engine manages to optimize the query), as well as the processing time and the number of records found. This option is useful during the development phase of an application. Default if omitted: false. Note: This property is supported only by the <i>entitySelection.query()</i> and <i>dataClass.query()</i> functions.						

About queryPlan and queryPath

The information recorded in *queryPlan* / *queryPath* include the query type (indexed and sequential) and each necessary subquery along with conjunction operators. Query paths also contain the number of entities found and the time required to execute each search criterion. Query paths also contain the number of entities found and the time required to execute each search criterion. Generally, the description of the query plan and its path are identical but they can differ because 4D can implement dynamic optimizations when a query is executed in order to improve performance. For example, the 4D engine can dynamically convert an indexed query into a sequential one if it estimates that it is faster. This particular case can occur when the number of entities being searched for is low.

For example, if you execute the following query:

```
$sel:=ds.Employee.query("salary < :1 and employer.name = :2 or employer.revenues > :3";\n50000;"Lima West Kilo";10000000;New object("queryPath";True;"queryPlan";True))
```

queryPlan:

```
{Or:[{And:[{item:[index : Employee.salary ] < 50000},\n  {item:Join on Table : Company : Employee.employerID = Company.ID,\n    subquery:[{item:[index : Company.name ] = Lima West Kilo}]}]},\n  {item:Join on Table : Company : Employee.employerID = Company.ID,\n    subquery:[{item:[index : Company.revenues ] > 10000000}]}]}
```

queryPath:

```
{steps:[{description:OR,time:63,recordsfound:1388132,\n  steps:[{description:AND,time:32,recordsfound:131,\n    steps:[{description:[index : Employee.salary ] < 50000,time:16,recordsfound:728260},{description:Join\n      steps:[{steps:[{description:[index : Company.name ] = Lima West Kilo,time:0,recordsfound:1}]}]}],{\n        steps:[{steps:[{description:[index : Company.revenues ] > 10000000,time:0,recordsfound:933}]}]}]}]}
```

Beispiel 1

This section provides various examples of queries.

Query on a string:

```
$entitySelection:=ds.Customer.query("firstName = 'S@'")
```

Query with a NOT statement:

```
$entitySelection:=ds.Employee.query("not(firstName=Kim)")
```

Queries with dates:

```
$entitySelection:=ds.Employee.query("birthDate > :1";"1970-01-01")\n$entitySelection:=ds.Employee.query("birthDate <= :1";Current date-10950)
```

Query with indexed placeholders for values:

```
$entitySelection:=ds.Customer.query("(firstName = :1 or firstName = :2) and (lastName = :3 or lastName = :4)";"S@";"M@";"S@";"M@")
```

Query with indexed placeholders for values on a related dataclass:

```
$entitySelection:=ds.Employee.query("lastName = :1 and manager.lastName = :2";"M@";"S@")
```

Query with indexed placeholder including a descending order by statement:

```
$entitySelection:=ds.Student.query("nationality = :1 order by campus.name desc, lastname";"French")
```

Query with named placeholders for values:

```
var $querySettings : Object
var $managedCustomers : cs.CustomerSelection
$querySettings:=New object
$querySettings.parameters:=New object("userId";1234;"extraInfo";New object("name";"Smith"))
$managedCustomers:=ds.Customer.query("salesperson.userId = :userId and name = :extraInfo.name";$querySet
```

Query that uses both named and indexed placeholders for values:

```
var $querySettings : Object
var $managedCustomers : cs.CustomerSelection
$querySettings.parameters:=New object("userId";1234)
$managedCustomers:=ds.Customer.query("salesperson.userId = :userId and name=:1";"Smith";$querySettings)
```

Query with queryPlan and queryPath objects:

```
$entitySelection:=ds.Employee.query("(firstName = :1 or firstName = :2) and (lastName = :3 or lastName =
//you can then get these properties in the resulting entity selection
var $queryPlan; $queryPath : Object
$queryPlan:=$entitySelection.queryPlan
$queryPath:=$entitySelection.queryPath
```

Query with an attribute path of Collection type:

```
$entitySelection:=ds.Employee.query("extraInfo.hobbies[].name = :1";"horsebackriding")
```

Query with an attribute path of Collection type and linked attributes:

```
$entitySelection:=ds.Employee.query("extraInfo.hobbies[a].name = :1 and extraInfo.hobbies[a].level=:2";"
```

Query with an attribute path of Collection type and multiple linked attributes:

```
$entitySelection:=ds.Employee.query("extraInfo.hobbies[a].name = :1 and
extraInfo.hobbies[a].level = :2 and extraInfo.hobbies[b].name = :3 and
extraInfo.hobbies[b].level = :4";"horsebackriding";2;"Tennis";5)
```

Query with an attribute path of Object type:

```
$entitySelection:=ds.Employee.query("extra.eyeColor = :1";"blue")
```

Query with an IN statement:

```
$entitySelection:=ds.Employee.query("firstName in :1";New collection("Kim";"Dixie"))
```

Query with a NOT (IN) statement:

```
$entitySelection:=ds.Employee.query("not (firstName in :1);New collection("John";"Jane"))
```

Query with indexed placeholders for attributes:

```
var $es : cs.EmployeeSelection  
$es:=ds.Employee.query(":1 = 1234 and :2 = 'Smith'";"salesperson.userId";"name")  
//salesperson is a related entity
```

Query with indexed placeholders for attributes and named placeholders for values:

```
var $es : cs.EmployeeSelection  
var $querySettings : Object  
$querySettings:=New object  
$querySettings.parameters:=New object("customerName";"Smith")  
$es:=ds.Customer.query(":1 = 1234 and :2 = :customerName";"salesperson.userId";"name";$querySettings)  
//salesperson is a related entity
```

Query with indexed placeholders for attributes and values:

```
var $es : cs.EmployeeSelection  
$es:=ds.Clients.query(":1 = 1234 and :2 = :3";"salesperson.userId";"name";"Smith")  
//salesperson is a related entity
```

Beispiel 2

This section illustrates queries with named placeholders for attributes.

Given an Employee dataclass with 2 entities:

Entity 1:

```
name: "Marie"  
number: 46  
softwares:{  
    "Word 10.2": "Installed",  
    "Excel 11.3": "To be upgraded",  
    "Powerpoint 12.4": "Not installed"  
}
```

Entity 2:

```
name: "Sophie"  
number: 47  
softwares:{  
    "Word 10.2": "Not installed",  
    "Excel 11.3": "To be upgraded",  
    "Powerpoint 12.4": "Not installed"  
}
```

Query with named placeholders for attributes:

```

var $querySettings : Object
var $es : cs.EmployeeSelection
$querySettings:=New object
$querySettings.attributes:=New object("attName";"name";"attWord";New collection("softwares");"Word 10.2")
$es:=ds.Employee.query(":attName = 'Marie' and :attWord = 'Installed'";$querySettings)
//$es.length=1 (Employee Marie)

```

Query with named placeholders for attributes and values:

```

var $querySettings : Object
var $es : cs.EmployeeSelection
var $name : Text
$querySettings:=New object
//Named placeholders for values
//The user is asked for a name
$name:=Request("Please enter the name to search:")
If(OK=1)
    $querySettings.parameters:=New object("givenName";$name)
//Named placeholders for attribute paths
    $querySettings.attributes:=New object("attName";"name")
    $es:=ds.Employee.query(":attName= :givenName";$querySettings)
End if

```

Example 3

These examples illustrate the various ways to use formulas with or without parameters in your queries.

The formula is given as text with `eval()` in the *queryString* parameter:

```

var $es : cs.StudentsSelection
$es:=ds.Students.query("eval(length(This.lastname) >=30) and nationality='French'")

```

The formula is given as a `Formula` object through a placeholder:

```

var $es : cs.StudentsSelection
var $formula : Object
$formula:=Formula(Length(This.lastname)>=30)
$es:=ds.Students.query(":1 and nationality='French'";$formula)

```

Only a `Formula` object is given as criteria:

```

var $es : cs.StudentsSelection
var $formula : Object
$formula:=Formula(Length(This.lastname)>=30)
$es:=ds.Students.query($formula)

```

Several formulas can be applied:

```

var $formula1; $1; $formula2 ;$0 : Object
$formula1:=$1
$formula2:=Formula(Length(This.firstname)>=30)
$0:=ds.Students.query(":1 and :2 and nationality='French'";$formula1;$formula2)

```

A text formula in *queryString* receives a parameter:

```

var $es : cs.StudentsSelection
var $settings : Object
$settings:=New object()
$settings.args:=New object("filter";"-")
$es:=ds.Students.query("eval(checkName($1.filter)) and nationality=:1";"French";$settings)

```

```

//checkName method
#DECLARE($exclude : Text) -> $result : Boolean
$result:=(Position($exclude;This.lastname)=0)

```

Using the same `checkName` method, a `Formula` object as placeholder receives a parameter:

```

var $es : cs.StudentsSelection
var $settings; $formula : Object
$formula:=Formula(checkName($1.filter))
$settings:=New object()
$settings.args:=New object("filter";"-")
$es:=ds.Students.query(":1 and nationality=:2";$formula;"French";$settings)
$settings.args.filter:="*" // change the parameters without updating the $formula object
$es:=ds.Students.query(":1 and nationality=:2";$formula;"French";$settings)

```

We want to disallow formulas, for example when the user enters their query:

```

var $es : cs.StudentsSelection
var $settings : Object
var $queryString : Text
$queryString:=Request("Enter your query:")
if(OK=1)
    $settings:=New object("allowFormulas";False)
    $es:=ds.Students.query($queryString;$settings) //An error is raised if $queryString contains a formula
End if

```

See also

[.query\(\)](#) for entity selections

.setRemoteCacheSettings()

► History

[.setRemoteCacheSettings\(settings : Object\)](#)

Parameter	Typ		Beschreibung
settings	Objekt	->	Object that sets the timeout and maximum size of the ORDA cache for the dataclass.

Advanced mode: This function is intended for developers who need to customize ORDA default features for specific configurations. In most cases, you will not need to use it.

Beschreibung

The `.setRemoteCacheSettings()` function sets the timeout and maximum size of the ORDA cache for a dataclass..

In the `settings` parameter, pass an object with the following properties:

Property	Typ	Beschreibung
timeout	Ganzzahl	Timeout in seconds.
maxEntries	Ganzzahl	Maximum number of entities.

`timeout` sets the timeout of the ORDA cache for the dataclass (default is 30 seconds). Once the timeout has passed, the entities of the dataclass in the cache are considered as expired. This means that:

- the data is still there
- the next time the data is needed, it will be asked to the server
- 4D automatically removes expired data when the maximum number of entities is reached

Setting a `timeout` property sets a new timeout for the entities already present in the cache. It is useful when working with data that does not change very frequently, and thus when new requests to the server are not necessary.

`maxEntries` sets the max number of entities in the ORDA cache. Default is 30 000.

The minimum number of entries is 300, so the value of `maxEntries` must be equal to or higher than 300. Otherwise it is ignored and the maximum number of entries is set to 300.

If no valid properties are passed as `timeout` and `maxEntries`, the cache remains unchanged, with its default or previously set values.

When an entity is saved, it is updated in the cache and expires once the timeout is reached.

Beispiel

```
var $ds : 4D.DataStoreImplementation
$ds:=Open datastore(New object("hostname"; "www.myserver.com"); "myDS")
$ds.Buildings.setRemoteCacheSettings(New object("timeout"; 60; "maxEntries"; 350))
```

See also

[.clearRemoteCache\(\)](#)
[.getRemoteCache\(\)](#)

DataClassAttribute

Dataclass attributes are available as properties of their respective classes. Beispiel:

```
nameAttribute:=ds.Company.name //reference to class attribute  
revenuesAttribute:=ds.Company["revenues"] //alternate way
```

This code assigns to *nameAttribute* and *revenuesAttribute* references to the name and revenues attributes of the Company class. This syntax does NOT return values held inside of the attribute, but instead returns references to the attributes themselves. To handle values, you need to go through [Entities](#).

`DataClassAttribute` objects have properties that you can read to get information about your dataclass attributes.

Dataclass attribute objects can be modified, but the underlying database structure will not be altered.

Summary

.autoFilled : Boolean	contains True if the attribute value is automatically filled by 4D
.exposed : Boolean	true if the attribute is exposed in REST
.fieldNumber : Integer	contains the internal 4D field number of the attribute
.fieldType : Integer	contains the 4D database type of the attribute
.indexed : Boolean	contains True if there is a B-tree or a Cluster B-tree index on the attribute
.inverseName : Text	returns the name of the attribute which is at the other side of the relation
.keywordIndexed : Boolean	contains True if there is a keyword index on the attribute
.kind : Text	returns the category of the attribute
.mandatory : Boolean	contains True if Null value input is rejected for the attribute
.name : Text	returns the name of the <code>dataClassAttribute</code> object as string
.path : Text	returns the path of an alias attribute based upon a relation
.readOnly : Boolean	true if the attribute is read-only
.relatedDataClass : Text	returns the name of the dataclass related to the attribute
.type : Text	contains the conceptual value type of the attribute
.unique : Boolean	contains True if the attribute value must be unique

.autoFilled

► History

`.autoFilled : Boolean`

Beschreibung

The `.autoFilled` property contains True if the attribute value is automatically filled by 4D. This property corresponds to the following 4D field properties:

- "Autoincrement", for numeric type fields

- "Auto UUID", for UUID (alpha type) fields.

This property is not returned if `.kind` = "relatedEntity" or "relatedEntities".

For generic programming, you can use `Bool(dataClassAttribute.autoFilled)` to get a valid value (false) even if `.autoFilled` is not returned.

.exposed

► History

`.exposed` : Boolean

Beschreibung

The `.exposed` property is true if the attribute is exposed in REST.

See also

[DataClass.getInfo\(\)](#)

.fieldNumber

► History

`.fieldNumber` : Integer

Beschreibung

The `.fieldNumber` property contains the internal 4D field number of the attribute.

This property is not returned if `.kind` = "relatedEntity" or "relatedEntities".

For generic programming, you can use `Num(dataClassAttribute.fieldNumber)` to get a valid value (0) even if `.fieldNumber` is not returned.

.fieldType

► History

`.fieldType` : Integer

Beschreibung

The `.fieldType` property contains the 4D database type of the attribute. It depends on the attribute kind (see `.kind`).

Possible values:

<code>dataClassAttribute.kind</code>	<code>fieldType</code>
<code>storage</code>	Corresponding 4D field type, see Value type
<code>relatedEntity</code>	<code>38 (Is object)</code>
<code>relatedEntities</code>	<code>42 (Is collection)</code>
<code>calculated</code>	<ul style="list-style-type: none"> scalar: corresponding 4D field type, see Value type entity: <code>38 (Is object)</code> entity selection: <code>42 (Is collection)</code>
<code>alias</code>	<ul style="list-style-type: none"> scalar: corresponding 4D field type, see Value type entity: <code>38 (Is object)</code> entity selection: <code>42 (Is collection)</code>

See also

[.type](#)

.indexed

► History

`.indexed` : Boolean

Beschreibung

The `.indexed` property contains True if there is a B-tree or a Cluster B-tree index on the attribute.

This property is not returned if `.kind` = "relatedEntity" or "relatedEntities".

For generic programming, you can use `Bool(dataClassAttribute.indexed)` to get a valid value (false) even if `.indexed` is not returned.

.inverseName

► History

`.inverseName` : Text

Beschreibung

The `.inverseName` property returns the name of the attribute which is at the other side of the relation.

This property is not returned if `.kind` = "storage". It must be of the "relatedEntity" or "relatedEntities" kind.

For generic programming, you can use `String(dataClassAttribute.inverseName)` to get a valid value ("") even if `.inverseName` is not returned.

.keywordIndexed

► History

`.keywordIndexed` : Boolean

Beschreibung

The `.keywordIndexed` property contains True if there is a keyword index on the attribute.

This property is not returned if `.kind` = "relatedEntity" or "relatedEntities".

For generic programming, you can use `Bool(dataClassAttribute.keywordIndexed)` to get a valid value (false) even if `.keywordIndexed` is not returned.

.kind

► History

`.kind` : Text

Beschreibung

The `.kind` property returns the category of the attribute. Returned value can be one of the following:

- "storage": storage (or scalar) attribute, i.e. attribute storing a value, not a reference to another attribute
- "calculated": computed attribute, i.e. defined through a [get function](#)
- "alias": attribute built upon [another attribute](#)
- "relatedEntity": N -> 1 relation attribute (reference to an entity)
- "relatedEntities": 1 -> N relation attribute (reference to an entity selection)

Beispiel

Given the following table and relation:

```
var $attKind : Text
$attKind:=ds.Employee.lastname.kind // $attKind="storage"
$attKind:=ds.Employee.manager.kind // $attKind="relatedEntity"
$attKind:=ds.Employee.directReports.kind // $attKind="relatedEntities"
```

.mandatory

► History

`.mandatory` : Boolean

Beschreibung

The `.mandatory` property contains True if Null value input is rejected for the attribute.

This property is not returned if `.kind` = "relatedEntity" or "relatedEntities".

For generic programming, you can use `Bool(dataClassAttribute.mandatory)` to get a valid value (false) even if `.mandatory` is not returned. Warning: This property corresponds to the "Reject NULL value input" field property at the 4D database level. It is unrelated to the existing "Mandatory" property which is a data entry control option for a table.

.name

► History

`.name` : Text

Beschreibung

The `.name` property returns the name of the `dataClassAttribute` object as string.

Beispiel

```
var $attName : Text  
$attName:=ds.Employee.lastname.name // $attName="lastname"
```

.path

► History

.path : Text

Beschreibung

The `.path` property returns the path of an alias attribute based upon a relation.

Beispiel

```
var $path : Text  
$path:=ds.Teacher.students.path // $path="courses.student"
```

.readOnly

► History

.readOnly : Boolean

Beschreibung

The `.readOnly` property is true if the attribute is read-only.

For example, computed attributes without `set function` are read-only.

.relatedDataClass

► History

.relatedDataClass : Text

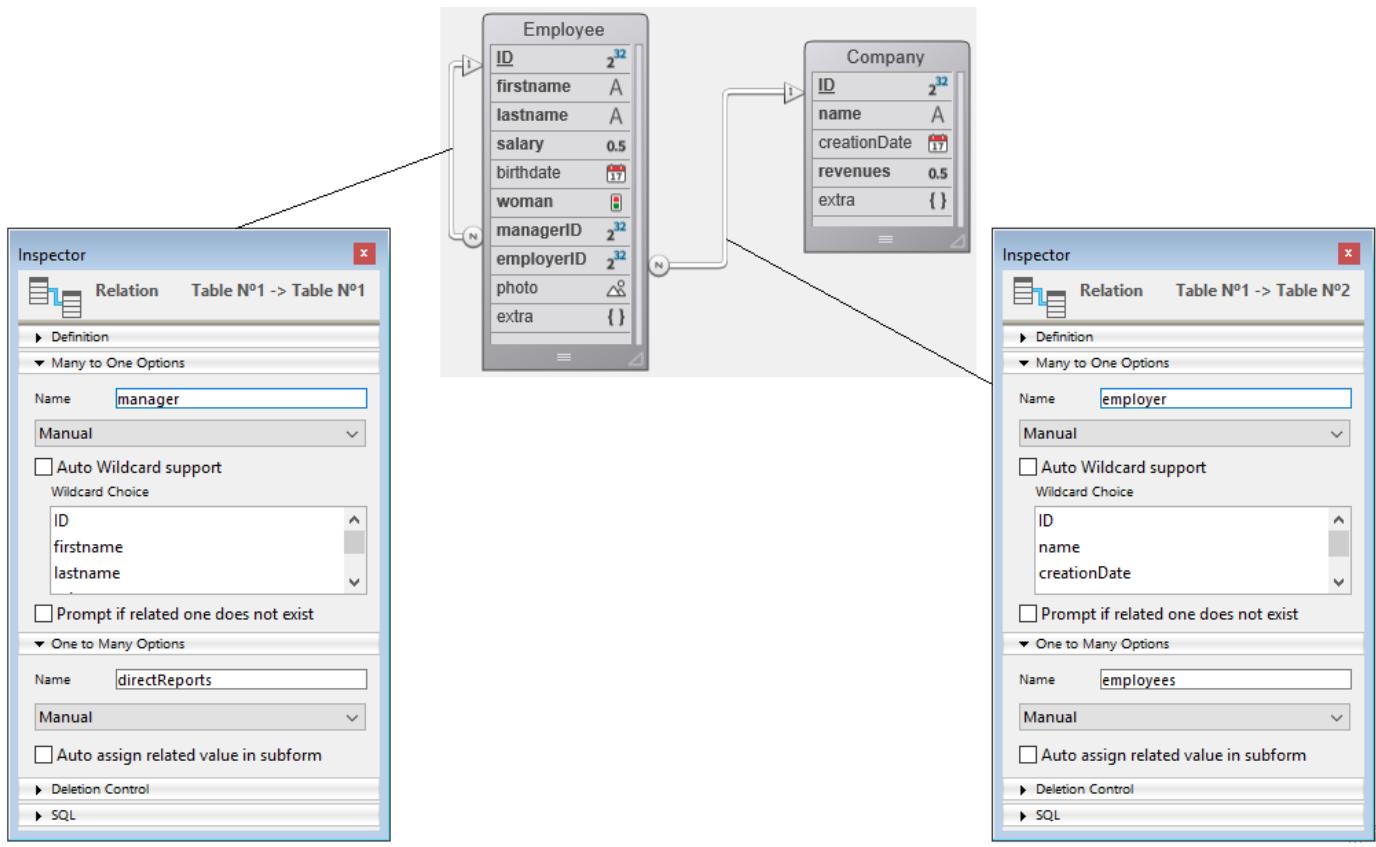
Beschreibung

This property is only available with attributes of the "relatedEntity" or "relatedEntities" `.kind` property.

The `.relatedDataClass` property returns the name of the dataclass related to the attribute.

Beispiel

Given the following tables and relations:



```
var $relClass1; $relClassN : Text
$relClass1:=ds.Employee.employer.relatedDataClass // $relClass1="Company"
$relClassN:=ds.Employee.directReports.relatedDataClass // $relClassN="Employee"
```

.type

► History
.type : Text

Beschreibung

The `.type` property contains the conceptual value type of the attribute, useful for generic programming.

The conceptual value type depends on the attribute `.kind`.

Possible values:

dataClassAttribute.kind	type	Kommentar
storage	"blob", "bool", "date", "image", "number", "object", or "string"	"number" is returned for any numeric types including duration. "string" is returned for uuid, alpha and text field types. "blob" attributes are blob objects , they are handled using the Blob class .
relatedEntity	related dataClass name	Ex: "Companies"
relatedEntities	related dataClass name + "Selection" suffix	Ex: "EmployeeSelection"
calculated	<ul style="list-style-type: none"> ● storage: type ("blob", "number", etc.) ● entity: dataClass name ● entity selection: dataClass name + "Selection" 	

See also

[.fieldType](#)

.unique

► History

.unique : Boolean

Beschreibung

The `.unique` property contains True if the attribute value must be unique. This property corresponds to the "Unique" 4D field property.

This property is not returned if `.kind` = "relatedEntity" or "relatedEntities".

For generic programming, you can use `Bool(dataClassAttribute.unique)` to get a valid value (false) even if `.unique` is not returned.

DataStore

A [Datastore](#) is the interface object provided by ORDA to reference and access a database. `Datastore` objects are returned by the following commands:

- `ds`: a shortcut to the main datastore
- [Open datastore](#): to open any remote datastore

Summary

<code>.cancelTransaction()</code>	cancels the transaction
<code>.clearAllRemoteContexts()</code>	clears all the attributes for all the active contexts in the datastore
<code>.dataclassName : 4D.DataClass</code>	contains a description of the dataclass
<code>.encryptionStatus(): Object</code>	returns an object providing the encryption status for the current data file
<code>.getAllRemoteContexts() : Collection</code>	returns a collection of objects containing information on all the active optimization contexts in the datastore
<code>.getInfo(): Object</code>	returns an object providing information about the datastore
<code>.getRemoteContextInfo(contextName : Text) : Object</code>	returns an object that holds information on the <code>contextName</code> optimization context in the datastore.
<code>.getRequestLog() : Collection</code>	returns the ORDA requests logged in memory on the client side
<code>.makeSelectionsAlterable()</code>	sets all entity selections as alterable by default in the current application datastores
<code>.provideDataKey(curPassPhrase : Text) : Object</code> <code>.provideDataKey(curDataKey : Object) : Object</code>	allows providing a data encryption key for the current data file of the datastore and detects if the key matches the encrypted data
<code>.setAdminProtection(status : Boolean)</code>	allows disabling any data access on the web admin port , including for the Data Explorer in <code>WebAdmin</code> sessions
<code>.setRemoteContextInfo(contextName : Text ; dataClassName : Text ; attributes : Text {; contextType : Text { ; pageLength : Integer}})</code> <code>.setRemoteContextInfo(contextName : Text ; dataClassName : Text; attributesColl : Collection {; contextType : Text { ; pageLength : Integer }})</code> <code>.setRemoteContextInfo(contextName : Text ; dataClassObject : 4D.DataClass ; attributes : Text {; contextType : Text { ; pageLength : Integer }})</code> <code>.setRemoteContextInfo(contextName : Text ; dataClassObject : 4D.DataClass ; attributesColl : Collection {; contextType : Text { ; pageLength : Integer }})</code>	links the specified dataclass attributes to the <code>contextName</code> optimization context

```
.startRequestLog()  
.startRequestLog( file : 4D.File )  
.startRequestLog( reqNum : Integer )  
starts the logging of ORDA requests on the client side
```

```
.startTransaction()  
starts a transaction in the current process on the database matching the datastore to which it applies
```

```
.stopRequestLog()  
stops any logging of ORDA requests on the client side
```

```
.validateTransaction()  
accepts the transaction
```

ds

► History

ds { (localID : Text) } : cs.DataStore

Parameter	Typ		Beschreibung
localID	Text	->	Local ID of the remote datastore to return
Ergebnis	cs.DataStore	<-	Reference to the datastore

Beschreibung

The `ds` command returns a reference to the datastore matching the current 4D database or the database designated by `localID`.

If you omit the `localID` parameter (or pass an empty string ""), the command returns a reference to the datastore matching the local 4D database (or the 4D Server database in case of opening a remote database on 4D Server). The datastore is opened automatically and available directly through `ds`.

You can also get a reference on an open remote datastore by passing its local id in the `localID` parameter. The datastore must have been previously opened with the `Open datastore` command by the current database (host or component). The local id is defined when using this command.

The scope of the local id is the database where the datastore has been opened.

If no `localID` datastore is found, the command returns Null.

Objects available in the `cs.Datastore` are mapped from the target database with respect to the [ORDA general rules](#).

Beispiel 1

Using the main datastore on the 4D database:

```
$result:=ds.Employee.query("firstName = :1";"S@")
```

Beispiel 2

```

var $connectTo; $firstFrench; $firstForeign : Object
var $frenchStudents; $foreignStudents : cs.DataStore

$connectTo:=New object("type";"4D Server";"hostname";"192.168.18.11:8044")
$frenchStudents:=Open datastore($connectTo;"french")

$connectTo.hostname:="192.168.18.11:8050"
$foreignStudents:=Open datastore($connectTo;"foreign")
//...
//...
$firstFrench:=getFirst("french";"Students")
$firstForeign:=getFirst("foreign";"Students")

```

```

//getFirst method
//getFirst(localID;dataclass) -> entity
#DECLARE( $localId : Text; $dataClassName : Text ) -> $entity : 4D.Entity
$0:=ds($localId)[${dataClassName}].all().first()

```

Open datastore

► History

`Open datastore(connectionInfo : Object ; localID : Text) : cs.DataStore`

Parameter	Typ		Beschreibung
connectionInfo	Objekt	->	Connection properties used to reach the remote datastore
localID	Text	->	Id to assign to the opened datastore on the local application (mandatory)
Ergebnis	cs.DataStore	<-	Datastore object

Beschreibung

The `Open datastore` command connects the application to the 4D database identified by the `connectionInfo` parameter and returns a matching `cs.DataStore` object associated with the `/localID` local alias.

The `connectionInfo` 4D database must be available as a remote datastore, i.e.:

- its web server must be launched with http and/or https enabled,
- its `Expose as REST server` option must be checked,
- at least one client license is available.

If no matching database is found, `Open datastore` returns Null.

`localID` is a local alias for the session opened on remote datastore. If `/localID` already exists on the application, it is used. Otherwise, a new `/localID` session is created when the datastore object is used.

Objects available in the `cs.Datastore` are mapped from the target database with respect to the [ORDA general rules](#).

Once the session is opened, the following statements become equivalent and return a reference on the same datastore object:

```

$myds:=Open datastore(connectionInfo;"myLocalId")
$myds2:=ds("myLocalId")
//$myds and $myds2 are equivalent

```

Pass in `connectionInfo` an object describing the remote datastore you want to connect to. It can contain the following properties (all properties are optional except `hostname`):

Property	Typ	Beschreibung
hostname	Text	Name or IP address of the remote database + ":" + port number (port number is mandatory)
user	Text	User name
password	Text	User password
idleTimeout	Lange Ganzzahl	Inactivity session timeout (in minutes), after which the session is automatically closed by 4D. If omitted, default value is 60 (1h). The value cannot be < 60 (if a lower value is passed, the timeout is set to 60). For more information, see Closing sessions.
tls	Boolean	Use secured connection(*). If omitted, false by default. Using a secured connection is recommended whenever possible.
type	Text	Must be "4D Server"

(*) If tls is true, the HTTPS protocol is used if:

- HTTPS is enabled on the remote datastore
- the given port is the right HTTPS port configured in the database settings
- a valid certificate and private encryption key are installed in the database. Otherwise, error "1610 - A remote request to host xxx has failed" is raised

Beispiel 1

Connection to a remote datastore without user / password:

```
var $connectTo : Object
var $remoteDS : cs.DataStore
$connectTo:=New object("type";"4D Server";"hostname";"192.168.18.11:8044")
$remoteDS:=Open datastore($connectTo;"students")
ALERT("This remote datastore contains "+String($remoteDS.Students.all().length)+" students")
```

Beispiel 2

Connection to a remote datastore with user / password / timeout / tls:

```
var $connectTo : Object
var $remoteDS : cs.DataStore
$connectTo:=New object("type";"4D Server";"hostname";"\\"192.168.18.11:4443";\
    "user";"marie";"password";$pwd;"idleTimeout";70;"tls";True)
$remoteDS:=Open datastore($connectTo;"students")
ALERT("This remote datastore contains "+String($remoteDS.Students.all().length)+" students")
```

Example 3

Working with several remote datastores:

```
var $connectTo : Object
var $frenchStudents; $foreignStudents : cs.DataStore
$connectTo:=New object("hostname";"192.168.18.11:8044")
$frenchStudents:=Open datastore($connectTo;"french")
$connectTo.hostname:="192.168.18.11:8050"
$foreignStudents:=Open datastore($connectTo;"foreign")
ALERT("They are "+String($frenchStudents.Students.all().length)+" French students")
ALERT("They are "+String($foreignStudents.Students.all().length)+" foreign students")
```

Error management

In case of error, the command returns Null. If the remote datastore cannot be reached (wrong address, web server not started, http and https not enabled...), error 1610 "A remote request to host XXX has failed" is raised. You can intercept this error with a method installed by `ON ERR CALL`.

`.dataclassName`

► History

`.dataclassName` : 4D.DataClass

Beschreibung

Each dataclass in a datastore is available as a property of the `DataStore object` data. The returned object contains a description of the dataclass.

Beispiel

```
var $emp : cs.Employee
var $sel : cs.EmployeeSelection
$emp:=ds.Employee // $emp contains the Employee dataclass
$sel:=$emp.all() // gets an entity selection of all employees

// you could also write directly:
$sel:=ds.Employee.all()
```

`.cancelTransaction()`

► History

`.cancelTransaction()` | Parameter | Typ | | Beschreibung | | ----- | --- |::| ----- | | | | Does not require any parameters |

Beschreibung

The `.cancelTransaction()` function cancels the transaction opened by the `.startTransaction()` function at the corresponding level in the current process for the specified datastore.

The `.cancelTransaction()` function cancels any changes made to the data during the transaction.

You can nest several transactions (sub-transactions). If the main transaction is cancelled, all of its sub-transactions are also cancelled, even if they were validated individually using the `.validateTransaction()` function.

Beispiel

See example for the `.startTransaction()` function.

`.clearAllRemoteContexts()`

► History

`.clearAllRemoteContexts()` | Parameter | Typ | | Beschreibung | | ----- | --- |::| ----- | | | | Does not require any parameters |

Beschreibung

The `.clearAllRemoteContexts()` function clears all the attributes for all the active contexts in the datastore.

This function is mainly used in the context of debugging. One thing to keep in mind is that when you open the debugger, it sends requests to the server and queries all the dataclass attributes to display them. This can overload your contexts with unnecessary data.

In such cases, you can use `.clearAllRemoteContexts()` to clear your contexts and keep them clean.

See also

[.getRemoteContextInfo\(\)](#)
[.getAllRemoteContexts\(\)](#)
[.setRemoteContextInfo\(\)](#)

.encryptionStatus()

► History

.encryptionStatus(): Object

Parameter	Typ		Beschreibung
Ergebnis	Objekt	<-	Information about the encryption of the current datastore and of each table

Beschreibung

The `.encryptionStatus()` function returns an object providing the encryption status for the current data file (i.e., the data file of the `ds` datastore). The status for each table is also provided.

Use the `Data file encryption status` command to determine the encryption status of any other data file.

Rückgabewert

The returned object contains the following properties:

Property			Typ	Beschreibung
isEncrypted			Boolean	True if the data file is encrypted
keyProvided			Boolean	True if the encryption key matching the encrypted data file is provided(*).
Tabellen			Objekt	Object containing as many properties as there are encryptable or encrypted tables.
	<i>tableName</i>		Objekt	Encryptable or Encrypted table
		<i>name</i>	Text	Name of the table
		<i>num</i>	Zahl	Table number
		<i>isEncryptable</i>	Boolean	True if the table is declared encryptable in the structure file
		<i>isEncrypted</i>	Boolean	True if the records of the table are encrypted in the data file

(*) The encryption key can be provided:

- with the `.provideDataKey()` command,
- at the root of a connected device before opening the datastore,
- with the `Discover data key` command.

Beispiel

You want to know the number of encrypted tables in the current data file:

```

var $status : Object

$status:=dataStore.encryptionStatus()

If($status.isEncrypted) //the database is encrypted
    C_LONGINT($vcount)
    C_TEXT($tabName)
    For each($tabName;$status.tables)
        If($status.tables[$tabName].isEncrypted)
            $vcount:=$vcount+1
        End if
    End for each
    ALERT(String($vcount)+" encrypted table(s) in this datastore.")
Else
    ALERT("This database is not encrypted.")
End if

```

.getAllRemoteContexts()

► History

.getAllRemoteContexts() : Collection

Parameter	Typ		Beschreibung
Ergebnis	Objekt	<-	Collection of optimization context objects

Advanced mode: This function is intended for developers who need to customize ORDA default features for specific configurations. In most cases, you will not need to use it.

Beschreibung

The `.getAllRemoteContexts()` function returns a collection of objects containing information on all the active optimization contexts in the datastore.

For more information on how contexts can be created, see [client/server optimization](#).

Each object in the returned collection has the properties listed in the `.getRemoteContextInfo()` section.

Beispiel

The following code sets up two contexts and retrieves them using `.getAllRemoteContexts()`:

```

var $ds : 4D.DataStoreImplementation
var $persons : cs.PersonsSelection
var $addresses : cs.AddressSelection
var $p : cs.PersonsEntity
var $a : cs.AddressEntity
var $contextA; $contextB : Object
var $info : Collection
var $text : Text

// Open remote datastore
$ds:=Open datastore(New object("hostname"; "www.myserver.com"); "myDS")

// Set context A
$contextA:=New object("context"; "contextA")
$persons:=$ds.Persons.all($contextA)
$text:=""
For each ($p; $persons)
    $text:=$p.firstname+" lives in "+$p.address.city+"
End for each

// Set context B
$contextB:=New object("context"; "contextB")
$addresses:=$ds.Address.all($contextB)
$text:=""
For each ($a; $addresses)
    $text:=$a.zipCode
End for each

// Get all remote contexts (in this case, contextA and contextB)
$info:=$ds.getAllRemoteContexts()
//$info = [{name:"contextB"; dataclass:"Address"; main:"zipCode"}, {name:"contextA"; dataclass:"Persons"; main:"firstname,address.city"}]

```

This example serves as a demonstration, it is not meant for real implementation.

See also

[.getRemoteContextInfo\(\)](#)
[.setRemoteContextInfo\(\)](#)
[.clearAllRemoteContexts\(\)](#)

.getInfo()

► History

[.getInfo\(\): Object](#)

Parameter	Typ		Beschreibung
Ergebnis	Objekt	<-	Datastore properties

Beschreibung

The `.getInfo()` function returns an object providing information about the datastore. This function is useful for setting up generic code.

Returned object

Property	Typ	Beschreibung															
type	string	<ul style="list-style-type: none"> • "4D": main datastore, available through ds • "4D Server": remote datastore, open with Open datastore 															
networked	Boolean	<ul style="list-style-type: none"> • True: the datastore is reached through a network connection. • False: the datastore is not reached through a network connection (local database) 															
localID	Text	ID of the datastore on the machine. Corresponds to the localId string given with the <code>Open datastore</code> command. Empty string ("") for main datastore.															
connection	object	Object describing the remote datastore connection (not returned for main datastore). Available properties: <table border="1"> <thead> <tr> <th>Property</th><th>Typ</th><th>Beschreibung</th></tr> </thead> <tbody> <tr> <td>hostname</td><td>Text</td><td>IP address or name of the remote datastore + ":" + port number</td></tr> <tr> <td>tls</td><td>Boolean</td><td>True if secured connection is used with the remote datastore</td></tr> <tr> <td>idleTimeout</td><td>number</td><td>Session inactivity timeout (in minutes)</td></tr> <tr> <td>user</td><td>Text</td><td>User authenticated on the remote datastore</td></tr> </tbody> </table>	Property	Typ	Beschreibung	hostname	Text	IP address or name of the remote datastore + ":" + port number	tls	Boolean	True if secured connection is used with the remote datastore	idleTimeout	number	Session inactivity timeout (in minutes)	user	Text	User authenticated on the remote datastore
Property	Typ	Beschreibung															
hostname	Text	IP address or name of the remote datastore + ":" + port number															
tls	Boolean	True if secured connection is used with the remote datastore															
idleTimeout	number	Session inactivity timeout (in minutes)															
user	Text	User authenticated on the remote datastore															

- If the `.getInfo()` function is executed on a 4D Server or 4D single-user, `networked` is False.
- If the `.getInfo()` function is executed on a remote 4D, `networked` is True

Beispiel 1

```
var $info : Object

$info:=ds.getInfo() //Executed on 4D Server or 4D
//>{"type":"4D","networked":false,"localID":""}

$info:=ds.getInfo() // Executed on 4D remote
//>{"type":"4D","networked":true,"localID":""}
```

Beispiel 2

On a remote datastore:

```
var $remoteDS : cs.DataStore
var $info; $connectTo : Object

$connectTo:=New object("hostname";"111.222.33.44:8044";"user";"marie";"password";"aaaa")
$remoteDS:=Open datastore($connectTo;"students")
$info:=$remoteDS.getInfo()

//{"type":"4D Server",
//"localID":"students",
//"networked":true,
//"connection":{hostname:"111.222.33.44:8044", "tls":false, "idleTimeout":2880, "user":"marie"}}
```

.getRemoteContextInfo()

► History

`.getRemoteContextInfo(contextName : Text) : Object`

Parameter	Typ		Beschreibung
contextName	Text	->	Name of the context
Ergebnis	Objekt	<-	Description of the optimization context

Advanced mode: This function is intended for developers who need to customize ORDA default features for specific configurations. In most cases, you will not need to use it.

Beschreibung

The `.getRemoteContextInfo()` function returns an object that holds information on the `contextName` optimization context in the datastore..

For more information on how optimization contexts can be created, see [client/server optimization](#).

Returned object

The returned object has the following properties:

Property	Typ	Beschreibung
name	Text	Name of the context
main	Text	Attribute(s) associated to the context (attribute names are separated by a comma)
dataclass	Text	Dataclass name
currentItem (optional)	Text	The attributes of the page mode if the context is linked to a list box. Returned as <code>Null</code> or empty text element if the context name is not used for a list box, or if there is no context for the currentItem

Since contexts behave as filters for attributes, if `main` is returned empty, it means that no filter is applied, and that the server returns all the dataclass attributes.

Beispiel

See the example from the [.setRemoteContextInfo\(\)](#) section.

See also

[.setRemoteContextInfo\(\)](#)
[.getAllRemoteContexts\(\)](#)
[.clearAllRemoteContexts\(\)](#)

.getRequestLog()

► History

`.getRequestLog()` : Collection

Parameter	Typ		Beschreibung
Ergebnis	Collection	<-	Collection of objects, where each object describes a request

Beschreibung

The `.getRequestLog()` function returns the ORDA requests logged in memory on the client side. The ORDA request logging must have previously been enabled using the [.startRequestLog\(\)](#) function.

This function must be called on a remote 4D, otherwise it returns an empty collection. It is designed for debugging purposes in client/server configurations.

Rückgabewert

Collection of stacked request objects. The most recent request has index 0.

For a description of the ORDA request log format, please refer to the [ORDA client requests](#) section.

Beispiel

See Example 2 of [.startRequestLog\(\)](#).

.isAdminProtected()

► History

.isAdminProtected() : Boolean

Parameter	Typ		Beschreibung
Ergebnis	Boolean	<-	True if the Data Explorer access is disabled, False if it is enabled (default)

Beschreibung

The `.isAdminProtected()` function returns `True` if [Data Explorer](#) access has been disabled for the working session.

By default, the Data Explorer access is granted for `webAdmin` sessions, but it can be disabled to prevent any data access from administrators (see the [.setAdminProtection\(\)](#) function).

See also

[.setAdminProtection\(\)](#)

.makeSelectionsAlterable()

► History

.makeSelectionsAlterable() | Parameter | Typ | | Beschreibung | | ----- | --- |::| ----- | | | | | Does not require any parameters |

Beschreibung

The `.makeSelectionsAlterable()` function sets all entity selections as alterable by default in the current application datastores (including [remote datastores](#)). It is intended to be used once, for example in the `On Startup` database method.

When this function is not called, new entity selections can be shareable, depending on the nature of their "parent", or [how they are created](#).

This function does not modify entity selections created by [.copy\(\)](#) or `OB Copy` when the explicit `ck shared` option is used.

Compatibility: This function must only be used in projects converted from 4D versions prior to 4D v18 R5 and containing `.add()` calls. In this context, using `.makeSelectionsAlterable()` can save time by restoring instantaneously the previous 4D behavior in existing projects. On the other hand, using this method in new projects created in 4D v18 R5 and higher is not recommended, since it prevents entity selections to be shared, which provides greater performance and scalability.

.provideDataKey()

► History

.provideDataKey(`curPassPhrase` : Text) : Object
.provideDataKey(`curDataKey` : Object) : Object

Parameter	Typ		Beschreibung
curPassPhrase	Text	->	Current encryption passphrase
curDataKey	Objekt	->	Current data encryption key
Ergebnis	Objekt	<-	Result of the encryption key matching

Beschreibung

The `.provideDataKey()` function allows providing a data encryption key for the current data file of the datastore and detects if the key matches the encrypted data. This function can be used when opening an encrypted database, or when executing any encryption operation that requires the encryption key, such as re-encrypting the data file.

- The `.provideDataKey()` function must be called in an encrypted database. If it is called in a non-encrypted database, the error 2003 (the encryption key does not match the data.) is returned. Use the `Data file encryption status` command to determine if the database is encrypted.
- The `.provideDataKey()` function cannot be called from a remote 4D or an encrypted remote datastore.

If you use the `curPassPhrase` parameter, pass the string used to generate the data encryption key. When you use this parameter, an encryption key is generated.

If you use the `curDataKey` parameter, pass an object (with `encodedKey` property) that contains the data encryption key. This key may have been generated with the `New data key` command.

If a valid data encryption key is provided, it is added to the `keyChain` in memory and the encryption mode is enabled:

- all data modifications in encryptable tables are encrypted on disk (.4DD, .journal, 4Dindx files)
- all data loaded from encryptable tables is decrypted in memory

Ergebnis

The result of the command is described in the returned object:

Property		Typ	Beschreibung
success		Boolean	True if the provided encryption key matches the encrypted data, False otherwise
	Properties below are returned only if success is <i>FALSE</i>		
status		Zahl	Error code (4 if the provided encryption key is wrong)
statusText		Text	Error message
errors		Collection	Stack of errors. The first error has the highest index
	[].componentSignature	Text	Internal component name
	[].errCode	Zahl	Error number
	[].message	Text	Error message

If no `curPassphrase` or `curDataKey` is given, `.provideDataKey()` returns null (no error is generated).

Beispiel

```

var $keyStatus : Object
var $passphrase : Text

$passphrase:=Request("Enter the passphrase")
If(OK=1)
    $keyStatus:=ds.provideDataKey($passphrase)
    If($keyStatus.success)
        ALERT("You have provided a valid encryption key")
    Else
        ALERT("You have provided an invalid encryption key, you will not be able to work with encrypted d
    End if
End if

```

.setAdminProtection()

► History

.setAdminProtection(*status* : Boolean)

Parameter	Typ		Beschreibung
status	Boolean	- >	True to disable Data Explorer access to data on the <code>webAdmin</code> port, False (default) to grant access

Beschreibung

The `.setAdminProtection()` function allows disabling any data access on the `web admin port`, including for the [Data Explorer](#) in `WebAdmin` sessions.

By default when the function is not called, access to data is always granted on the web administration port for a session with `WebAdmin` privilege using the Data Explorer. In some configurations, for example when the application server is hosted on a third-party machine, you might not want the administrator to be able to view your data, although they can edit the server configuration, including the [access key](#) settings.

In this case, you can call this function to disable the data access from Data Explorer on the web admin port of the machine, even if the user session has the `WebAdmin` privilege. When this function is executed, the data file is immediately protected and the status is stored on disk: the data file will be protected even if the application is restarted.

Beispiel

You create a `protectDataFile` project method to call before deployments for example:

```
ds.setAdminProtection(True) //Disables the Data Explorer data access
```

See also

[.isAdminProtected\(\)](#)

.setRemoteContextInfo()

► History

```

.setRemoteContextInfo( contextName : Text ; dataClassName : Text ; attributes : Text {; contextType : Text { ;
pageLength : Integer}})
.setRemoteContextInfo( contextName : Text ; dataClassName : Text; attributesColl : Collection {; contextType : Text { ;
pageLength : Integer }} )
.setRemoteContextInfo( contextName : Text ; dataClassObject : 4D.DataClass ; attributes : Text {; contextType : Text { ;
pageLength : Integer }})
.setRemoteContextInfo( contextName : Text ; dataClassObject : 4D.DataClass ; attributesColl : Collection {;

```

```
contextType : Text { ; pageLength : Integer } } )
```

Parameter	Typ		Beschreibung
contextName	Text	->	Name of the context
dataClassName	Text	->	Name of the dataclass
dataClassObject	4D.DataClass	->	dataclass object (e.g datastore.Employee)
attributes	Text	->	Attribute list separated by a comma
attributesColl	Collection	->	Collection of attribute names (text)
contextType	Text	->	If provided, value must be "main" or "currentItem"
pageLength	Ganzzahl	->	Page length of the entity selection linked to the context (default is 80)

Advanced mode: This function is intended for developers who need to customize ORDA default features for specific configurations. In most cases, you will not need to use it.

Beschreibung

The `.setRemoteContextInfo()` function links the specified dataclass attributes to the `contextName` optimization context. If an optimization context already exists for the specified attributes, this command replaces it.

When you pass a context to the ORDA class functions, the REST request optimization is triggered immediately:

- the first entity is not fully loaded as done in automatic mode
- pages of 80 entities (or `pageLength` entities) are immediately asked to the server with only the attributes in the context

For more information on how optimization contexts are built, refer to the [client/server optimization paragraph](#)

In `contextName`, pass the name of the optimization context to link to the dataclass attributes.

To designate the dataclass that will receive the context, you can pass a `dataClassName` or a `dataClassObject`.

To designate the attributes to link to the context, pass either a list of attributes separated by a comma in `attributes` (Text), or a collection of attribute names in `attributesColl` (collection of text).

If `attributes` is an empty Text, or `attributesColl` is an empty collection, all the scalar attributes of the dataclass are put in the optimization context. If you pass an attribute that does not exist in the dataclass, the function ignores it and an error is thrown.

You can pass a `contextType` to specify if the context is a standard context or the context of the current entity selection item displayed in a list box:

- If set to "main" (default), the `contextName` designates a standard context.
- If set to "currentItem", the attributes passed are put in the context of the current item. See [Entity selection-based list box](#).

In `pageLength`, specify the number of dataclass entities to request from the server.

You can pass a `pageLength` for a relation attribute which is an entity selection (one to many). The syntax is `relationAttributeName:pageLength` (e.g employees:20).

Beispiel 1

```

var $ds : 4D.DataStoreImplementation
var $persons : cs.PersonsSelection
var $p : cs.PersonsEntity
var $contextA : Object
var $info : Object
var $text : Text

// Open remote datastore
$ds:=Open datastore(New object("hostname"; "www.myserver.com"); "myDS")

// Set context info
$contextA:=New object("context"; "contextA")
$ds.setRemoteContextInfo("contextA"; $ds.Persons; "firstname, lastname")

// Send requests to the server using a loop
$persons:=$ds.Persons.all($contextA)
$text:=""
For each ($p; $persons)
    $text:=$p.firstname + " " + $p.lastname
End for each

// Check contents of the context
$info:=$ds.getRemoteContextInfo("contextA")
// $info = {name:"contextA";dataclass:"Persons";main:"firstname, lastname"}

```

This example serves as a demonstration, it is not meant for real implementation.

Beispiel 2

The following piece of code requests pages of 30 entities of the `Address` dataclass from the server. The returned entities only contain the `zipCode` attribute.

For each `Address` entity, 20 Persons entities are returned, and they only contain the `lastname` and `firstname` attributes:

```

var $ds : 4D.DataStoreImplementation

$ds:=Open datastore(New object("hostname"; "www.myserver.com"); "myDS")

$ds.setRemoteContextInfo("contextA"; $ds.Address; "zipCode, persons:20,\n
persons.lastname, persons.firstname"; "main"; 30)

```

Example 3 - Listbox

```

// When the form loads
Case of
  : (Form event code=On Load)

    Form.ds:=Open datastore(New object("hostname"; "www.myserver.com"); "myDS")

    // Set the attributes of the page context
    Form.ds.setRemoteContextInfo("LB"; Form.ds.Persons; "age, gender,\n
      children"; "currentItem")

    Form.settings:=New object("context"; "LB")
    Form.persons:=Form.ds.Persons.all(Form.settings)
    // Form.persons is displayed in a list box

End case

// When you get the attributes in the context of the current item:
Form.currentItemLearntAttributes:=Form.selectedPerson.getRemoteContextAttributes()
// Form.currentItemLearntAttributes = "age, gender, children"

```

See also

[.getRemoteContextInfo\(\)](#)
[.getAllRemoteContexts\(\)](#)
[.clearAllRemoteContexts\(\)](#)

.startRequestLog()

► History

[.startRequestLog\(\)](#)
[.startRequestLog\(file : 4D.File \)](#)
[.startRequestLog\(reqNum : Integer \)](#)

Parameter	Typ		Beschreibung
file	4D.File	->	File object
reqNum	Ganzzahl	->	Number of requests to keep in memory

Beschreibung

The `.startRequestLog()` function starts the logging of ORDA requests on the client side.

This function must be called on a remote 4D, otherwise it does nothing. It is designed for debugging purposes in client/server configurations.

The ORDA request log can be sent to a file or to memory, depending on the parameter type:

- If you passed a `file` object created with the `File` command, the log data is written in this file as a collection of objects (JSON format). Each object represents a request.
 If the file does not already exist, it is created. Otherwise if the file already exists, the new log data is appended to it.
 If `.startRequestLog()` is called with a file while a logging was previously started in memory, the memory log is stopped and emptied.

A] character must be manually appended at the end of the file to perform a JSON validation

- If you passed a `reqNum` integer, the log in memory is emptied (if any) and a new log is initialized. It will keep `reqNum` requests in memory until the number is reached, in which case the oldest entries are emptied (FIFO stack).
 If `.startRequestLog()` is called with a `reqNum` while a logging was previously started in a file, the file logging is stopped.
- If you did not pass any parameter, the log is started in memory. If `.startRequestLog()` was previously called with

a `reqNum` (before a `.stopRequestLog()`), the log data is stacked in memory until the next time the log is emptied or `.stopRequestLog()` is called.

For a description of the ORDA request log format, please refer to the [ORDA client requests](#) section.

Beispiel 1

You want to log ORDA client requests in a file and use the log sequence number:

```
var $file : 4D.File
var $e : cs.PersonsEntity

$file:=File("/LOGS/ORDAResults.txt") //logs folder

SET DATABASE PARAMETER(Client Log Recording;1) //to trigger the global log sequence number
ds.startRequestLog($file)
$e:=ds.Persons.get(30001) //send a request
ds.stopRequestLog()
SET DATABASE PARAMETER(Client Log Recording;0)
```

Beispiel 2

You want to log ORDA client requests in memory:

```
var $es : cs.PersonsSelection
var $log : Collection

ds.startRequestLog(3) //keep 3 requests in memory

$es:=ds.Persons.query("name=:1;"Marie")
$es:=ds.Persons.query("name IN :1;New collection("Marie"))
$es:=ds.Persons.query("name=:1;"So@")

$log:=ds.getRequestLog()
ALERT("The longest request lasted: "+String($log.max("duration"))+" ms")
```

.startTransaction()

► History

.startTransaction() | Parameter | Typ | Beschreibung | | ----- | --- | | ----- | | | | Does not require any parameters |

Beschreibung

The `.startTransaction()` function starts a transaction in the current process on the database matching the datastore to which it applies. Any changes made to the datastore's entities in the transaction's process are temporarily stored until the transaction is either validated or cancelled.

If this method is called on the main datastore (i.e. the datastore returned by the `ds` command), the transaction is applied to all operations performed on the main datastore and on the underlying database, thus including ORDA and classic languages.

You can nest several transactions (sub-transactions). Each transaction or sub-transaction must eventually be cancelled or validated. Note that if the main transaction is cancelled, all of its sub-transactions are also cancelled even if they were validated individually using the `.validateTransaction()` function.

Beispiel

```

var $connect; $status : Object
var $person : cs.PersonsEntity
var $ds : cs.DataStore
var $choice : Text
var $error : Boolean

Case of
    :($choice=="local")
        $ds:=ds
    :($choice=="remote")
        $connect:=New object("hostname";"111.222.3.4:8044")
        $ds:=Open datastore($connect;"myRemoteDS")
End case

$ds.startTransaction()
$person:=$ds.Persons.query("lastname=:1";"Peters").first()

If($person#Null)
    $person.lastname:="Smith"
    $status:=$person.save()
End if
...
...
If($error)
    $ds.cancelTransaction()
Else
    $ds.validateTransaction()
End if
...
If($error)
    $ds.cancelTransaction()
Else
    $ds.validateTransaction()
End if

```

.stopRequestLog()

► History

.stopRequestLog()

Parameter Typ Beschreibung ----- --- ----- Does not require any parameters
--

Beschreibung

The `.stopRequestLog()` function stops any logging of ORDA requests on the client side (in file or in memory). It is particularly useful when logging in a file, since it actually closes the opened document on disk.

This function must be called on a remote 4D, otherwise it does nothing. It is designed for debugging purposes in client/server configurations.

Beispiel

See examples for `.startRequestLog()`.

.validateTransaction()

► History

.validateTransaction()

Parameter Typ Beschreibung ----- --- ----- Does not require any parameters
--

Beschreibung

The `.validateTransaction()` function accepts the transaction that was started with `.startTransaction()` at the corresponding level on the specified datastore.

The function saves the changes to the data on the datastore that occurred during the transaction.

You can nest several transactions (sub-transactions). If the main transaction is cancelled, all of its sub-transactions are also cancelled, even if they were validated individually using this function.

Beispiel

See example for `.startTransaction()`.

Email

Creating, sending or receiving emails in 4D is done by handling an `Email` object.

`Email` objects are created when receiving mails through a *transporter* class function:

- IMAP - `.getMail()` and `.getMails()` functions to get emails from an IMAP server
- POP3 - `.getMail()` function to get an email from a POP3 server.

You can also create a new, blank `Email` object by calling the `New object` 4D command, and then fill it with [Email object properties](#).

You send `Email` objects using the SMTP `.send()` function.

`MAIL Convert from MIME` and `MAIL Convert to MIME` commands can be used to convert `Email` objects to and from MIME contents.

Email Object

Email objects provide the following properties:

4D follows the [JMAP specification](#) to format the Email object.

`.attachments : Collection`

collection of `4D.MailAttachment` object(s)

`.bcc : Text`

`.bcc : Object`

`.bcc : Collection`

Blind Carbon Copy (BCC) hidden email recipient [addresse\(s\)](#) of the email

`.bodyStructure : Object`

`EmailBodyPart` object, i.e. the full MIME structure of the message body (optional)

`.bodyValues : Object`

`EmailBodyValue` object, containing an object for each `<partID>` of `bodyStructure` (optional)

`.cc : Text`

`.cc : Object`

`.cc : Collection`

Carbon Copy (CC) additional email recipient [addresse\(s\)](#) of the email

`.comments : Text`

additional comments header

`.from : Text`

`.from : Object`

`.from : Collection`

Originating [address\(es\)](#) of the email

`.headers : Collection`

collection of `EmailHeader` objects, in the order they appear in the message

`.htmlBody : Text`

HTML representation of the email message (default charset is UTF-8) (optional, SMTP only)	
.id : Text	unique ID from the IMAP server
.inReplyTo : Text	message identifier(s) of the original message(s) to which the current message is a reply
.keywords : Object	set of keywords as an object, where each property name is a keyword and each value is true
.messageId : Text	message identifier header ("message-id")
.receivedAt : Text	timestamp of the email's arrival on the IMAP server in ISO 8601 UTC format (ex: 2020-09-13T16:11:53Z)
.references : Collection	Collection of all message-ids of messages in the preceding reply chain
.replyTo : Text	
.replyTo : Object	
.replyTo : Collection	
	addresse(s) for responses
.sendAt : Text	Email timestamp in ISO 8601 UTC format
.sender : Text	
.sender : Object	
.sender : Collection	
	email source addresse(s) of the email
.size : Integer	size (expressed in bytes) of the Email object returned by the IMAP server
.subject : Text	description of topic
.textBody : Text	Plain text representation of the email message (default charset is UTF-8) (optional, SMTP only)
.to : Text	
.to : Object	
.to : Collection	
	primary recipient addresse(s) of the email

Email Addresses

All properties that contain email addresses ([from](#), [cc](#), [bcc](#), [to](#), [sender](#), [replyTo](#)) accept a value of text, object, or collection type.

Text

- single email: "somebody@domain.com"
- single display name+email: "Somebody somebody@domain.com"
- several emails: "Somebody somebody@domain.com,me@home.org"

Objekt

An object with two properties:

Property	Typ	Beschreibung
name	Text	Display name (can be null)
email	Text	Email address

Collection

A collection of address objects.

Handling body part

The `textBody` and `htmlBody` properties are only used with the `SMTP.send()` function to allow sending simple mails. When both property are filled, the MIME content-type multipart/alternative is used. The email client should then recognize the multipart/alternative part and display the text part or html part as necessary.

`bodyStructure` and `bodyValues` are used for `SMTP` when the `Email object` is built from a MIME document, e.g. when generated by the `MAIL Convert from MIME` command. In this case, both `bodyStructure` and `bodyValues` properties must be passed together, and it is not recommended to use `textBody` and `htmlBody`.

Example of bodyStructure and bodyValues objects

```
"bodyStructure": {
  "type": "multipart/mixed",
  "subParts": [
    {
      "partId": "p0001",
      "type": "text/plain"
    },
    {
      "partId": "p0002",
      "type": "text/html"
    }
  ],
  "bodyValues": {
    "p0001": {
      "value": "I have the most brilliant plan. Let me tell you all about it."
    },
    "p0002": {
      "value": "<!DOCTYPE html><html><head><title></title></head><style type=\"text/css\">div{font-size:16px}</style><div>I have the most brilliant plan. Let me tell you all about it.</div>
```

.attachments

`.attachments` : Collection

Beschreibung

The `.attachments` property contains a collection of `4D.MailAttachment` object(s).

Attachment objects are defined through the `MAIL New attachment` command. Attachment objects have specific [properties and functions](#).

.bcc

.bcc : Text
.bcc : Object
.bcc : Collection

Beschreibung

The `.bcc` property contains the Blind Carbon Copy (BCC) hidden email recipient [addresse\(s\)](#) of the email.

.bodyStructure

.bodyStructure : Object

Beschreibung

The `.bodyStructure` property contains the *EmailBodyPart* object, i.e. the full MIME structure of the message body (optional). See [Handling body part](#) section.

The `.bodyStructure` object contains the following properties:

Property	Typ	Wert
partID	Text	Identifies the part uniquely within the email
type	Text	(mandatory) Value of the Content-Type header field of the part
charset	Text	Value of the charset parameter of the Content-Type header field
encoding	Text	If <code>isEncodingProblem=true</code> , the Content-Transfer-Encoding value is added (by default undefined)
disposition	Text	Value of the Content-Disposition header field of the part
language	Collection of texts	List of language tags, as defined in RFC3282 , in the Content-Language header field of the part, if present.
location	Text	URI, as defined in RFC2557 , in the Content-Location header field of the part, if present.
subParts	Collection of objects	Body parts of each child (collection of <i>EmailBodyPart</i> objects)
headers	Collection of objects	List of all header fields in the part, in the order they appear in the message (collection of <i>EmailHeader</i> objects, see headers property)

.bodyValues

.bodyValues : Object

Beschreibung

The `.bodyValues` property contains the *EmailBodyValue* object, containing an object for each `<partID>` of `bodyStructure` (optional). See [Handling body part](#) section.

The `.bodyValues` object contains the following properties:

Property	Typ	Wert
<code>partID.value</code>	Text	Value of the body part
<code>partID.isEncodingProblem</code>	Boolean	True if malformed sections are found while decoding the charset, or unknown charset, or unknown content transfer-encoding. False by default

.CC

.cc : Text
.cc : Object
.cc : Collection

Beschreibung

The `.cc` property contains the Carbon Copy (CC) additional email recipient [addresse\(s\)](#) of the email.

.comments

.comments : Text

Beschreibung

The `.comments` property contains an additional comments header.

Comments only appear within the header section of the message (keeping the message's body untouched).

For specific formatting requirements, please consult the [RFC#5322](#).

.from

.from : Text
.from : Object
.from : Collection

Beschreibung

The `.from` property contains the Originating [address\(es\)](#) of the email.

Each email you send out has both the [sender](#) and from addresses:

- the sender domain is what the receiving email server gets when opening the session,
- the from address is what the recipient(s) will see.

For better deliverability, it is recommended to use the same from and sender addresses.

.headers

.headers : Collection

Beschreibung

The `.headers` property contains a collection of `EmailHeader` objects, in the order they appear in the message. This property allows users to add extended (registered) headers or user-defined (not registered, starting with "X") headers.

If an `EmailHeader` object property defines a header such as "from" or "cc" which is already set as a property at the mail level, the `EmailHeader` property is ignored.

Every object of the headers collection can contain the following properties:

Property	Typ	Wert
<code>[] .name</code>	Text	(mandatory) Header field name as defined in RFC#5322 . If null or undefined, the header field is not added to the MIME header.
<code>[] .value</code>	Text	Header field values as defined in RFC#5322

.htmlBody

.htmlBody : Text

Beschreibung

The `.htmlBody` property contains the HTML representation of the email message (default charset is UTF-8) (optional, SMTP only). See [Handling body part](#) section.

.id

.id : Text

Beschreibung

[IMAP transporter](#) only.

The `.id` property contains the unique ID from the IMAP server.

.inReplyTo

.inReplyTo : Text

Beschreibung

The `.inReplyTo` property contains the message identifier(s) of the original message(s) to which the current message is a reply.

For specific formatting requirements, please consult the [RFC#5322](#).

.keywords

.keywords : Object

Beschreibung

The `.keywords` property contains a set of keywords as an object, where each property name is a keyword and each value is true.

This property is the "keywords" header (see [RFC#4021](#)).

Property	Typ	Wert
<code><keyword></code>	Boolean	Keyword to set (value must be true)

Reserved keywords:

- `$draft` - Indicates a message is a draft
- `$seen` - Indicates a message has been read
- `$flagged` - Indicates a message needs special attention (e.g., Urgent)
- `$answered` - Indicates a message has been replied to
- `$deleted` - Indicates a message to delete

Beispiel

```
$mail.keywords["$flagged"]:=True  
$mail.keywords["4d"]:=True
```

.messageId

.messageId : Text

Beschreibung

The `.messageId` property contains a message identifier header ("message-id").

This header is usually "lettersOrNumbers@domainname", e.g. "abcdef.123456@4d.com". This unique ID is used in particular on forums or public mailing lists. In general, mail servers automatically add this header to the messages they send.

.receivedAt

.receivedAt : Text

Beschreibung

[IMAP transporter](#) only.

The `.receivedAt` property contains the timestamp of the email's arrival on the IMAP server in ISO 8601 UTC format (ex: 2020-09-13T16:11:53Z).

.references

.references : Collection

Beschreibung

The `.references` property contains the Collection of all message-ids of messages in the preceding reply chain.

For specific formatting requirements, please consult the [RFC#5322](#).

.replyTo

.replyTo : Text

.replyTo : Object

.replyTo : Collection

Beschreibung

The `.replyTo` property contains the [addresse\(s\)](#) for responses.

.sendAt

.sendAt : Text

Beschreibung

The `.sendAt` property contains the Email timestamp in ISO 8601 UTC format.

.sender

.sender : Text

.sender : Object

.sender : Collection

Beschreibung

The `.sender` property contains the email source [addresse\(s\)](#) of the email.

Each email you send out has both the sender and [from](#) addresses:

- the sender domain is what the receiving email server gets when opening the session,
- the from address is what the recipient(s) will see.

For better deliverability, it is recommended to use the same from and sender addresses.

.size

`.size` : Integer

Beschreibung

[IMAP transporter](#) only.

The `.size` property contains the size (expressed in bytes) of the Email object returned by the IMAP server.

.subject

`.subject` : Text

Beschreibung

The `.subject` property contains the description of topic.

.textBody

`.textBody` : Text

Beschreibung

The `.textBody` property contains the Plain text representation of the email message (default charset is UTF-8) (optional, SMTP only). See [Handling body part](#) section.

.to

`.to` : Text

`.to` : Object

`.to` : Collection

Beschreibung

The `.to` property contains the primary recipient [addresse\(s\)](#) of the email.

MAIL Convert from MIME

► History

MAIL Convert from MIME(`mime` : Blob) : Object

MAIL Convert from MIME(`mime` : Text) : Object

Parameter	Typ		Beschreibung
<code>mime</code>	Blob, Text	->	Email in MIME
Ergebnis	Objekt	<-	Email object

Beschreibung

The `MAIL Convert from MIME` command converts a MIME document into a valid email object.

4D follows the [JMAP specification](#) to format the returned email object.

Pass in `mime` a valid MIME document to convert. It can be provided by any mail server or application. You can pass a BLOB or a text `mime` parameter. If the MIME comes from a file, it is recommended to use a BLOB parameter to avoid issues related to charset and line break conversions.

Returned object

Email object.

Beispiel 1

You want to load a mail template saved as MIME in a text document and send an email:

```
var $mime: Blob
var $mail;$server;$transporter;$status: Object

$mime:=File("/PACKAGE/Mails/templateMail.txt").getContent()

$mail:=MAIL Convert from MIME($mime)
$mail.to:="smith@mail.com"
$mail.subject:="Hello world"

$server:=New object
$server.host:="smtp.gmail.com"
$server.port:=465
$server.user:="test@gmail.com"
$server.password:="XXXX"

$transporter:=SMTP New transporter($server)
$status:=$transporter.send($mail)
```

Beispiel 2

In this example, you send directly a 4D Write Pro document containing pictures:

```
var $mime: Blob
var $email;$server;$transporter;$status: Object

// Mime export of the 4D Write Pro document
WP EXPORT VARIABLE(WParea;$mime;wk mime html)

// convert 4D Write Pro Mime variable in mail object
$email:=MAIL Convert from MIME($mime)

// Fill your mail object headers
$email.subject:="4D Write Pro HTML body"
$email.from:="YourEmail@gmail.com"
$email.to:="RecipientEmail@mail.com"

$server:=New object
$server.host:="smtp.gmail.com"
$server.port:=465
$server.user:="YourEmail@gmail.com"
$server.password:="XXXX"

$transporter:=SMTP New transporter($server)
$status:=$transporter.send($email)
```

MAIL Convert to MIME

► History

MAIL Convert to MIME(*mail* : Object { ; *options* : Object }) : Text

Parameter	Typ		Beschreibung
mail	Objekt	->	Email object
options	Objekt	->	Charset and encoding mail options
Ergebnis	Text	<-	Email object converted to MIME

Beschreibung

The `MAIL Convert to MIME` command converts an email object into MIME text. This command is called internally by `SMTP_transporter.send()` to format the email object before sending it. It can be used to analyze the MIME format of the object.

In *mail*, pass the content and the structure details of the email to convert. This includes information such as the email addresses (sender and recipient(s)), the message itself, and the type of display for the message.

4D follows the [JMAP specification](#) to format the email object.

In *options*, you can set a specific charset and encoding configuration for the mail. The following properties are available:

Property	Typ	Beschreibung		
headerCharset	Text	Charset and encoding used for the following parts of the email: subject, attachment filenames, and email name attribute(s). Possible values:		
		Constant	Wert	Kommentar
		mail mode ISO2022JP	US-ASCII_ISO-2022-JP_UTF8_QP	<ul style="list-style-type: none"><i>headerCharset</i>: US-ASCII if possible, Japanese (ISO-2022-JP) & Quoted-printable if possible, otherwise UTF-8 & Quoted-printable<i>bodyCharset</i>: US-ASCII if possible, Japanese (ISO-2022-JP) & 7-bit if possible, otherwise UTF-8 & Quoted-printable
		mail mode ISO88591	ISO-8859-1	<ul style="list-style-type: none"><i>headerCharset</i>: ISO-8859-1 & Quoted-printable<i>bodyCharset</i>: ISO-8859-1 & 8-bit
		mail mode UTF8	US-ASCII_UTF8_QP	<i>headerCharset</i> & <i>bodyCharset</i> : US-ASCII if possible, otherwise UTF-8 & Quoted-printable (default value)
		mail mode UTF8 in base64	US-ASCII_UTF8_B64	<i>headerCharset</i> & <i>bodyCharset</i> : US-ASCII if possible, otherwise UTF-8 & base64
bodyCharset	Text	Charset and encoding used for the html and text body contents of the email. Possible values: Same as for headerCharset (see above)		

If the *options* parameter is omitted, the mail mode UTF8 configuration is used for header and body parts.

Beispiel

```

var $mail: Object
var $mime: Text
$mail:=New object

// Creation of a mail
$mail.from:="tsales@massmarket.com"
$mail.subject:="Terrific Sale! This week only!"
$mail.textBody:="Text format email"
$mail.htmlBody:="<html><body>HTML format email</body></html>"
$mail.to:=New collection
$mail.to.push(New object ("email";"noreply@4d.com"))
$mail.to.push(New object ("email";"test@4d.com"))

// transform the mail object in MIME
$mime:=MAIL Convert to MIME($mail)

// Contents of $mime:
// MIME-Version: 1.0
// Date: Thu, 11 Oct 2018 15:42:25 GMT
// Message-ID: <7CA5D25B2B5E0047A36F2E8CB30362E2>
// Sender: tsales@massmarket.com
// From: tsales@massmarket.com
// To: noreply@4d.com
// To: test@4d.com
// Content-Type: multipart/alternative; boundary="E0AE5773D5E95245BBBBD80DD0687E218"
// Subject: Terrific Sale! This week only!
//
// --E0AE5773D5E95245BBBBD80DD0687E218
// Content-Type: text/plain; charset="UTF-8"
// Content-Transfer-Encoding: quoted-printable
//
// Text format email
// --E0AE5773D5E95245BBBBD80DD0687E218
// Content-Type: text/html; charset="UTF-8"
// Content-Transfer-Encoding: quoted-printable
//
// <html><body>HTML format email</body></html>
// --E0AE5773D5E95245BBBBD80DD0687E218--

```

Entity

An [entity](#) is an instance of a [Dataclass](#), like a record of the table matching the dataclass in its associated datastore. It contains the same attributes as the dataclass as well as the data values and specific properties and functions.

Summary

<code>.attributeName : any</code>	stores the attribute value for the entity
<code>.clone() : 4D.Entity</code>	creates in memory a new entity referencing the same record as the original entity
<code>.diff(entityToCompare : 4D.Entity { ; attributesToCompare : Collection }) : Collection</code>	compares the contents of two entities and returns their differences
<code>.drop({ mode : Integer }) : Object</code>	deletes the data contained in the entity from the datastore
<code>.first() : 4D.Entity</code>	returns a reference to the entity in first position of the entity selection which the entity belongs to
<code>.fromObject(filler : Object)</code>	fills an entity with the <i>filler</i> content
<code>.getDataClass() : 4D.DataClass</code>	returns the dataclass of the entity
<code>.getKey({ mode : Integer }) : Text</code> <code>.getKey({ mode : Integer }) : Integer</code>	returns the primary key value of the entity
<code>.getRemoteContextAttributes() : Text</code>	returns information about the optimization context used by the entity
<code>.getSelection() : 4D.EntitySelection</code>	returns the entity selection which the entity belongs to
<code>.getStamp() : Integer</code>	returns the current value of the stamp of the entity
<code>.indexOf({ entitySelection : 4D.EntitySelection }) : Integer</code>	returns the position of the entity in an entity selection
<code>.isNew() : Boolean</code>	returns True if the entity to which it is applied has just been created and has not yet been saved in the datastore
<code>.last() : 4D.Entity</code>	returns a reference to the entity in last position of the entity selection which the entity belongs to
<code>.lock({ mode : Integer }) : Object</code>	puts a pessimistic lock on the record referenced by the entity
<code>.next() : 4D.Entity</code>	

returns a reference to the next entity in the entity selection which the entity belongs to

.previous() : 4D.Entity

returns a reference to the previous entity in the entity selection which the entity belongs to

.reload() : Object

reloads the content of the entity in memory

.save({ mode : Integer }) : Object

saves the changes made to the entity

.toObject() : Object

.toObject(filterString : Text { ; options : Integer}) : Object

.toObject(filterCol : Collection { ; options : Integer }) : Object

returns an object which has been built from the entity

.touched() : Boolean

tests whether or not an entity attribute has been modified since the entity was loaded into memory or saved

.touchedAttributes() : Collection

returns the names of the attributes that have been modified since the entity was loaded into memory

.unlock() : Object

removes the pessimistic lock on the record matching the entity

.attributeName

► History

.attributeName : any

Beschreibung

Any dataclass attribute is available as a property of an entity, which stores the attribute value for the entity.

Dataclass attributes can also be reached using the alternate syntax with [].

The attribute value type depends on the attribute **kind** (relation or storage):

- If *attributeName* kind is storage: `.attributeName` returns a value of the same type as *attributeName*.
- If *attributeName* kind is relatedEntity: `.attributeName` returns the related entity. Values of the related entity are directly available through cascading properties, for example "myEntity.employer.employees[0].lastname".
- If *attributeName* kind is relatedEntities: `.attributeName` returns a new entity selection of related entities. Duplications are removed (an unordered entity selection is returned).

Beispiel

```
var $myEntity : cs.EmployeeEntity
$myEntity:=ds.Employee.new() //Create a new entity
$myEntity.name:="Dupont" // assign 'Dupont' to the 'name' attribute
$myEntity.firstname:="John" //assign 'John' to the 'firstname' attribute
$myEntity.save() //save the entity
```

.clone()

► History

.clone() : 4D.Entity

Parameter	Typ		Beschreibung
Ergebnis	4D.Entity	<-	New entity referencing the record

Beschreibung

The `.clone()` function creates in memory a new entity referencing the same record as the original entity. This function allows you to update entities separately.

Keep in mind that any modifications done to entities will be saved in the referenced record only when the `.save()` function is executed.

This function can only be used with entities already saved in the database. It cannot be called on a newly created entity (for which `.isNew()` returns True).

Beispiel

```
var $emp; $empCloned : cs.EmployeeEntity
$emp:=ds.Employee.get(672)
$empCloned:=$emp.clone()

$emp.lastName:="Smith" //Updates done on $emp are not done on $empCloned
```

.diff()

► History

.diff(*entityToCompare* : 4D.Entity { ; *attributesToCompare* : Collection }) : Collection

Parameter	Typ		Beschreibung
<i>entityToCompare</i>	4D.Entity	->	Entity to be compared with the original entity
<i>attributesToCompare</i>	Collection	->	Name of attributes to be compared
Ergebnis	Collection	<-	Differences between the entities

Beschreibung

The `.diff()` function compares the contents of two entities and returns their differences.

In *entityToCompare*, pass the entity to be compared to the original entity.

In *attributesToCompare*, you can designate specific attributes to compare. If provided, the comparison is done only on the specified attributes. If not provided, all differences between the entities are returned.

The differences are returned as a collection of objects whose properties are:

Property name	Typ	Beschreibung
<i>attributeName</i>	String	Name of the attribute
<i>value</i>	any - Depends on attribute type	Value of the attribute in the entity
<i>otherValue</i>	any - Depends on attribute type	Value of the attribute in <i>entityToCompare</i>

Only attributes with different values are included in the collection. If no differences are found, `.diff()` returns an empty collection.

The function applies for properties whose `kind` is `storage` or `relatedEntity`. In case a related entity has been updated

(meaning the foreign key), the name of the related entity and its primary key name are returned as *attributeName* properties (*value* and *otherValue* are empty for the related entity name).

If one of the compared entities is Null, an error is raised.

Beispiel 1

```
var $diff1; $diff2 : Collection
employee:=ds.Employee.query("ID=1001").first()
$clone:=employee.clone()
employee.firstName:="MARIE"
employee.lastName:="SOPHIE"
employee.salary:=500
$diff1:=$clone.diff(employee) // All differences are returned
$diff2:=$clone.diff(employee;New collection"firstName";"lastName"))
// Only differences on firstName and lastName are returned
```

\$diff1:

```
[  
  {  
    "attributeName": "firstName",  
    "value": "Natasha",  
    "otherValue": "MARIE"  
  },  
  {  
    "attributeName": "lastName",  
    "value": "Locke",  
    "otherValue": "SOPHIE"  
  },  
  {  
    "attributeName": "salary",  
    "value": 66600,  
    "otherValue": 500  
  }  
]
```

\$diff2:

```
[  
  {  
    "attributeName": "firstName",  
    "value": "Natasha",  
    "otherValue": "MARIE"  
  },  
  {  
    "attributeName": "lastName",  
    "value": "Locke",  
    "otherValue": "SOPHIE"  
  }  
]
```

Beispiel 2

```

var vCompareResult1; vCompareResult2; vCompareResult3; $attributesToInspect : Collection
vCompareResult1:=New collection
vCompareResult2:=New collection
vCompareResult3:=New collection
$attributesToInspect:=New collection

$e1:=ds.Employee.get(636)
$e2:=ds.Employee.get(636)

$e1.firstName:=$e1.firstName+" update"
$e1.lastName:=$e1.lastName+" update"

$c:=ds.Company.get(117)
$e1.employer:=$c
$e2.salary:=100

$attributesToInspect.push("firstName")
$attributesToInspect.push("lastName")

vCompareResult1:=$e1.diff($e2)
vCompareResult2:=$e1.diff($e2;$attributesToInspect)
vCompareResult3:=$e1.diff($e2;$e1.touchedAttributes())

```

vCompareResult1 (all differences are returned):

```
[
{
  "attributeName": "firstName",
  "value": "Karla update",
  "otherValue": "Karla"
},
{
  "attributeName": "lastName",
  "value": "Marrero update",
  "otherValue": "Marrero"
},
{
  "attributeName": "salary",
  "value": 33500,
  "otherValue": 100
},
{
  "attributeName": "employerID",
  "value": 117,
  "otherValue": 118
},
{
  "attributeName": "employer",
  "value": "[object Entity]",// Entity 117 from Company
  "otherValue": "[object Entity]"// Entity 118 from Company
}
]
```

vCompareResult2 (only differences on \$attributesToInspect are returned)

```
[
  {
    "attributeName": "firstName",
    "value": "Karla update",
    "otherValue": "Karla"
  },
  {
    "attributeName": "lastName",
    "value": "Marrero update",
    "otherValue": "Marrero"
  }
]
```

vCompareResult3 (only differences on \$e1 touched attributes are returned)

```
[
  {
    "attributeName": "firstName",
    "value": "Karla update",
    "otherValue": "Karla"
  },
  {
    "attributeName": "lastName",
    "value": "Marrero update",
    "otherValue": "Marrero"
  },
  {
    "attributeName": "employerID",
    "value": 117,
    "otherValue": 118
  },
  {
    "attributeName": "employer",
    "value": "[object Entity]",// Entity 117 from Company
    "otherValue": "[object Entity]"// Entity 118 from Company
  }
]
```

.drop()

► History

.drop({mode : Integer}) : Object

Parameter	Typ		Beschreibung
mode	Ganzzahl	->	dk force drop if stamp changed : Forces the drop even if the stamp has changed
Ergebnis	Objekt	<-	Result of drop operation

Beschreibung

The `.drop()` function deletes the data contained in the entity from the datastore, from the table related to its Dataclass. Note that the entity remains in memory.

In a multi-user or multi-process application, the `.drop()` function is executed under an "[optimistic lock](#)" mechanism, wherein an internal locking stamp is automatically incremented each time the record is saved.

By default, if the `mode` parameter is omitted, the function will return an error (see below) if the same entity was modified (i.e. the stamp has changed) by another process or user in the meantime.

Otherwise, you can pass the `dk force drop if stamp changed` option in the `mode` parameter: in this case, the entity is dropped even if the stamp has changed (and the primary key is still the same).

Ergebnis

The object returned by `.drop()` contains the following properties:

Property		Typ	Beschreibung
success		Boolean	true if the drop action is successful, false otherwise.
			<i>Available only in case of error:</i>
status(*)		number	Error code, see below
statusText(*)		Text	Description of the error, see below
			<i>Available only in case of pessimistic lock error:</i>
LockKindText		Text	"Locked by record"
lockInfo		object	Information about the lock origin
	task_id	number	Process id
	user_name	Text	Session user name on the machine
	user4d_alias	Text	User alias if defined by <code>SET USER ALIAS</code> , otherwise user name in the 4D directory
	host_name	Text	Machine name
	task_name	Text	Process name
	client_version	Text	
			<i>Available only in case of serious error (serious error can be trying to duplicate a primary key, disk full...):</i>
errors		collection of objects	
	message	Text	Error message
	component signature	Text	internal component signature (e.g. "dmbg" stands for the database component)
	errCode	number	Error code

(*) The following values can be returned in the `status` and `statusText` properties of `Result` object in case of error:

Constant	Wert	Kommentar
dk status entity does not exist anymore	5	The entity no longer exists in the data. This error can occur in the following cases: <ul style="list-style-type: none"> • the entity has been dropped (the stamp has changed and the memory space is now free) • the entity has been dropped and replaced by another one with another primary key (the stamp has changed and a new entity now uses the memory space). When using <code>entity.drop()</code>, this error can be returned when dk force drop if stamp changed option is used. When using <code>entity.lock()</code>, this error can be returned when dk reload if stamp changed option is used Associated statusText: "Entity does not exist anymore"
dk status locked	3	The entity is locked by a pessimistic lock. Associated statusText: "Already locked"
dk status serious error	4	A serious error is a low-level database error (e.g. duplicated key), a hardware error, etc. Associated statusText: "Other error"
dk status stamp has changed	2	The internal stamp value of the entity does not match the one of the entity stored in the data (optimistic lock). <ul style="list-style-type: none"> • with <code>.save()</code>: error only if the <code>dk auto merge</code> option is not used • with <code>.drop()</code>: error only if the <code>dk force drop if stamp changed</code> option is not used • with <code>.lock()</code>: error only if the <code>dk reload if stamp changed</code> option is not used • Associated statusText: "Stamp has changed"

Beispiel 1

Example without `dk force drop if stamp changed` option:

```

var $employees : cs.EmployeeSelection
var $employee : cs.EmployeeEntity
var $status : Object
$employees:=ds.Employee.query("lastName=:1";"Smith")
$employee:=$employees.first()
$status:=$employee.drop()
Case of
    :($status.success)
        ALERT("You have dropped "+$employee.firstName+" "+$employee.lastName) //The dropped entity remain
    :($status.status=dk status stamp has changed)
        ALERT($status.statusText)
End case

```

Beispiel 2

Example with `dk force drop if stamp changed` option:

```

var $employees : cs.EmployeeSelection
var $employee : cs.EmployeeEntity
var $status : Object
$employees:=ds.Employee.query("lastName=:1";"Smith")
$employee:=$employees.first()
$status:=$employee.drop(dk force drop if stamp changed)
Case of
    :($status.success)
        ALERT("You have dropped "+$employee.firstName+" "+$employee.lastName) //The dropped entity remain
    :($status.status=dk status entity does not exist anymore)
        ALERT($status.statusText)
End case

```

.first()

► History

.first(): 4D.Entity

Parameter	Typ		Beschreibung
Ergebnis	4D.Entity	<-	Reference to first entity of an entity selection (Null if not found)

Beschreibung

The `.first()` function returns a reference to the entity in first position of the entity selection which the entity belongs to.

If the entity does not belong to any existing entity selection (i.e. `.getSelection()` returns Null), the function returns a Null value.

Beispiel

```

var $employees : cs.EmployeeSelection
var $employee; $firstEmployee : cs.EmployeeEntity
$employees:=ds.Employee.query("lastName = :1";"Hö") //This entity selection contains 3 entities
$employee:=$employees[2]
$firstEmployee:=$employee.first() // $firstEmployee is the first entity of the $employees entity selection

```

.fromObject()

► History

.fromObject(*filler* : Object)

Parameter	Typ		Beschreibung
<i>filler</i>	Objekt	->	Object from which to fill the entity

Beschreibung

The `.fromObject()` function fills an entity with the *filler* content.

This function modifies the original entity.

The mapping between the object and the entity is done on the attribute names:

- If a property of the object does not exist in the dataclass, it is ignored.

- Data types must be equivalent. If there is a type mismatch between the object and dataclass, 4D tries to convert the data whenever possible (see [Converting data types](#)), otherwise the attribute is left untouched.
- The primary key can be given as is or with a "__KEY" property (filled with the primary key value). If it does not already exist in the dataclass, the entity is created with the given value when [.save\(\)](#) is called. If the primary key is not given, the entity is created and the primary key value is assigned with respect to database rules. The auto-increment is only computed if the primary key is null.

filler can handle a related entity under the following conditions:

- *filler* contains the foreign key itself, or
- *filler* contains a property object with the same name as the related entity, containing a single property named "__KEY".
- if the related entity does not exist, it is ignored.

Beispiel

With the following \$o object:

```
{
  "firstName": "Mary",
  "lastName": "Smith",
  "salary": 36500,
  "birthDate": "1958-10-27T00:00:00.000Z",
  "woman": true,
  "managerID": 411, // relatedEntity given with PK
  "employerID": 20 // relatedEntity given with PK
}
```

The following code will create an entity with manager and employer related entities.

```
var $o : Object
var $entity : cs.EmpEntity
$entity:=ds.Emp.new()
$entity.fromObject($o)
$entity.save()
```

You could also use a related entity given as an object:

```
{
  "firstName": "Marie",
  "lastName": "Lechat",
  "salary": 68400,
  "birthDate": "1971-09-03T00:00:00.000Z",
  "woman": false,
  "employer": { // relatedEntity given as an object
    "__KEY": "21"
  },
  "manager": { // relatedEntity given as an object
    "__KEY": "411"
  }
}
```

.getDataClass()

► History

.getDataClass() : 4D.DataClass

Parameter	Typ		Beschreibung
Ergebnis	4D.DataClass	<-	DataClass object to which the entity belongs

Beschreibung

The `.getDataClass()` function returns the dataclass of the entity. This function is useful when writing generic code.

Beispiel

The following generic code duplicates any entity:

```
//duplicate_entity method
//duplicate_entity($entity)

#DECLARE($entity : 4D.Entity)
var $entityNew : 4D.Entity
var $status : Object

$entityNew:=$entity.getDataClass().new() //create a new entity in the parent dataclass
$entityNew.fromObject($entity.toObject()) //get all attributes
$entityNew[$entity.getDataClass().getInfo().primaryKey]:=Null //reset the primary key
$status:=$entityNew.save() //save the duplicated entity
```

.getKey()

► History

`.getKey({ mode : Integer })` : Text
`.getKey({ mode : Integer })` : Integer

Parameter	Typ		Beschreibung
mode	Ganzzahl	->	<code>dk key as string</code> : primary key is returned as a string, no matter the primary key type
Ergebnis	Text	<-	Value of the text primary key of the entity
Ergebnis	Ganzzahl	<-	Value of the numeric primary key of the entity

Beschreibung

The `.getKey()` function returns the primary key value of the entity.

Primary keys can be numbers (Integer) or strings. You can "force" the returned primary key value to be a string, no matter the actual primary key type, by passing the `dk key as string` option in the `mode` parameter.

Beispiel

```
var $employees : cs.EmployeeSelection
var $employee : cs.EmployeeEntity
$employees:=ds.Employee.query("lastName=:1";"Smith")
$employee:=$employees[0]
ALERT("The primary key is "+$employee.getKey(dk key as string))
```

.getRemoteContextAttributes()

► History

`.getRemoteContextAttributes()` : Text

Parameter	Typ		Beschreibung
result	Text	<-	Context attributes linked to the entity, separated by a comma

Advanced mode: This function is intended for developers who need to customize ORDA default features for specific configurations. In most cases, you will not need to use it.

Beschreibung

The `.getRemoteContextAttributes()` function returns information about the optimization context used by the entity .

If there is no [optimization context](#) for the entity, the function returns an empty Text.

Beispiel

```

var $ds : 4D.DataStoreImplementation
var $address : cs.AddressEntity
var $p : cs.PersonsEntity
var $contextA : Object
var $info : Text
var $text : Text

$ds:=Open datastore(New object("hostname"; "www.myserver.com"); "myDS")

$contextA:=New object("context"; "contextA")

$address:=$ds.Address.get(1; $contextA)
$text:=""
For each ($p; $address.persons)
    $text:=$p.firstname+" "+$p.lastname
End for each

$info:=$address.getRemoteContextAttributes()

//$info = "persons,persons.lastname,persons.firstname"

```

See also

[EntitySelection.getRemoteContextAttributes\(\)](#)
[.clearAllRemoteContexts\(\)](#)
[.getRemoteContextInfo\(\)](#)
[.getAllRemoteContexts\(\)](#)
[.setRemoteContextInfo\(\)](#)

.getSelection()

► History

`.getSelection(): 4D.EntitySelection`

Parameter	Typ		Beschreibung
Ergebnis	4D.EntitySelection	<-	Entity selection to which the entity belongs (Null if not found)

Beschreibung

The `.getSelection()` function returns the entity selection which the entity belongs to.

If the entity does not belong to an entity selection, the function returns Null.

Beispiel

```

var $emp : cs.EmployeeEntity
var $employees; $employees2 : cs.EmployeeSelection
$emp:=ds.Employee.get(672) // This entity does not belong to any entity selection
$employees:=$emp.getSelection() // $employees is Null

$employees2:=ds.Employee.query("lastName=:1";"Smith") //This entity selection contains 6 entities
$emp:=$employees2[0] // This entity belongs to an entity selection

ALERT("The entity selection contains "+String($emp.getSelection().length)+" entities")

```

.getStamp()

► History

.getStamp() : Integer

Parameter	Typ		Beschreibung
Ergebnis	Ganzzahl	<-	Stamp of the entity (0 if entity has just been created)

Beschreibung

The `.getStamp()` function returns the current value of the stamp of the entity.

The internal stamp is automatically incremented by 4D each time the entity is saved. It manages concurrent user access and modifications to the same entities (see [Entity locking](#)).

For a new entity (never saved), the function returns 0. To know if an entity has just been created, it is recommended to use [.isNew\(\)](#).

Beispiel

```

var $entity : cs.EmployeeEntity
var $stamp : Integer

$entity:=ds.Employee.new()
$entity.lastname:="Smith"
$entity.save()
$stamp:=$entity.getStamp() //stamp=1

$entity.lastname:="Wesson"
$entity.save()
$stamp:=$entity.getStamp() //stamp=2

```

.indexOf()

► History

.indexOf({ entitySelection : 4D.EntitySelection }) : Integer

Parameter	Typ		Beschreibung
entitySelection	4D.EntitySelection	->	Position of the entity is given according to this entity selection
Ergebnis	Ganzzahl	<-	Position of the entity in an entity selection

Beschreibung

The `.indexOf()` function returns the position of the entity in an entity selection.

By default if the `entitySelection` parameter is omitted, the function returns the entity's position within its own entity selection. Otherwise, it returns the position of the entity within the specified `entitySelection`.

The resulting value is included between 0 and the length of the entity selection -1.

- If the entity does not have an entity selection or does not belong to `entitySelection`, the function returns -1.
- If `entitySelection` is Null or does not belong to the same dataclass as the entity, an error is raised.

Beispiel

```
var $employees : cs.EmployeeSelection
var $employee : cs.EmployeeEntity
$employees:=ds.Employee.query("lastName = :1";"H@") //This entity selection contains 3 entities
$employee:=$employees[1] //This entity belongs to an entity selection
ALERT("The index of the entity in its own entity selection is "+String($employee.indexOf())) //1

$employee:=ds.Employee.get(725) //This entity does not belong to an entity selection
ALERT("The index of the entity is "+String($employee.indexOf())) // -1
```

.isNew()

► History

.isNew() : Boolean

Parameter	Typ		Beschreibung
Ergebnis	Boolean	<-	True if entity has just been created and not yet saved. Otherwise, False.

Beschreibung

The `.isNew()` function returns True if the entity to which it is applied has just been created and has not yet been saved in the datastore. Otherwise, it returns False.

Beispiel

```
var $emp : cs.EmployeeEntity

$emp:=ds.Employee.new()

If($emp.isNew())
    ALERT("This is a new entity")
End if
```

.last()

► History

.last() : 4D.Entity

Parameter	Typ		Beschreibung
Ergebnis	4D.Entity	<-	Reference to last entity of an entity selection (Null if not found)

Beschreibung

The `.last()` function returns a reference to the entity in last position of the entity selection which the entity belongs to.

If the entity does not belong to any existing entity selection (i.e. `.getSelection()` returns Null), the function returns a Null value.

Beispiel

```
var $employees : cs.EmployeeSelection
var $employee; $lastEmployee : cs.EmployeeEntity
$employees:=ds.Employee.query("lastName = :1";"H@") //This entity selection contains 3 entities
$employee:=$employees[0]
$lastEmployee:=$employee.last() // $lastEmployee is the last entity of the $employees entity selection
```

.lock()

► History

.lock({ mode : Integer }) : Object

Parameter	Typ		Beschreibung
mode	Ganzzahl	->	dk_reload_if_stamp_changed : Reload before locking if stamp changed
Ergebnis	Objekt	<-	Result of lock operation

Beschreibung

The `.lock()` function puts a pessimistic lock on the record referenced by the entity. The [lock is set](#) for a record and all the references of the entity in the current process.

Other processes will see this record as locked (the `result.success` property will contain False if they try to lock the same entity using this function). Only functions executed in the "locking" session are allowed to edit and save the attributes of the entity. The entity can be loaded as read-only by other sessions, but they will not be able to enter and save values.

A record locked by `.lock()` is unlocked:

- when the `unlock()` function is called on a matching entity in the same process
- automatically, when it is no longer referenced by any entities in memory. For example, if the lock is put only on one local reference of an entity, the entity is unlocked when the function ends. As long as there are references to the entity in memory, the record remains locked.

An entity can also be [locked by a REST session](#), in which case it can only be unlocked by the session.

By default, if the `mode` parameter is omitted, the function will return an error (see below) if the same entity was modified (i.e. the stamp has changed) by another process or user in the meantime.

Otherwise, you can pass the `dk_reload_if_stamp_changed` option in the `mode` parameter: in this case, no error is returned and the entity is reloaded when the stamp has changed (if the entity still exists and the primary key is still the same).

Ergebnis

The object returned by `.lock()` contains the following properties:

Property		Typ	Beschreibung
success		Boolean	true if the lock action is successful (or if the entity is already locked in the current process), false otherwise. <i>Available only if <code>dk reload if stamp changed</code> option is used:</i>
wasReloaded		Boolean	true if the entity was reloaded with success, false otherwise. <i>Available only in case of error:</i>
status(*)		number	Error code, see below
statusText(*)		Text	Description of the error, see below <i>Available only in case of pessimistic lock error:</i>
lockKindText		Text	"Locked by record" if locked by a 4D process, "Locked by session" if locked by a REST session
lockInfo		object	Information about the lock origin. Returned properties depend on the lock origin (4D process or REST session). <i>Available only for a 4D process lock:</i>
	task_id	number	Process ID
	user_name	Text	Session user name on the machine
	user4d_alias	Text	Name or alias of the 4D user
	user4d_id	number	User id in the 4D database directory
	host_name	Text	Machine name
	task_name	Text	Process name
	client_version	Text	Version of the client <i>Available only for a REST session lock:</i>
	host	Text	URL that locked the entity (e.g. " www.myserver.com ")
	IPAddr	Text	IP address of the locker (e.g. "127.0.0.1")
	userAgent	Text	userAgent of the locker (e.g. Mozilla/5.0 (Macintosh; Intel Mac OS X 10_15_3) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/96.0.4664.110 Safari/537.36")
			<i>Available only in case of serious error (primary key already exists, disk full...):</i>
errors		collection of objects	
	message	Text	Error message
	component signature	Text	internal component signature (e.g. "dmbg" stands for the database component)
	errCode	number	Error code

(*) The following values can be returned in the `status` and `statusText` properties of the `Result` object in case of error:

Constant	Wert	Kommentar
dk status entity does not exist anymore	5	<p>The entity no longer exists in the data. This error can occur in the following cases:</p> <ul style="list-style-type: none"> the entity has been dropped (the stamp has changed and the memory space is now free) the entity has been dropped and replaced by another one with another primary key (the stamp has changed and a new entity now uses the memory space). When using <code>.drop()</code>, this error can be returned when <code>dk force drop if stamp changed</code> option is used. When using <code>.lock()</code>, this error can be returned when <code>dk reload if stamp changed</code> option is used <p>Associated statusText: "Entity does not exist anymore"</p>
dk status locked	3	<p>The entity is locked by a pessimistic lock.</p> <p>Associated statusText: "Already locked"</p>
dk status serious error	4	<p>A serious error is a low-level database error (e.g. duplicated key), a hardware error, etc.</p> <p>Associated statusText: "Other error"</p>
dk status stamp has changed	2	<p>The internal stamp value of the entity does not match the one of the entity stored in the data (optimistic lock).</p> <ul style="list-style-type: none"> with <code>.save()</code>: error only if the <code>dk auto merge</code> option is not used with <code>.drop()</code>: error only if the <code>dk force drop if stamp changed</code> option is not used with <code>.lock()</code>: error only if the <code>dk reload if stamp changed</code> option is not used <p>Associated statusText: "Stamp has changed"</p>

Beispiel 1

Example with error:

```

var $employee : cs.EmployeeEntity
var $status : Object
$employee:=ds.Employee.get(716)
$status:=$employee.lock()
Case of
    :($status.success)
        ALERT("You have locked "+$employee.firstName+ " "+$employee.lastName)
    :($status.status=dk status stamp has changed)
        ALERT($status.statusText)
End case

```

Beispiel 2

Example with `dk reload if stamp changed` option:

```

var $employee : cs.EmployeeEntity
var $status : Object
$employee:=ds.Employee.get(717)
$status:=$employee.lock(dk reload if stamp changed)
Case of
    :($status.success)
        ALERT("You have locked "+$employee.firstName+ " "+$employee.lastName)
    :($status.status=dk status entity does not exist anymore)
        ALERT($status.statusText)
End case

```

.next()

► History

.next() : 4D.Entity

Parameter	Typ	Beschreibung
Ergebnis	4D.Entity	<- Reference to next entity in the entity selection (Null if not found)

Beschreibung

The `.next()` function returns a reference to the next entity in the entity selection which the entity belongs to.

If the entity does not belong to any existing entity selection (i.e. `.getSelection()` returns Null), the function returns a Null value.

If there is no valid next entity in the entity selection (i.e. you are on the last entity of the selection), the function returns Null. If the next entity has been dropped, the function returns the next valid entity (and eventually Null).

Beispiel

```
var $employees : cs.EmployeeSelection
var $employee; $nextEmployee : cs.EmployeeEntity
$employees:=ds.Employee.query("lastName = :1";"H@") //This entity selection contains 3 entities
$employee:=$employees[0]
$nextEmployee:=$employee.next() // $nextEmployee is the second entity of the $employees entity selection
```

.previous()

► History

.previous() : 4D.Entity

Parameter	Typ	Beschreibung
Ergebnis	4D.Entity	<- Reference to previous entity in the entity selection (Null if not found)

Beschreibung

The `.previous()` function returns a reference to the previous entity in the entity selection which the entity belongs to.

If the entity does not belong to any existing entity selection (i.e. `.getSelection()` returns Null), the function returns a Null value.

If there is no valid previous entity in the entity selection (i.e. you are on the first entity of the selection), the function returns Null. If the previous entity has been dropped, the function returns the previous valid entity (and eventually Null).

Beispiel

```
var $employees : cs.EmployeeSelection
var $employee; $previousEmployee : cs.EmployeeEntity
$employees:=ds.Employee.query("lastName = :1";"H@") //This entity selection contains 3 entities
$employee:=$employees[1]
$previousEmployee:=$employee.previous() // $previousEmployee is the first entity of the $employees entity selection
```

.reload()

► History

.reload() : Object

Parameter	Typ		Beschreibung
Ergebnis	Objekt	<-	Status object

Beschreibung

The `.reload()` function reloads the content of the entity in memory, according to information stored in the table related to the dataclass in the datastore. The reload is done only if the entity still exists with the same primary key.

Ergebnis

The object returned by `.reload()` contains the following properties:

Property	Typ	Beschreibung
success	Boolean	True if the reload action is successful, False otherwise. <i>Available only in case of error:</i>
status(*)	number	Error code, see below
statusText(*)	Text	Description of the error, see below

(*) The following values can be returned in the `status` and `statusText` properties of `Result` object in case of error:

Constant	Wert	Kommentar
<code>dk status entity does not exist anymore</code>	5	<p>The entity no longer exists in the data. This error can occur in the following cases:</p> <ul style="list-style-type: none"> the entity has been dropped (the stamp has changed and the memory space is now free) the entity has been dropped and replaced by another one with another primary key (the stamp has changed and a new entity now uses the memory space). the entity has been dropped and replaced by another one with another primary key (the stamp has changed and a new entity now uses the memory space). When using <code>.lock()</code>, this error can be returned when <code>dk reload if stamp changed</code> option is used <p><i>Associated statusText:</i> "Entity does not exist anymore"</p>
<code>dk status serious error</code>	4	<p>A serious error is a low-level database error (e.g. duplicated key), a hardware error, etc.</p> <p><i>Associated statusText:</i> "Other error"</p>

Beispiel

```

var $employee : cs.EmployeeEntity
var $employees : cs.EmployeeSelection
var $result : Object

$employees:=ds.Employee.query("lastName=:1";"Hollis")
$employee:=$employees[0]
$employee.firstName:="Mary"
$result:=$employee.reload()
Case of
    :($result.success)
        ALERT("Reload has been done")
    :($result.status=dk status entity does not exist anymore)
        ALERT("The entity has been dropped")
End case

```

.save()

► History

.save({ mode : Integer }) : Object

Parameter	Typ		Beschreibung
mode	Ganzzahl	->	dk auto merge : Enables the automatic merge mode
Ergebnis	Objekt	<-	Result of save operation

Beschreibung

The `.save()` function saves the changes made to the entity in the table related to its `dataClass`. You must call this method after creating or modifying an entity if you want to save the changes made to it.

The save operation is executed only if at least one entity attribute has been "touched" (see the `.touched()` and `.touchedAttributes()` functions). Otherwise, the function does nothing (the trigger is not called).

In a multi-user or multi-process application, the `.save()` function is executed under an "[optimistic lock](#)" mechanism, wherein an internal locking stamp is automatically incremented each time the record is saved.

By default, if the `mode` parameter is omitted, the method will return an error (see below) whenever the same entity has been modified by another process or user in the meantime, no matter the modified attribute(s).

Otherwise, you can pass the `dk auto merge` option in the `mode` parameter: when the automatic merge mode is enabled, a modification done concurrently by another process/user on the same entity but on a different attribute will not result in an error. The resulting data saved in the entity will be the combination (the "merge") of all non-concurrent modifications (if modifications were applied to the same attribute, the save fails and an error is returned, even with the auto merge mode).

The automatic merge mode is not available for attributes of Picture, Object, and Text type when stored outside of the record. Concurrent changes in these attributes will result in a `dk status stamp has changed` error.

Ergebnis

The object returned by `.save()` contains the following properties:

Property		Typ	Beschreibung
success		Boolean	True if the save action is successful, False otherwise.
			<i>Available only if dk auto merge option is used:</i>
autoMerged		Boolean	True if an auto merge was done, False otherwise.
			<i>Available only in case of error:</i>
status		number	Error code, see below
statusText		Text	Description of the error, see below
			<i>Available only in case of pessimistic lock error:</i>
lockKindText		Text	"Locked by record"
lockInfo		object	Information about the lock origin
	task_id	number	Process id
	user_name	Text	Session user name on the machine
	user4d_alias	Text	User alias if defined by SET USER ALIAS , otherwise user name in the 4D directory
	host_name	Text	Machine name
	task_name	Text	Process name
	client_version	Text	
			<i>Available only in case of serious error (serious error - can be trying to duplicate a primary key, disk full...):</i>
errors		collection of objects	
	message	Text	Error message
	componentSignature	Text	Internal component signature (e.g. "dmbg" stands for the database component)
	errCode	number	Error code

status and statusText

The following values can be returned in the `status` and `statusText` properties of Result object in case of error:

Constant	Wert	Kommentar
dk status automerge failed	6	(Only if the <code>dk auto merge</code> option is used) The automatic merge option failed when saving the entity. Associated statusText: "Auto merge failed"
dk status entity does not exist anymore	5	The entity no longer exists in the data. This error can occur in the following cases: <ul style="list-style-type: none"> • the entity has been dropped (the stamp has changed and the memory space is now free) • the entity has been dropped and replaced by another one with another primary key (the stamp has changed and a new entity now uses the memory space). the entity has been dropped and replaced by another one with another primary key (the stamp has changed and a new entity now uses the memory space). When using <code>.lock()</code> , this error can be returned when <code>dk reload if stamp changed</code> option is used Associated statusText: "Entity doesnot exist anymore"
dk status locked	3	The entity is locked by a pessimistic lock. Associated statusText: "Already locked"
dk status serious error	4	A serious error is a low-level database error (e.g. duplicated key), a hardware error, etc. Associated statusText: "Other error"
dk status stamp has changed	2	The internal stamp value of the entity does not match the one of the entity stored in the data (optimistic lock). <ul style="list-style-type: none"> • with <code>.save()</code>: error only if the <code>dk auto merge</code> option is not used • with <code>.drop()</code>: error only if the <code>dk force drop if stamp changed</code> option is not used • with <code>.lock()</code>: error only if the <code>dk reload if stamp changed</code> option is not used Associated statusText: "Stamp has changed"

Beispiel 1

Creating a new entity:

```
var $status : Object
var $employee : cs.EmployeeEntity
$employee:=ds.Employee.new()
$employee.firstName:="Mary"
$employee.lastName:="Smith"
$status:=$employee.save()
If($status.success)
    ALERT("Employee created")
End if
```

Beispiel 2

Updating an entity without `dk auto merge` option:

```

var $status : Object
var $employee : cs.EmployeeEntity
var $employees : cs.EmployeeSelection
$employees:=ds.Employee.query("lastName=:1";"Smith")
$employee:=$employees.first()
$employee.lastName:="Mac Arthur"
$status:=$employee.save()
Case of
    :($status.success)
        ALERT("Employee updated")
    :($status.status=dk status stamp has changed)
        ALERT($status.statusText)
End case

```

Example 3

Updating an entity with `dk auto merge` option:

```

var $status : Object

var $employee : cs.EmployeeEntity
var $employees : cs.EmployeeSelection

$employees:=ds.Employee.query("lastName=:1";"Smith")
$employee:=$employees.first()
$employee.lastName:="Mac Arthur"
$status:=$employee.save(dk auto merge)
Case of
    :($status.success)
        ALERT("Employee updated")
    :($status.status=dk status automerge failed)
        ALERT($status.statusText)
End case

```

.toObject()

► History

`.toObject() : Object`
`.toObject(filterString : Text { ; options : Integer}) : Object`
`.toObject(filterCol : Collection { ; options : Integer }) : Object`

Parameter	Typ		Beschreibung
filterString	Text	->	Attribute(s) to extract (comma-separated string)
filterCol	Collection	->	Collection of attribute(s) to extract
options	Ganzzahl	->	dk with primary key : adds the _KEY property; dk with stamp : adds the _STAMP property
Ergebnis	Objekt	<-	Object built from the entity

Beschreibung

The `.toObject()` function returns an object which has been built from the entity. Property names in the object match attribute names of the entity.

If no filter is specified, or if the `filterString` parameter contains an empty string or "*", the returned object will contain:

- all storage entity attributes
- attributes of the `relatedEntity` `Kind`: you get a property with the same name as the related entity (name of the

many-to-one link). Attribute is extracted with the simple form.

- attributes of the `relatedEntities kind`: attribute is not returned.

In the first parameter, you pass the entity attribute(s) to extract. You can pass:

- `filterString`: a string with property paths separated with commas: "propertyPath1, propertyPath2, ...", or
- `filterCol`: a collection of strings: ["propertyPath1", "propertyPath2", ...]

If a filter is specified for attributes of the relatedEntity `kind`:

- `propertyPath = "relatedEntity"` -> it is extracted with simple form: an object with property `__KEY` (primary key).
- `propertyPath = "relatedEntity.*"` -> all the properties are extracted
- `propertyPath = "relatedEntity.propertyName1; relatedEntity.propertyName2; ..."` -> only those properties are extracted

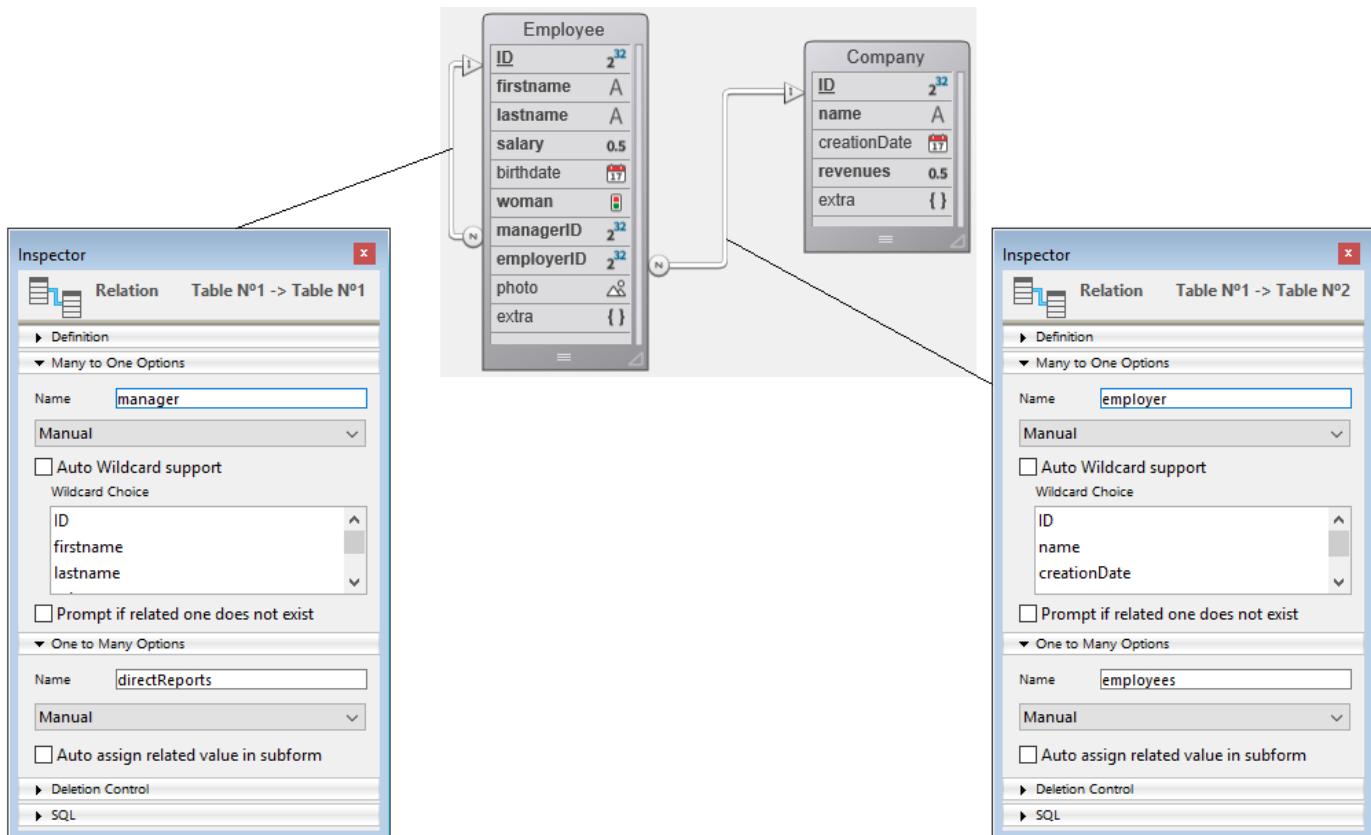
If a filter is specified for attributes of the relatedEntities `kind`:

- `propertyPath = "relatedEntities.*"` -> all the properties are extracted
- `propertyPath = "relatedEntities.propertyName1; relatedEntities.propertyName2; ..."` -> only those properties are extracted

In the `options` parameter, you can pass the `dk with primary key` and/or `dk with stamp` selector(s) to add the entity's primary keys and/or stamps in extracted objects.

Beispiel 1

The following structure will be used throughout all examples of this section:



Without filter parameter:

```
employeeObject:=employeeSelected.toObject()
```

Returns:

```
{
    "ID": 413,
    "firstName": "Greg",
    "lastName": "Wahl",
    "salary": 0,
    "birthDate": "1963-02-01T00:00:00.000Z",
    "woman": false,
    "managerID": 412,
    "employerID": 20,
    "photo": "[object Picture]",
    "extra": null,
    "employer": { // relatedEntity extracted with simple form
        "__KEY": 20
    },
    "manager": {
        "__KEY": 412
    }
}
```

Beispiel 2

Extracting the primary key and the stamp:

```
employeeObject:=employeeSelected.toObject("";dk with primary key+dk with stamp)
```

Returns:

```
{
    "__KEY": 413,
    "__STAMP": 1,
    "ID": 413,
    "firstName": "Greg",
    "lastName": "Wahl",
    "salary": 0,
    "birthDate": "1963-02-01T00:00:00.000Z",
    "woman": false,
    "managerID": 412,
    "employerID": 20,
    "photo": "[object Picture]",
    "extra": null,
    "employer": {
        "__KEY": 20
    },
    "manager": {
        "__KEY": 412
    }
}
```

Example 3

Expanding all the properties of `relatedEntities`:

```
employeeObject:=employeeSelected.toObject("directReports.*")
```

```
{
  "directReports": [
    {
      "ID": 418,
      "firstName": "Lorena",
      "lastName": "Boothe",
      "salary": 44800,
      "birthDate": "1970-10-02T00:00:00.000Z",
      "woman": true,
      "managerID": 413,
      "employerID": 20,
      "photo": "[object Picture]",
      "extra": null,
      "employer": {
        "__KEY": 20
      },
      "manager": {
        "__KEY": 413
      }
    },
    {
      "ID": 419,
      "firstName": "Drew",
      "lastName": "Caudill",
      "salary": 41000,
      "birthDate": "2030-01-12T00:00:00.000Z",
      "woman": false,
      "managerID": 413,
      "employerID": 20,
      "photo": "[object Picture]",
      "extra": null,
      "employer": {
        "__KEY": 20
      },
      "manager": {
        "__KEY": 413
      }
    },
    {
      "ID": 420,
      "firstName": "Nathan",
      "lastName": "Gomes",
      "salary": 46300,
      "birthDate": "2010-05-29T00:00:00.000Z",
      "woman": false,
      "managerID": 413,
      "employerID": 20,
      "photo": "[object Picture]",
      "extra": null,
      "employer": {
        "__KEY": 20
      },
      "manager": {
        "__KEY": 413
      }
    }
  ]
}
}
```

Example 4

Extracting some properties of `relatedEntities`:

```
employeeObject:=employeeSelected.toObject("firstName, directReports.lastName")
```

Returns:

```
{  
    "firstName": "Greg",  
    "directReports": [  
        {  
            "lastName": "Boothe"  
        },  
        {  
            "lastName": "Caudill"  
        },  
        {  
            "lastName": "Gomes"  
        }  
    ]  
}
```

Example 5

Extracting a `relatedEntity` with simple form:

```
$coll:=New collection("firstName";"employer")  
employeeObject:=employeeSelected.toObject($coll)
```

Returns:

```
{  
    "firstName": "Greg",  
    "employer": {  
        "__KEY": 20  
    }  
}
```

Example 6

Extracting all the properties of a `relatedEntity`:

```
employeeObject:=employeeSelected.toObject("employer.*")
```

Returns:

```
{  
    "employer": {  
        "ID": 20,  
        "name": "India Astral Secretary",  
        "creationDate": "1984-08-25T00:00:00.000Z",  
        "revenues": 12000000,  
        "extra": null  
    }  
}
```

Example 7

Extracting some properties of a `relatedEntity`:

```
$col:=New collection  
$col.push("employer.name")  
$col.push("employer.revenues")  
employeeObject:=employeeSelected.toObject($col)
```

Returns:

```
{  
    "employer": {  
        "name": "India Astral Secretary",  
        "revenues": 12000000  
    }  
}
```

.touched()

► History

`.touched()` : Boolean

Parameter	Typ		Beschreibung
Ergebnis	Boolean	<-	True if at least one entity attribute has been modified and not yet saved, else False

Beschreibung

The `.touched()` function tests whether or not an entity attribute has been modified since the entity was loaded into memory or saved.

If an attribute has been modified or calculated, the function returns True, else it returns False. You can use this function to determine if you need to save the entity.

This function returns False for a new entity that has just been created (with `.new()`). Note however that if you use a function which calculates an attribute of the entity, the `.touched()` function will then return True. For example, if you call `.getKey()` to calculate the primary key, `.touched()` returns True.

Beispiel

In this example, we check to see if it is necessary to save the entity:

```
var $emp : cs.EmployeeEntity  
$emp:=ds.Employee.get(672)  
$emp.firstName:=$emp.firstName //Even if updated with the same value, the attribute is marked as touched  
  
If($emp.touched()) //if at least one of the attributes has been changed  
    $emp.save()  
End if // otherwise, no need to save the entity
```

.touchedAttributes()

► History

`.touchedAttributes()` : Collection

Parameter	Typ		Beschreibung
Ergebnis	Collection	<-	Names of touched attributes, or empty collection

Beschreibung

The `.touchedAttributes()` function returns the names of the attributes that have been modified since the entity was loaded into memory.

This applies for attributes of the `kind storage` or `relatedEntity`.

In the case of a related entity having been touched (i.e., the foreign key), the name of the related entity and its primary key's name are returned.

If no entity attribute has been touched, the method returns an empty collection.

Beispiel 1

```
var $touchedAttributes : Collection
var $emp : cs.EmployeeEntity

$touchedAttributes:=New collection
$emp:=ds.Employee.get(725)
$emp.firstName:=$emp.firstName //Even if updated with the same value, the attribute is marked as touched
$emp.lastName:="Martin"
$touchedAttributes:=$emp.touchedAttributes()
//$touchedAttributes: ["firstName", "lastName"]
```

Beispiel 2

```
var $touchedAttributes : Collection
var $emp : cs.EmployeeEntity
var $company : cs.CompanyEntity

$touchedAttributes:=New collection

$emp:=ds.Employee.get(672)
$emp.firstName:=$emp.firstName
$emp.lastName:="Martin"

$company:=ds.Company.get(121)
$emp.employer:=$company

$touchedAttributes:=$emp.touchedAttributes()

//collection $touchedAttributes: ["firstName", "lastName", "employer", "employerID"]
```

In this case:

- `firstName` and `lastName` have a `storage` kind
- `employer` has a `relatedEntity` kind
- `employerID` is the foreign key of the `employer` related entity

.unlock()

► History

`.unlock() : Object`

Parameter	Typ		Beschreibung
Ergebnis	Objekt	<-	Status object

Beschreibung

The `.unlock()` function removes the pessimistic lock on the record matching the entity in the datastore and table related to its dataclass.

For more information, please refer to [Entity locking](#) section.

A record is automatically unlocked when it is no longer referenced by any entities in the locking process (for example: if the lock is put only on one local reference of an entity, the entity and thus the record is unlocked when the process ends).

When a record is locked, it must be unlocked from the locking process and on the entity reference which put the lock. Beispiel:

```
$e1:=ds.Emp.all()[0]
$e2:=ds.Emp.all()[0]
$res:=$e1.lock() //res.success=true
$res:=$e2.unlock() //res.success=false
$res:=$e1.unlock() //res.success=true
```

Ergebnis

The object returned by `.unlock()` contains the following property:

Property	Typ	Beschreibung
success	Boolean	True if the unlock action is successful, False otherwise. If the unlock is done on a dropped entity, on a non locked record, or on a record locked by another process or entity, success is False.

Beispiel

```
var $employee : cs.EmployeeEntity
var $status : Object

$employee:=ds.Employee.get(725)
$status:=$employee.lock()
... //processing
$status:=$employee.unlock()
If($status.success)
    ALERT("The entity is now unlocked")
End if
```

EntitySelection

An entity selection is an object containing one or more reference(s) to `entities` belonging to the same `Dataclass`. An entity selection can contain 0, 1 or X entities from the dataclass -- where X can represent the total number of entities contained in the dataclass.

Entity selections can be created from existing selections using various functions of the `DataClass` class such as `.all()` or `.query()`, or functions of the `EntityClass` class itself, such as `.and()` or `orderBy()`. You can also create blank entity selections using the `dataClass.newSelection()` function or the `Create new selection` command.

Summary

`[index] : 4D.Entity`

allows you to access entities within the entity selection using the standard collection syntax

`.attributeName : Collection`

`.attributeName : 4D.EntitySelection`

a "projection" of values for the attribute in the entity selection

`.add(entity : 4D.Entity) : 4D.EntitySelection`

adds the specified `entity` to the entity selection and returns the modified entity selection

`.and(entity : 4D.Entity) : 4D.EntitySelection`

`.and(entitySelection : 4D.EntitySelection) : 4D.EntitySelection`

combines the entity selection with an `entity` or `entitySelection` parameter using the logical AND operator

`.average(attributePath : Text) : Real`

returns the arithmetic mean (average) of all the non-null values of `attributePath` in the entity selection

`.contains(entity : 4D.Entity) : Boolean`

returns true if entity reference belongs to the entity selection

`.count(attributePath : Text) : Real`

returns the number of entities in the entity selection with a non-null value in `attributePath`

`.distinct(attributePath : Text { ; option : Integer }) : Collection`

returns a collection containing only distinct (different) values from the `attributePath` in the entity selection

`.drop({ mode : Integer }) : 4D.EntitySelection`

removes the entities belonging to the entity selection from the table related to its dataclass within the datastore

`.extract(attributePath : Text { ; option : Integer }) : Collection`

`.extract(attributePath { ; targetPath } { ; ...attributePathN : Text ; targetPathN : Text }) : Collection`

returns a collection containing `attributePath` values extracted from the entity selection

`.first() : 4D.Entity`

returns a reference to the entity in the first position of the entity selection

`.getDataClass() : 4D.DataClass`

returns the dataclass of the entity selection

`.getRemoteContextAttributes() : Text`

returns information about the optimization context used by the entity

`isAlterable() : Boolean`

<code>.isAlterable() : Boolean</code>	returns True if the entity selection is alterable
<code>.isOrdered() : Boolean</code>	returns True if the entity selection is ordered
<code>.last() : 4D.Entity</code>	returns a reference to the entity in last position of the entity selection
<code>.length : Integer</code>	returns the number of entities in the entity selection
<code>.max(attributePath : Text) : any</code>	returns the highest (or maximum) value among all the values of <i>attributePath</i> in the entity selection
<code>.min(attributePath : Text) : any</code>	returns the lowest (or minimum) value among all the values of attributePath in the entity selection
<code>.minus(entity : 4D.Entity) : 4D.EntitySelection</code>	
<code>.minus(entitySelection : 4D.EntitySelection) : 4D.EntitySelection</code>	excludes from the entity selection to which it is applied the <i>entity</i> or the entities of <i>entitySelection</i> and returns the resulting entity selection
<code>.or(entity : 4D.Entity) : 4D.EntitySelection</code>	
<code>.or(entitySelection : 4D.EntitySelection) : 4D.EntitySelection</code>	combines the entity selection with the <i>entity</i> or <i>entitySelection</i> parameter using the logical (not exclusive) OR operator
<code>.orderBy(pathString : Text) : 4D.EntitySelection</code>	
<code>.orderBy(pathObjects : Collection) : 4D.EntitySelection</code>	returns a new ordered entity selection containing all entities of the entity selection in the order specified by <i>pathString</i> or <i>pathObjects</i> criteria
<code>.orderByFormula(formulaString : Text { ; sortOrder : Integer } { ; settings : Object }) : 4D.EntitySelection</code>	
<code>.orderByFormula(formulaObj : Object { ; sortOrder : Integer } { ; settings : Object }) : 4D.EntitySelection</code>	returns a new, ordered entity selection
<code>.query(queryString : Text { ; ...value : any } { ; querySettings : Object }) : 4D.EntitySelection</code>	
<code>.query(formula : Object { ; querySettings : Object }) : 4D.EntitySelection</code>	searches for entities that meet the search criteria specified in <i>queryString</i> or <i>formula</i> and (optionally) <i>value(s)</i> among all the entities in the entity selection
<code>.queryPath : Text</code>	contains a detailed description of the query as it was actually performed by 4D
<code>.queryPlan : Text</code>	contains a detailed description of the query just before it is executed (i.e., the planned query)
<code>.refresh()</code>	immediately "invalidates" the entity selection data in the local ORDA cache
<code>.selected(selectedEntities : 4D.EntitySelection) : Object</code>	returns an object describing the position(s) of <i>selectedEntities</i> in the original entity selection
<code>.slice(startFrom : Integer { ; end : Integer }) : 4D.EntitySelection</code>	returns a portion of an entity selection into a new entity selection
<code>.sum(attributePath : Text) : Real</code>	returns the sum for all <i>attributePath</i> values in the entity selection

.toCollection({ options : Integer { ; begin : Integer { ; howMany : Integer } } }) : Collection
.toCollection(filterString : Text {; options : Integer { ; begin : Integer { ; howMany : Integer } } }) : Collection
.toCollection(filterCol : Collection {; options : Integer { ; begin : Integer { ; howMany : Integer } } }) : Collection
creates and returns a collection where each element is an object containing a set of properties and values

Create entity selection

Create entity selection (*dsTable* : Table { ; *settings* : Object }) : 4D.EntitySelection

Parameter	Typ		Beschreibung
<i>dsTable</i>	Tabelle	->	Table in the 4D database whose current selection will be used to build the entity selection
<i>settings</i>	Objekt	->	Build option: context
Ergebnis	4D.EntitySelection	<-	Entity selection matching the dataclass related to the given table

Beschreibung

The `Create entity selection` command builds and returns a new, `alterable` entity selection related to the dataclass matching the given *dsTable*, according to the current selection of this table.

If the current selection is sorted, an `ordered` entity selection is created (the order of the current selection is kept). If the current selection is unsorted, an unordered entity selection is created.

If the *dsTable* is not exposed in `ds`, an error is returned. This command cannot be used with a Remote datastore.

In the optional *settings* parameter, you can pass an object containing the following property:

Property	Typ	Beschreibung
context	Text	Label for the <code>optimization context</code> applied to the entity selection.

Beispiel

```
var $employees : cs.EmployeeSelection
ALL RECORDS([Employee])
$employees:=Create entity selection([Employee])
// The $employees entity selection now contains a set of reference
// on all entities related to the Employee dataclass
```

See also

`dataClass.newSelection()`

USE ENTITY SELECTION

USE ENTITY SELECTION (*entitySelection*)

Parameter	Typ		Beschreibung
<i>entitySelection</i>	EntitySelection	->	An entity selection

Beschreibung

The `USE ENTITY SELECTION` command updates the current selection of the table matching the dataclass of the *entitySelection* parameter, according to the content of the entity selection.

This command cannot be used with a [Remote datastore](#).

After a call to `USE ENTITY SELECTION`, the first record of the updated current selection (if not empty) becomes the current record, but it is not loaded in memory. If you need to use the values of the fields in the current record, use the `LOAD RECORD` command after the `USE ENTITY SELECTION` command.

Beispiel

```
var $entitySel : Object  
  
$entitySel:=ds.Employee.query("lastName = :1";"M@") // $entitySel is related to the Employee dataclass  
REDUCE SELECTION([Employee];0)  
USE ENTITY SELECTION($entitySel) // The current selection of the Employee table is updated
```

[index]

► History

[index] : 4D.Entity

Beschreibung

The `EntitySelection[index]` notation allows you to access entities within the entity selection using the standard collection syntax: pass the position of the entity you want to get in the `index` parameter.

Note that the corresponding entity is reloaded from the datastore.

`index` can be any number between 0 and `.length -1`.

- If `index` is out of range, an error is returned.
- If `index` corresponds to a dropped entity, a Null value is returned.

Warning: `EntitySelection[index]` is a non assignable expression, which means that it cannot be used as an editable entity reference with methods like `.lock()` or `.save()`. To work with the corresponding entity, you need to assign the returned expression to an assignable expression, such as a variable.
Beispiele:

```
$sel:=ds.Employee.all() //create the entity selection  
//invalid statements:  
$result:=$sel[0].lock() //will NOT work  
$sel[0].lastName:="Smith" //will NOT work  
$result:=$sel[0].save() //will NOT work  
//valid code:  
$entity:=$sel[0] //OK  
$entity.lastName:="Smith" //OK  
$entity.save() //OK
```

Beispiel

```
var $employees : cs.EmployeeSelection  
var $employee : cs.EmployeeEntity  
$employees:=ds.Employee.query("lastName = :1";"H@")  
$employee:=$employees[2] // The 3rd entity of the $employees entity selection is reloaded from the dat
```

.attributeName

► History

.attributeName : Collection
.attributeName : 4D.EntitySelection

Beschreibung

Any dataclass attribute can be used as a property of an entity selection to return a "projection" of values for the attribute in the entity selection. Projected values can be a collection or a new entity selection, depending on the kind (storage or relation) of the attribute.

- If attributeName kind is storage : .attributeName returns a collection of values of the same type as attributeName.
- If attributeName kind is relatedEntity : .attributeName returns a new entity selection of related values of the same type as attributeName. Duplications are removed (an unordered entity selection is returned).
- If attributeName kind is relatedEntities : .attributeName returns a new entity selection of related values of the same type as attributeName. Duplications are removed (an unordered entity selection is returned).

When a relation attribute is used as a property of an entity selection, the result is always another entity selection, even if only one entity is returned. When a relation attribute is used as a property of an entity selection, the result is always another entity selection, even if only one entity is returned.

If the attribute does not exist in the entity selection, an error is returned.

Beispiel 1

Projection of storage values:

```
var $firstNames : Collection
$entitySelection:=ds.Employee.all()
$firstNames:=$entitySelection.firstName // firstName type is string
```

The resulting collection is a collection of strings, for example:

```
[  
  "Joanna",  
  "Alexandra",  
  "Rick"  
]
```

Beispiel 2

Projection of related entity:

```
var $es; $entitySelection : cs.EmployeeSelection
$entitySelection:=ds.Employee.all()
$es:=$entitySelection.employer // employer is related to a Company dataClass
```

The resulting object is an entity selection of Company with duplications removed (if any).

Example 3

Projection of related entities:

```
var $es : cs.EmployeeSelection
$es:=ds.Employee.all().directReports // directReports is related to Employee dataclass
```

The resulting object is an entity selection of Employee with duplications removed (if any).

.add()

► History

.add(*entity* : 4D.Entity) : 4D.EntitySelection

Parameter	Typ		Beschreibung
entity	4D.Entity	->	Entity to be added to the entity selection
Ergebnis	4D.EntitySelection	->	Entity selection including the added <i>entity</i>

Beschreibung

The `.add()` function adds the specified *entity* to the entity selection and returns the modified entity selection.

This function modifies the original entity selection.

Warning: The entity selection must be *alterable*, i.e. it has been created for example by `.newSelection()` or `Create entity selection`, otherwise `.add()` will return an error. Shareable entity selections do not accept the addition of entities. For more information, please refer to the [Shareable or alterable entity selections](#) section.

- If the entity selection is ordered, *entity* is added at the end of the selection. If a reference to the same entity already belongs to the entity selection, it is duplicated and a new reference is added.
- If the entity selection is unordered, *entity* is added anywhere in the selection, with no specific order.

For more information, please refer to the [Ordered or unordered entity selection](#) section.

The modified entity selection is returned by the function, so that function calls can be chained.

An error occurs if *entity* and the entity selection are not related to the same Dataclass. If *entity* is Null, no error is raised.

Beispiel 1

```
var $employees : cs.EmployeeSelection
var $employee : cs.EmployeeEntity
$employees:=ds.Employee.query("lastName = :1";"S@")
$employee:=ds.Employee.new()
$employee.lastName:="Smith"
$employee.save()
$employees.add($employee) //The $employee entity is added to the $employees entity selection
```

Beispiel 2

Calls to the function can be chained:

```
var $sel : cs.ProductSelection
var $p1;$p2;$p3 : cs.ProductEntity

$p1:=ds.Product.get(10)
$p2:=ds.Product.get(11)
$p3:=ds.Product.get(12)
$sel:=ds.Product.query("ID > 50")
$sel:=$sel.add($p1).add($p2).add($p3)
```

.and()

► History

.and(*entity* : 4D.Entity) : 4D.EntitySelection
.and(*entitySelection* : 4D.EntitySelection) : 4D.EntitySelection

Parameter	Typ		Beschreibung
entity	4D.Entity	->	Entity to intersect with
entitySelection	4D.EntitySelection	->	Entity selection to intersect with
Ergebnis	4D.EntitySelection	<-	New entity selection with the result of intersection with logical AND operator

Beschreibung

The `.and()` function combines the entity selection with an *entity* or *entitySelection* parameter using the logical AND operator; it returns a new, unordered entity selection that contains only the entities that are referenced in both the entity selection and the parameter.

- If you pass *entity* as parameter, you combine this entity with the entity selection. If the entity belongs to the entity selection, a new entity selection containing only the entity is returned. Otherwise, an empty entity selection is returned.
- If you pass *entitySelection* as parameter, you combine both entity selections. A new entity selection that contains only the entities that are referenced in both selections is returned. If there is no intersecting entity, an empty entity selection is returned.

You can compare [ordered and/or unordered entity selections](#). The resulting selection is always unordered.

If the original entity selection or the *entitySelection* parameter is empty, or if the *entity* is Null, an empty entity selection is returned.

If the original entity selection and the parameter are not related to the same dataclass, an error is raised.

Beispiel 1

```
var $employees; $result : cs.EmployeeSelection
var $employee : cs.EmployeeEntity
$employees:=ds.Employee.query("lastName = :1";"H@")
  //The $employees entity selection contains the entity
  //with primary key 710 and other entities
  //for ex. "Colin Hetrick" / "Grady Harness" / "Sherlock Holmes" (primary key 710)
$employee:=ds.Employee.get(710) // Returns "Sherlock Holmes"

$result:=$employees.and($employee) // $result is an entity selection containing
  //only the entity with primary key 710 ("Sherlock Holmes")
```

Beispiel 2

We want to have a selection of employees named "Jones" who live in New York:

```
var $sel1; $sel2; $sel3 : cs.EmployeeSelection
$sel1:=ds.Employee.query("name =:1";"Jones")
$sel2:=ds.Employee.query("city=:1";"New York")
$sel3:=$sel1.and($sel2)
```

.average()

► History

.average(*attributePath* : Text) : Real

Parameter	Typ		Beschreibung
attributePath	Text	->	Attribute path to be used for calculation
Ergebnis	Zahl	<-	Arithmetic mean (average) of entity attribute values (Undefined if empty entity selection)

Beschreibung

The `.average()` function returns the arithmetic mean (average) of all the non-null values of *attributePath* in the entity selection.

Pass in the *attributePath* parameter the attribute path to evaluate.

Only numerical values are taken into account for the calculation. Note however that, if the *attributePath* of the entity selection contains mixed value types, `.average()` takes all scalar elements into account to calculate the average value.

Date values are converted to numerical values (seconds) and used to calculate the average.

`.average()` returns undefined if the entity selection is empty or *attributePath* does not contain numerical values.

An error is returned if:

- *attributePath* is a related attribute,
- *attributePath* designates an attribute that does not exist in the entity selection dataclass.

Beispiel

We want to obtain a list of employees whose salary is higher than the average salary:

```
var $averageSalary : Real
var $moreThanAv : cs.EmployeeSelection
$averageSalary:=ds.Employee.all().average("salary")
$moreThanAv:=ds.Employee.query("salary > :1";$averageSalary)
```

.contains()

► History

.contains(*entity* : 4D.Entity) : Boolean

Parameter	Typ		Beschreibung
entity	4D.Entity	->	Entity to evaluate
Ergebnis	Boolean	<-	True if the entity belongs to the entity selection, else False

Beschreibung

The `.contains()` function returns true if entity reference belongs to the entity selection, and false otherwise.

In *entity*, specify the entity to search for in the entity selection. If entity is Null, the function will return false.

If *entity* and the entity selection do not belong to the same dataclass, an error is raised.

Beispiel

```

var $employees : cs.EmployeeSelection
var $employee : cs.EmployeeEntity

$employees:=ds.Employee.query("lastName=:1";"H@")
$employee:=ds.Employee.get(610)

If($employees.contains($employee))
    ALERT("The entity with primary key 610 has a last name beginning with H")
Else
    ALERT("The entity with primary key 610 does not have a last name beginning with H")
End if

```

.count()

► History

.count(*attributePath* : Text) : Real

Parameter	Typ		Beschreibung
<i>attributePath</i>	Text	->	Path of the attribute to be used for calculation
Ergebnis	Zahl	<-	Number of non null <i>attributePath</i> values in the entity selection

Beschreibung

The `.count()` function returns the number of entities in the entity selection with a non-null value in *attributePath*.

Only scalar values are taken into account. Object or collection type values are considered as null values.

An error is returned if:

- *attributePath* is a related attribute,
- *attributePath* is not found in the entity selection dataclass.

Beispiel

We want to find out the total number of employees for a company without counting any whose job title has not been specified:

```

var $sel : cs.EmployeeSelection
var $count : Real

$sel:=ds.Employee.query("employer = :1";"Acme, Inc")
$count:=$sel.count("jobtitle")

```

.copy()

► History

.copy({ *option* : Integer }) : 4D.EntitySelection

Parameter	Typ		Beschreibung
<i>option</i>	Ganzzahl	->	ck shared : return a shareable entity selection
Ergebnis	4D.EntitySelection	<-	Copy of the entity selection

Beschreibung

The `.copy()` function returns a copy of the original entity selection.

This function does not modify the original entity selection.

By default, if the *option* parameter is omitted, the function returns a new, alterable entity selection (even if the function is applied to a shareable entity selection). Pass the `ck shared` constant in the *option* parameter if you want to create a shareable entity selection.

For information on the shareable property of entity selections, please refer to the [Shareable or alterable entity selections](#) section.

Beispiel

You create a new, empty entity selection of products when the form is loaded:

```
Case of
  :(Form event code=On Load)
    Form.products:=ds.Products.newSelection()
End case
```

Then this entity selection is updated with products and you want to share the products between several processes. You copy the `Form.products` entity selection as a shareable one:

```
...
// The Form.products entity selection is updated
Form.products.add(Form.selectedProduct)

Use(Storage)
  If(Storage.products=NULL)
    Storage.products:=New shared object()
  End if

  Use(Storage.products)
    Storage.products:=Form.products.copy(ck shared)
  End use
End use
```

.distinct()

► History

`.distinct(attributePath : Text { ; option : Integer }) : Collection`

Parameter	Typ		Beschreibung
attributePath	Text	->	Path of attribute whose distinct values you want to get
option	Ganzzahl	->	<code>dk diacritical</code> : diacritical evaluation ("A" # "a" for example)
Ergebnis	Collection	<-	Collection with only distinct values

Beschreibung

The `.distinct()` function returns a collection containing only distinct (different) values from the *attributePath* in the entity selection.

The returned collection is automatically sorted. Null values are not returned.

In the *attributePath* parameter, pass the entity attribute whose distinct values you want to get. Only scalar values (text,

number, boolean, or date) can be handled. Only scalar values (text, number, boolean, or date) can be handled. If the *attributePath* leads to an object property that contains values of different types, they are first grouped by type and sorted afterwards. Types are returned in the following order:

1. booleans
2. strings
3. numbers
4. dates

You can use the `[]` notation to designate a collection when *attributePath* is a path within an object (see examples).

By default, a non-diacritical evaluation is performed. If you want the evaluation to be case sensitive or to differentiate accented characters, pass the `dk diacritical` constant in the *option* parameter.

An error is returned if:

- *attributePath* is a related attribute,
- *attributePath* is not found in the entity selection dataclass.

Beispiele

You want to get a collection containing a single element per country name:

```
var $countries : Collection  
$countries:=ds.Employee.all().distinct("address.country")
```

`nicknames` is a collection and `extra` is an object attribute:

```
$values:=ds.Employee.all().distinct("extra.nicknames[].first")
```

.drop()

► History

`.drop({ mode : Integer }) : 4D.EntitySelection`

Parameter	Typ		Beschreibung
mode	Ganzzahl	->	<code>dk stop dropping on first error</code> : stops method execution on first non-droppable entity
Ergebnis	4D.EntitySelection	<-	Empty entity selection if successful, else entity selection containing non-droppable entity(ies)

Beschreibung

The `.drop()` function removes the entities belonging to the entity selection from the table related to its dataclass within the datastore. The entity selection remains in memory.

Removing entities is permanent and cannot be undone. It is recommended to call this action in a transaction in order to have a rollback option.

If a locked entity is encountered during the execution of `.drop()`, it is not removed. By default, the method processes all entities of the entity selection and returns non-droppable entities in the entity selection. If you want the method to stop execution at the first encountered non-droppable entity, pass the `dk stop dropping on first error` constant in the *mode* parameter.

Beispiel

Example without the `dk stop dropping on first error` option:

```

var $employees; $notDropped : cs.EmployeeSelection
$employees:=ds.Employee.query("firstName=:1";"S@")
$notDropped:=$employees.drop() // $notDropped is an entity selection containing all the not dropped ent
If($notDropped.length=0) //The delete action is successful, all the entities have been deleted
    ALERT("You have dropped "+String($employees.length)+" employees") //The dropped entity selection rem
Else
    ALERT("Problem during drop, try later")
End if

```

Example with the `dk stop dropping on first error` option:

```

var $employees; $notDropped : cs.EmployeeSelection
$employees:=ds.Employee.query("firstName=:1";"S@")
$notDropped:=$employees.drop(dk stop dropping on first error) // $notDropped is an entity selection cont
If($notDropped.length=0) //The delete action is successful, all the entities have been deleted
    ALERT("You have dropped "+String($employees.length)+" employees") //The dropped entity selection rem
Else
    ALERT("Problem during drop, try later")
End if

```

.extract()

► History

`.extract(attributePath : Text { ; option : Integer }) : Collection`

`.extract(attributePath { ; targetPath } { ; ...attributePathN : Text ; targetPathN : Text }) : Collection`

Parameter	Typ		Beschreibung
attributePath	Text	->	Attribute path whose values must be extracted to the new collection
targetPath	Text	->	Target attribute path or attribute name
option	Ganzzahl	->	<code>ck keep null</code> : include null attributes in the returned collection (ignored by default)
Ergebnis	Collection	<-	Collection containing extracted values

Beschreibung

The `.extract()` function returns a collection containing `attributePath` values extracted from the entity selection.

`attributePath` can refer to:

- a scalar dataclass attribute,
- related entity,
- related entities.

If `attributePath` is invalid, an empty collection is returned.

This function accepts two syntaxes.

`.extract(attributePath : Text { ; option : Integer }) : Collection`

With this syntax, `.extract()` populates the returned collection with the `attributePath` values of the entity selection.

By default, entities for which `attributePath` is `null` or `undefined` are ignored in the resulting collection. You can pass the `ck keep null` constant in the `option` parameter to include these values as `null` elements in the returned collection.

- Dataclass attributes with `.kind = "relatedEntity"` are extracted as a collection of entities (duplications are kept).
- Dataclass attributes with `.kind = "relatedEntities"` are extracted as a collection of entity selections.

```
.extract ( attributePath ; targetPath { ; ...attributePathN ; ... targetPathN} ) : Collection
```

With this syntax, `.extract()` populates the returned collection with the *attributePath* properties. Each element of the returned collection is an object with *targetPath* properties filled with the corresponding *attributePath* properties. Null values are kept (*option* parameter is ignored with this syntax).

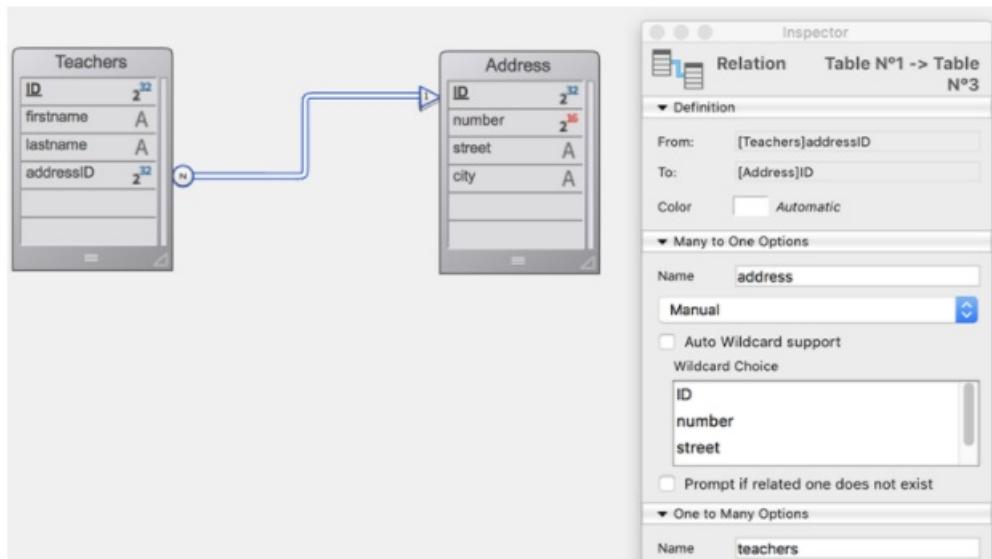
If several *attributePath* are given, a *targetPath* must be given for each. Only valid pairs [*attributePath*, *targetPath*] are extracted.

- Dataclass attributes with `.kind = "relatedEntity"` are extracted as an entity.
- Dataclass attributes with `.kind = "relatedEntities"` are extracted as an entity selection.

Entities of a collection of entities accessed by [] are not reloaded from the database.

Beispiel

Given the following table and relation:



```

var $firstnames; $addresses; $mailing; $teachers : Collection
//
//
// $firstnames is a collection of Strings

$firstnames:=ds.Teachers.all().extract("firstname")
//
// $addresses is a collection of entities related to dataclass Address
// Null values for address are extracted
$addresses:=ds.Teachers.all().extract("address";ck keep null)
//
//
// $mailing is a collection of objects with properties "who" and "to"
// "who" property content is String type
// "to" property content is entity type (Address dataclass)
$mailing:=ds.Teachers.all().extract("lastname";"who";"address";"to")
//
//
// $mailing is a collection of objects with properties "who" and "city"
// "who" property content is String type
// "city" property content is String type
$mailing:=ds.Teachers.all().extract("lastname";"who";"address.city";"city")
//
// $teachers is a collection of objects with properties "where" and "who"
// "where" property content is String
// "who" property content is an entity selection (Teachers dataclass)
$teachers:=ds.Address.all().extract("city";"where";"teachers";"who")
//
// $teachers is a collection of entity selections
$teachers:=ds.Address.all().extract("teachers")

```

.first()

► History

.first() : 4D.Entity

Parameter	Typ		Beschreibung
Ergebnis	4D.Entity	<-	Reference to the first entity of the entity selection (Null if selection is empty)

Beschreibung

The `.first()` function returns a reference to the entity in the first position of the entity selection.

The result of this function is similar to:

```
$entity:=$entitySel[0]
```

There is, however, a difference between both statements when the selection is empty:

```

var $entitySel : cs.EmpSelection
var $entity : cs.EmpEntity
$entitySel:=ds.Emp.query("lastName = :1";"Nonexistentname") //no matching entity
//entity selection is then empty
$entity:=$entitySel.first() //returns Null
$entity:=$entitySel[0] //generates an error

```

Beispiel

```

var $entitySelection : cs.EmpSelection
var $entity : cs.EmpEntity
$entitySelection:=ds.Emp.query("salary > :1";100000)
If($entitySelection.length#0)
    $entity:=$entitySelection.first()
End if

```

.getDataClass()

► History

.getDataClass() : 4D.DataClass

Parameter	Typ		Beschreibung
Ergebnis	4D.DataClass	<-	Dataclass object to which the entity selection belongs

Beschreibung

The `.getDataClass()` function returns the dataclass of the entity selection.

This function is mainly useful in the context of generic code.

Beispiel

The following generic code duplicates all entities of the entity selection:

```

//duplicate_entities method
//duplicate_entities($entity_selection)

#DECLARE ( $entitySelection : 4D.EntitySelection )
var $dataClass : 4D.DataClass
var $entity; $duplicate : 4D.Entity
var $status : Object
$dataClass:=$entitySelection.getDataClass()
For each($entity;$entitySelection)
    $duplicate:=$dataClass.new()
    $duplicate.fromObject($entity.toObject())
    $duplicate[$dataClass.getInfo().primaryKey]:=Null //reset the primary key
    $status:=$duplicate.save()
End for each

```

.getRemoteContextAttributes()

► History

.getRemoteContextAttributes() : Text

Parameter	Typ		Beschreibung
result	Text	<-	Context attributes linked to the entity selection, separated by a comma

Advanced mode: This function is intended for developers who need to customize ORDA default features for specific configurations. In most cases, you will not need to use it.

Beschreibung

The `.getRemoteContextAttributes()` function returns information about the optimization context used by the entity selection.

If there is no [optimization context](#) for the entity selection, the function returns an empty Text.

Beispiel

```
var $ds : 4D.DataStoreImplementation
var $persons : cs.PersonsSelection
var $p : cs.PersonsEntity

var $info : Text
var $text : Text

$ds:=Open datastore(New object("hostname"; "www.myserver.com"); "myDS")

$persons:=$ds.Persons.all()
$text:=""
For each ($p; $persons)
    $text:=$p.firstname+" lives in "+$p.address.city+"
End for each

$info:=$persons.getRemoteContextAttributes()
//$info = "firstname,address,address.city"
```

See also

[Entity.getRemoteContextAttributes\(\)](#)
[.clearAllRemoteContexts\(\)](#)
[.getRemoteContextInfo\(\)](#)
[.getAllRemoteContexts\(\)](#)
[.setRemoteContextInfo\(\)](#)

.isAlterable()

► History

.isAlterable() : Boolean

Parameter	Typ		Beschreibung
Ergebnis	Boolean	<-	True if the entity selection is alterable, False otherwise

Beschreibung

The `.isAlterable()` function returns True if the entity selection is alterable, and False if the entity selection is not alterable.

For more information, please refer to [Shareable or alterable entity selections](#).

Beispiel

You are about to display `Form.products` in a [list box](#) to allow the user to add new products. You want to make sure it is alterable so that the user can add new products without error:

```
If (Not(Form.products.isAlterable()))
    Form.products:=Form.products.copy()
End if
...
Form.products.add(Form.product)
Form.products.add(Form.product)
```

.isOrdered()

► History

.isOrdered() : Boolean

Parameter	Typ		Beschreibung
Ergebnis	Boolean	<-	True if the entity selection is ordered, False otherwise

Beschreibung

The `.isOrdered()` function returns True if the entity selection is ordered, and False if it is unordered.

This function always returns True when the entity selection comes from a remote datastore.

For more information, please refer to [Ordered or unordered entity selection](#).

Beispiel

```
var $employees : cs.EmployeeSelection
var $employee : cs.EmployeeEntity
var $isOrdered : Boolean
$employees:=ds.Employee.newSelection(dk keep ordered)
$employee:=ds.Employee.get(714) // Gets the entity with primary key 714

//In an ordered entity selection, we can add the same entity several times (duplications are kept)
$employees.add($employee)
$employees.add($employee)
$employees.add($employee)

$isOrdered:=$employees.isOrdered()
If($isOrdered)
    ALERT("The entity selection is ordered and contains "+String($employees.length)+" employees")
End if
```

.last()

► History

.last() : 4D.Entity

Parameter	Typ		Beschreibung
Ergebnis	4D.Entity	<-	Reference to the last entity of the entity selection (Null if empty entity selection)

Beschreibung

The `.last()` function returns a reference to the entity in last position of the entity selection.

The result of this function is similar to:

```
$entity:=$entitySel[length-1]
```

If the entity selection is empty, the function returns Null.

Beispiel

```

var $entitySelection : cs.EmpSelection
var $entity : cs.EmpEntity
$entitySelection:=ds.Emp.query("salary < :1";50000)
If($entitySelection.length#0)
    $entity:=$entitySelection.last()
End if

```

.length

► History

.length : Integer

Beschreibung

The `.length` property returns the number of entities in the entity selection. If the entity selection is empty, it returns 0.

Entity selections always have a `.length` property.

To know the total number of entities in a dataclass, it is recommended to use the `getCount()` function which is more optimized than the `ds.myClass.all().length` expression.

Beispiel

```

var $vSize : Integer
$vSize:=ds.Employee.query("gender = :1";"male").length
ALERT(String(vSize)+" male employees found.")

```

.max()

► History

`.max(attributePath : Text) : any`

Parameter	Typ		Beschreibung
attributePath	Text	->	Path of the attribute to be used for calculation
Ergebnis	any	<-	Highest value of attribute

Beschreibung

The `.max()` function returns the highest (or maximum) value among all the values of `attributePath` in the entity selection. It actually returns the value of the last entity of the entity selection as it would be sorted in ascending order using the `.orderBy()` function.

If you pass in `attributePath` a path to an object property containing different types of values, the `.max()` function will return the maximum value within the first scalar type in the default 4D type list order (see `.sort()` description).

`.max()` returns undefined if the entity selection is empty or `attributePath` is not found in the object attribute.

An error is returned if:

- `attributePath` is a related attribute,
- `attributePath` designates an attribute that does not exist in the entity selection dataclass.

Beispiel

We want to find the highest salary among all the female employees:

```

var $sel : cs.EmpSelection
var $maxSalary : Real
$sel:=ds.Employee.query("gender = :1";"female")
$maxSalary:=$sel.max("salary")

```

.min()

► History

`.min(attributePath : Text) : any`

Parameter	Typ		Beschreibung
attributePath	Text	->	Path of the attribute to be used for calculation
Ergebnis	any	<-	Lowest value of attribute

Beschreibung

The `.min()` function returns the lowest (or minimum) value among all the values of `attributePath` in the entity selection. It actually returns the first entity of the entity selection as it would be sorted in ascending order using the `.orderBy()` function (excluding null values).

If you pass in `attributePath` a path to an object property containing different types of values, the `.min()` function will return the minimum value within the first scalar value type in the type list order (see `.sort()` description).

`.min()` returns undefined if the entity selection is empty or `attributePath` is not found in the object attribute.

An error is returned if:

- `attributePath` is a related attribute,
- `attributePath` designates an attribute that does not exist in the entity selection dataclass.

Beispiel

In this example, we want to find the lowest salary among all the female employees:

```

var $sel : cs.EmpSelection
var $minSalary : Real
$sel:=ds.Employee.query("gender = :1";"female")
$minSalary:=$sel.min("salary")

```

.minus()

► History

`.minus(entity : 4D.Entity) : 4D.EntitySelection`

`.minus(entitySelection : 4D.EntitySelection) : 4D.EntitySelection`

Parameter	Typ		Beschreibung
entity	4D.Entity	->	Entity to subtract
entitySelection	4D.EntitySelection	->	Entity selection to subtract
Ergebnis	4D.EntitySelection	<-	New entity selection or a new reference on the existing entity selection

Beschreibung

The `.minus()` function excludes from the entity selection to which it is applied the `entity` or the entities of `entitySelection` and returns the resulting entity selection.

- If you pass *entity* as parameter, the function creates a new entity selection without *entity* (if *entity* belongs to the entity selection). If *entity* was not included in the original entity selection, a new reference to the entity selection is returned.
- If you pass *entitySelection* as parameter, the function returns an entity selection containing the entities belonging to the original entity selection without the entities belonging to *entitySelection*.

You can compare [ordered and/or unordered entity selections](#). The resulting selection is always unordered.

If the original entity selection or both the original entity selection and the *entitySelection* parameter are empty, an empty entity selection is returned.

If *entitySelection* is empty or if *entity* is Null, a new reference to the original entity selection is returned.

If the original entity selection and the parameter are not related to the same dataclass, an error is raised.

Beispiel 1

```
var $employees; $result : cs.EmployeeSelection
var $employee : cs.EmployeeEntity

$employees:=ds.Employee.query("lastName = :1";"H@")
// The $employees entity selection contains the entity with primary key 710 and other entities
// for ex. "Colin Hetrick", "Grady Harness", "Sherlock Holmes" (primary key 710)

$employee:=ds.Employee.get(710) // Returns "Sherlock Holmes"

$result:=$employees.minus($employee) // $result contains "Colin Hetrick", "Grady Harness"
```

Beispiel 2

We want to have a selection of female employees named "Jones" who live in New York :

```
var $sel1; $sel2; $sel3 : cs.EmployeeSelection
$sel1:=ds.Employee.query("name =:1";"Jones")
$sel2:=ds.Employee.query("city=:1";"New York")
$sel3:=$sel1.and($sel2).minus(ds.Employee.query("gender='male'"))
```

.or()

► History

```
.or( entity : 4D.Entity ) : 4D.EntitySelection
.or( entitySelection : 4D.EntitySelection ) : 4D.EntitySelection
```

Parameter	Typ		Beschreibung
entity	4D.Entity	->	Entity to intersect with
entitySelection	4D.EntitySelection	->	Entity selection to intersect with
Ergebnis	4D.EntitySelection	<-	New entity selection or new reference to the original entity selection

Beschreibung

The `.or()` function combines the entity selection with the *entity* or *entitySelection* parameter using the logical (not exclusive) OR operator; it returns a new, unordered entity selection that contains all the entities from the entity selection and the parameter.

- If you pass *entity* as parameter, you compare this entity with the entity selection. If the entity belongs to the entity selection, a new reference to the entity selection is returned. Otherwise, a new entity selection containing the original entity selection and the entity is returned.
- If you pass *entitySelection* as parameter, you compare entity selections. A new entity selection containing the entities belonging to the original entity selection or *entitySelection* is returned (or is not exclusive, entities referenced in both selections are not duplicated in the resulting selection).

You can compare [ordered and/or unordered entity selections](#). The resulting selection is always unordered.

If the original entity selection and the *entitySelection* parameter are empty, an empty entity selection is returned. If the original entity selection is empty, a reference to *entitySelection* or an entity selection containing only *entity* is returned.

If *entitySelection* is empty or if *entity* is Null, a new reference to the original entity selection is returned.

If the original entity selection and the parameter are not related to the same dataclass, an error is raised.

Beispiel 1

```
var $employees1; $employees2; $result : cs.EmployeeSelection
$employees1:=ds.Employee.query("lastName = :1";"H@") //Returns "Colin Hetrick", "Grady Harness"
$employees2:=ds.Employee.query("firstName = :1";"C@") //Returns "Colin Hetrick", "Cath Kidston"
$result:=$employees1.or($employees2) //result contains "Colin Hetrick", "Grady Harness", "Cath Kidston"
```

Beispiel 2

```
var $employees; $result : cs.EmployeeSelection
var $employee : cs.EmployeeEntity
$employees:=ds.Employee.query("lastName = :1";"H@") // Returns "Colin Hetrick", "Grady Harness", "Sherlock Holmes"
$employee:=ds.Employee.get(686) //the entity with primary key 686 does not belong to the $employees entity
//It matches the employee "Mary Smith"

$result:=$employees.or($employee) //result contains "Colin Hetrick", "Grady Harness", "Sherlock Holmes"
```

.orderBy()

► History

.orderBy(*pathString* : Text) : 4D.EntitySelection
.orderBy(*pathObjects* : Collection) : 4D.EntitySelection

Parameter	Typ		Beschreibung
<i>pathString</i>	Text	->	Attribute path(s) and sorting instruction(s) for the entity selection
<i>pathObjects</i>	Collection	->	Collection of criteria objects
Ergebnis	4D.EntitySelection	<-	New entity selection in the specified order

Beschreibung

The `.orderBy()` function returns a new ordered entity selection containing all entities of the entity selection in the order specified by *pathString* or *pathObjects* criteria.

- This method does not modify the original entity selection.

- For more information, please refer to the [Ordered or unordered entity selection](#) section.

You must use a criteria parameter to define how the entities must be sorted. Two different parameters are supported:

- *pathString* (Text) : This parameter contains a formula made of 1 to x attribute paths and (optionally) sort orders, separated by commas. The syntax is:

```
"attributePath1 {desc or asc}, attributePath2 {desc or asc},..."
```

The order in which the attributes are passed determines the sorting priority of the entities. By default, attributes are sorted in ascending order. You can set the sort order of a property in the criteria string, separated from the property path by a single space: pass "asc" to sort in ascending order or "desc" in descending order.

- *pathObjects* (collection): each element of the collection contains an object structured in the following way:

```
{
  "propertyPath": string,
  "descending": boolean
}
```

By default, attributes are sorted in ascending order ("descending" is false).

You can add as many objects in the criteria collection as necessary.

Null values are evaluated as less than other values.

Beispiel

```
// order by formula
$sortedEntitySelection:=$entitySelection.orderBy("firstName asc, salary desc")
$sortedEntitySelection:=$entitySelection.orderBy("firstName")

// order by collection with or without sort orders
$orderColl:=New collection
$orderColl.push(New object("propertyPath";"firstName";"descending";False))
$orderColl.push(New object("propertyPath";"salary";"descending";True))
$sortedEntitySelection:=$entitySelection.orderBy($orderColl)

$orderColl:=New collection
$orderColl.push(New object("propertyPath";"manager.lastName"))
$orderColl.push(New object("propertyPath";"salary"))
$sortedEntitySelection:=$entitySelection.orderBy($orderColl)
```

.orderByFormula()

► History

[.orderByFormula\(formulaString : Text { ; sortOrder : Integer } { ; settings : Object} \) : 4D.EntitySelection](#)
[.orderByFormula\(formulaObj : Object { ; sortOrder : Integer } { ; settings : Object} \) : 4D.EntitySelection](#)

Parameter	Typ		Beschreibung
formulaString	Text	->	Formula string
formulaObj	Objekt	->	Formula object
sortOrder	Ganzzahl	->	dk ascending (default) or dk descending
settings	Objekt	->	Parameter(s) for the formula
Ergebnis	4D.EntitySelection	<-	New ordered entity selection

Beschreibung

The `.orderByFormula()` function returns a new, ordered entity selection containing all entities of the entity selection in the order defined through the `formulaString` or `formulaObj` and, optionally, `sortOrder` and `settings` parameters.

This function does not modify the original entity selection.

You can use either a `formulaString` or a `formulaObj` parameter:

- `formulaString`: you pass a 4D expression such as "Year of(this.birthDate)".
- `formulaObj`: pass a valid formula object created using the `Formula` or `Formula from string` command.

The `formulaString` or `formulaObj` is executed for each entity of the entity selection and its result is used to define the position of the entity in the returned entity selection. The result must be of a sortable type (boolean, date, number, text, time, null).

A null result is always the smallest value.

By default if you omit the `sortOrder` parameter, the resulting entity selection is sorted in ascending order. Optionnally, you can pass one of the following values in the `sortOrder` parameter:

Constant	Wert	Kommentar
dk ascending	0	Ascending sort order (default)
dk descending	1	Descending sort order

Within the `formulaString` or `formulaObj`, the processed entity and thus its attributes are available through the `This` command (for example, `This.lastName`).

You can pass parameter(s) to the formula using the `args` property (object) of the `settings` parameter: the formula receives the `settings.args` object in \$1.

Beispiel 1

Sorting students using a formula provided as text:

```
var $es1; $es2 : cs.StudentsSelection
$es1:=ds.Students.query("nationality=:1;"French")
$es2:=$es1.orderByFormula("length(this.lastname)") //ascending by default
$es2:=$es1.orderByFormula("length(this.lastname)",dk descending)
```

Same sort order but using a formula object:

```
var $es1; $es2 : cs.StudentsSelection
var $formula : Object
$es1:=ds.Students.query("nationality=:1;"French")
$formula:=Formula(Length(This.lastname))
$es2:=$es1.orderByFormula($formula) // ascending by default
$es2:=$es1.orderByFormula($formula,dk descending)
```

Beispiel 2

A formula is given as a formula object with parameters; `settings.args` object is received as \$1 in the `computeAverage` method.

In this example, the "marks" object field in the Students dataClass contains students' grades for each subject. A single formula object is used to compute a student's average grade with different coefficients for schoolA and schoolB.

```

var $es1; $es2 : cs.StudentsSelection
var $formula; $schoolA; $schoolB : Object
$es1:=ds.Students.query("nationality=:1";"French")
$formula:=Formula(computeAverage($1))

$schoolA:=New object() //settings object
$schoolA.args:=New object("english";1;"math";1;"history";1) // Coefficients to compute an average

//Order students according to school A criteria
$es2:=$es1.entitySelection.orderByFormula($formula;$schoolA)

$schoolB:=New object() //settings object
$schoolB.args:=New object("english";1;"math";2;"history";3) // Coefficients to compute an average

//Order students according to school B criteria
$es2:=$es1.entitySelection.orderByFormula($formula;dk descending;$schoolB)

```

```

//
// computeAverage method
// -----
#DECLARE ($coefList : Object) -> $result : Integer
var $subject : Text
var $average; $sum : Integer

$average:=0
$sum:=0

For each($subject;$coefList)
    $sum:=$sum+$coefList[$subject]
End for each

For each($subject;This.marks)
    $average:=$average+(This.marks[$subject]*$coefList[$subject])
End for each

$result:=$average/$sum

```

.query()

► History

.query(*queryString* : Text { ; ...*value* : any } { ; *querySettings* : Object }) : 4D.EntitySelection
 .query(*formula* : Object { ; *querySettings* : Object }) : 4D.EntitySelection

Parameter	Typ		Beschreibung
<i>queryString</i>	Text	->	Search criteria as string
<i>formula</i>	Objekt	->	Search criteria as formula object
<i>value</i>	any	->	Value(s) to use for indexed placeholder(s)
<i>querySettings</i>	Objekt	->	Query options: parameters, attributes, args, allowFormulas, context, queryPath, queryPlan
Ergebnis	4D.EntitySelection	<-	New entity selection made up of entities from entity selection meeting the search criteria specified in <i>queryString</i> or <i>formula</i>

Beschreibung

The `.query()` function searches for entities that meet the search criteria specified in *queryString* or *formula* and

(optionally) *value(s)* among all the entities in the entity selection, and returns a new object of type `EntitySelection` containing all the entities that are found. Lazy loading is applied.

This function does not modify the original entity selection.

If no matching entities are found, an empty `EntitySelection` is returned.

For detailed information on how to build a query using *queryString*, *value*, and *querySettings* parameters, please refer to the DataClass `.query()` function description.

By default if you omit the order by statement in the *queryString*, the returned entity selection is [not ordered](#). Note however that, in Client/Server mode, it behaves like an ordered entity selection (entities are added at the end of the selection).

Beispiel 1

```
var $entitySelectionTemp : cs.EmployeeSelection
$entitySelectionTemp:=ds.Employee.query("lastName = :1";"M@")
Form.emps:=$entitySelectionTemp.query("manager.lastName = :1";"S@")
```

Beispiel 2

More examples of queries can be found in the DataClass `.query()` page.

See also

[.query\(\)](#) for dataclass

.queryPath

► History

`.queryPath` : Text

Beschreibung

The `.queryPath` property contains a detailed description of the query as it was actually performed by 4D. This property is available for `EntitySelection` objects generated through queries if the `"queryPath":true` property was passed in the *querySettings* parameter of the `.query()` function.

For more information, refer to the *querySettings* parameter paragraph in the Dataclass `.query()` page.

.queryPlan

► History

`.queryPlan` : Text

Beschreibung

The `.queryPlan` property contains a detailed description of the query just before it is executed (i.e., the planned query). This property is available for `EntitySelection` objects generated through queries if the `"queryPlan":true` property was passed in the *querySettings* parameter of the `.query()` function.

For more information, refer to the *querySettings* parameter paragraph in the Dataclass `.query()` page.

.refresh()

► History

.refresh() | Parameter | Typ | | Beschreibung | | ----- | --- |::| ----- | | | | Does not require any parameters |

Beschreibung

This function only works with a remote datastore (client / server or [Open datastore](#) connection).

The `.refresh()` function immediately "invalidates" the entity selection data in the local ORDA cache so that the next time 4D requires the entity selection, it will be reloaded from the database.

By default, the local ORDA cache is invalidated after 30 seconds. In the context of client / server applications using both ORDA and the classic language, this method allows you to make sure a remote application will always work with the latest data.

Beispiel 1

In this example, classic and ORDA code modify the same data simultaneously:

```
//On a 4D remote

var $selection : cs.StudentsSelection
var $student : cs.StudentsEntity

$selection:=ds.Students.query("lastname=:1";"Collins")
//The first entity is loaded in the ORDA cache
$student:=$selection.first()

//Update with classic 4D, ORDA cache is not aware of if
QUERY([Students];[Students]lastname="Collins")
[Students]lastname:="Colin"
SAVE RECORD([Students])

//to get the latest version, the ORDA cache must be invalidated
$selection.refresh()
// Even if cache is not expired, the first entity is reloaded from disk
$student:=$selection.first()

//$student.lastname contains "Colin"
```

Beispiel 2

A list box displays the Form.students entity selection and several clients work on it.

```
// Form method:
Case of
:(Form event code=On Load)
Form.students:=ds.Students.all()
End case
//
//
// On client #1, the user loads, updates, and saves the first entity
// On client #2, the user loads, updates, and saves the same entity
//
//
// On client #1:
Form.students.refresh() // Invalidates the ORDA cache for the Form.students entity selection
// The list box content is refreshed from the database with update made by client #2
```

.selected()

► History

.selected(*selectedEntities* : 4D.EntitySelection) : Object

Parameter	Typ		Beschreibung
selectedEntities	4D.EntitySelection	->	Entity selection with entities for which to know the rank in the entity selection
Ergebnis	Objekt	<-	Range(s) of selected entities in entity selection

Beschreibung

The `.selected()` function returns an object describing the position(s) of *selectedEntities* in the original entity selection.

This function does not modify the original entity selection.

Pass in the *selectedEntities* parameter an entity selection containing entities for which you want to know the position in the original entity selection. *selectedEntities* must be an entity selection belonging to the same dataclass as the original entity selection, otherwise an error 1587 - "The entity selection comes from an incompatible dataclass" is raised.

Ergebnis

The returned object contains the following properties:

Property	Typ	Beschreibung
ranges	Collection	Collection of range objects
ranges[] start	Ganzzahl	First entity index in the range
ranges[] end	Ganzzahl	Last entity index in the range

If a `ranges` property contains a single entity, `start = end`. Index starts at 0.

The function returns an empty collection in the `ranges` property if the original entity selection or the *selectedEntities* entity selection is empty.

Beispiel

```
var $invoices; $cashSel; $creditSel : cs.Invoices
var $result1; $result2 : Object

$invoices:=ds.Invoices.all()

$cashSelection:=ds.Invoices.query("payment = :1"; "Cash")
$creditSel:=ds.Invoices.query("payment IN :1"; New collection("Cash"; "Credit Card"))

$result1:=$invoices.selected($cashSelection)
$result2:=$invoices.selected($creditSel)

// $result1 = {ranges: [{start:0;end:0},{start:3;end:3},{start:6;end:6}]}
// $result2 = {ranges: [{start:0;end:1},{start:3;end:4},{start:6;end:7}]}
```

.slice()

► History

.slice(*startFrom* : Integer { ; *end* : Integer }) : 4D.EntitySelection

Parameter	Typ		Beschreibung
startFrom	Ganzzahl	->	Index to start the operation at (included)
end	Ganzzahl	->	End index (not included)
Ergebnis	4D.EntitySelection	<-	New entity selection containing sliced entities (shallow copy)

Beschreibung

The `.slice()` function returns a portion of an entity selection into a new entity selection, selected from the `startFrom` index to the `end` index (`end` is not included) or to the last entity of the entity selection. This method returns a shallow copy of the entity selection (it uses the same entity references).

This function does not modify the original entity selection.

The returned entity selection contains the entities specified by `startFrom` and all subsequent entities up to, but not including, the entity specified by `end`. If only the `startFrom` parameter is specified, the returned entity selection contains all entities from `startFrom` to the last entity of the original entity selection.

- If `startFrom < 0`, it is recalculated as `startFrom:=startFrom+length` (it is considered as the offset from the end of the entity selection). If the calculated value `< 0`, `startFrom` is set to 0.
- If `startFrom >= length`, the function returns an empty entity selection.
- If `end < 0`, it is recalculated as `end:=end+length`.
- If `end < startFrom` (passed or calculated values), the method does nothing.

If the entity selection contains entities that were dropped in the meantime, they are also returned.

Beispiel 1

You want to get a selection of the first 9 entities of the entity selection:

```
var $sel; $sliced : cs.EmployeeSelection
$sel:=ds.Employee.query("salary > :1";50000)
$sliced:=$sel.slice(0;9) //
```

Beispiel 2

Assuming we have `ds.Employee.all().length = 10`

```
var $slice : cs.EmployeeSelection
$slice:=ds.Employee.all().slice(-1;-2) //tries to return entities from index 9 to 8, but since 9 > 8, re
```

.sum()

► History

`.sum(attributePath : Text) : Real`

Parameter	Typ		Beschreibung
attributePath	Text	->	Path of the attribute to be used for calculation
Ergebnis	Zahl	<-	Sum of entity selection values

Beschreibung

The `.sum()` function returns the sum for all `attributePath` values in the entity selection.

`.sum()` returns 0 if the entity selection is empty.

The sum can only be done on values of number type. The sum can only be done on values of number type. In this case, if `attributePath` leads to a property that does not exist in the object or does not contain any numeric values, `.sum()` returns 0.

An error is returned if:

- `attributePath` is not a numerical or an object attribute,
- `attributePath` is a related attribute,
- `attributePath` is not found in the entity selection dataclass.

Beispiel

```
var $sel : cs.EmployeeSelection
var $sum : Real

$sel:=ds.Employee.query("salary < :1";20000)
$sum:=$sel.sum("salary")
```

.toCollection()

► History

`.toCollection({ options : Integer { ; begin : Integer { ; howMany : Integer } } }) : Collection`

`.toCollection(filterString : Text {; options : Integer { ; begin : Integer { ; howMany : Integer } } }) : Collection`

`.toCollection(filterCol : Collection {; options : Integer { ; begin : Integer { ; howMany : Integer } } }) : Collection`

Parameter	Typ		Beschreibung
filterString	Text	->	String with entity attribute path(s) to extract
filterCol	Collection	->	Collection of entity attribute path(s) to extract
options	Ganzzahl	->	<code>dk with primary key</code> : adds the primary key <code>dk with stamp</code> : adds the stamp
begin	Ganzzahl	->	Designates the starting index
howMany	Ganzzahl	->	Number of entities to extract
Ergebnis	Collection	<-	Collection of objects containing attributes and values of entity selection

Beschreibung

The `.toCollection()` function creates and returns a collection where each element is an object containing a set of properties and values corresponding to the attribute names and values for the entity selection.

If no filter parameter is passed or the first parameter contains an empty string or "*", all the attributes are extracted. Attributes with `kind` property as "relatedEntity" are extracted with the simple form: an object with property `__KEY` (primary key). Attributes with `kind` property as "relatedEntities" are not extracted.

Or, you can designate the entity attributes to extract using a filter parameter. You can use one of these two filters:

- `filterString` --a string with property paths separated with commas: "propertyPath1, propertyPath2, ...".
- `filterCol` --a collection of strings containing property paths: ["propertyPath1", "propertyPath2", ...]

If a filter is specified for an attribute of the `relatedEntity` kind:

- `propertyPath = "relatedEntity"` -> it is extracted with simple form
- `propertyPath = "relatedEntity.*"` -> all the properties are extracted
- `propertyPath = "relatedEntity.propertyName1, relatedEntity.propertyName2, ..."` -> only those properties are extracted

If a filter is specified for an attribute of the `relatedEntities` kind:

- `propertyPath = "relatedEntities.*"` -> all the properties are extracted
- `propertyPath = "relatedEntities.propertyName1, relatedEntities.propertyName2, ..."` -> only those properties are extracted

In the `options` parameter, you can pass the `dk with primary key` and/or `dk with stamp` selector(s) to add the entity's primary keys and/or stamps in extracted objects.

The `begin` parameter allows you to indicate the starting index of the entities to extract. You can pass any value between 0 and entity selection length-1.

The `howMany` parameter lets you specify the number of entities to extract, starting with the one specified in `begin`. Dropped entities are not returned but are taken into account according to `howMany`. For example, if `howMany= 3` and there is 1 dropped entity, only 2 entities are extracted.

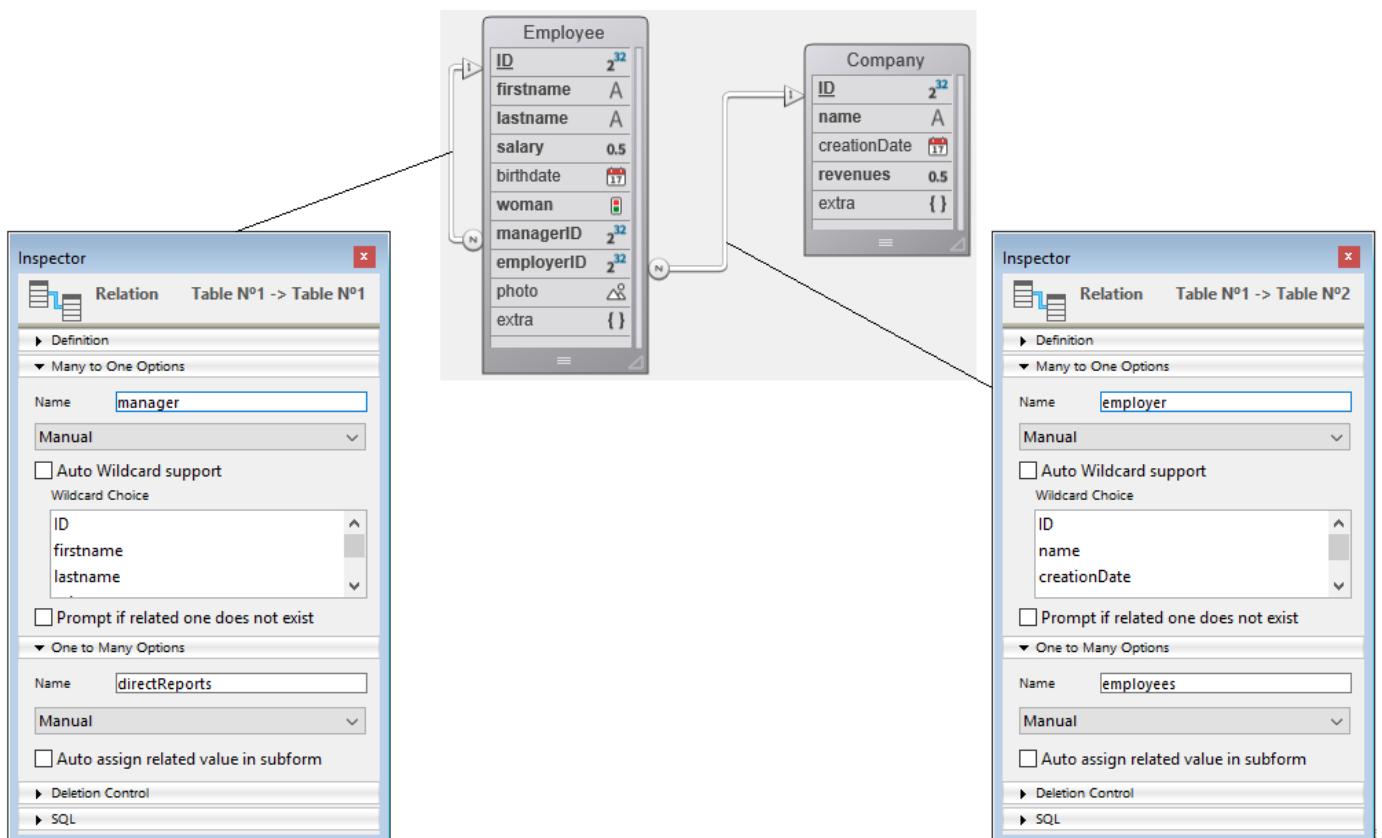
If `howMany > length` of the entity selection, the method returns `(length - begin)` objects.

An empty collection is returned if:

- the entity selection is empty, or
- `begin` is greater than the length of the entity selection.

Beispiel 1

The following structure will be used throughout all examples of this section:



Example without filter or options parameter:

```

var $employeesCollection : Collection
var $employees : cs.EmployeeSelection

$employeesCollection:=New collection
$employees:=ds.Employee.all()
$employeesCollection:=$employees.toCollection()

```

Returns:

```
[
  {
    "ID": 416,
    "firstName": "Gregg",
    "lastName": "Wahl",
    "salary": 79100,
    "birthDate": "1963-02-01T00:00:00.000Z",
    "woman": false,
    "managerID": 412,
    "employerID": 20,
    "photo": "[object Picture]",
    "extra": null,
    "employer": {
      "__KEY": 20
    },
    "manager": {
      "__KEY": 412
    }
  },
  {
    "ID": 417,
    "firstName": "Irma",
    "lastName": "Durham",
    "salary": 47000,
    "birthDate": "1992-06-16T00:00:00.000Z",
    "woman": true,
    "managerID": 412,
    "employerID": 20,
    "photo": "[object Picture]",
    "extra": null,
    "employer": {
      "__KEY": 20
    },
    "manager": {
      "__KEY": 412
    }
  }
]
```

Beispiel 2

Example with options:

```
var $employeesCollection : Collection
var $employees : cs.EmployeeSelection

$employeesCollection:=New collection
$employees:=ds.Employee.all()
$employeesCollection:=$employees.toCollection("");dk with primary key+dk with stamp)
```

Returns:

```
[
  {
    "__KEY": 416,
    "__STAMP": 1,
    "ID": 416,
    "firstName": "Gregg",
    "lastName": "Wahl",
    "salary": 79100,
    "birthDate": "1963-02-01T00:00:00.000Z",
    "woman": false,
    "managerID": 412,
    "employerID": 20,
    "photo": "[object Picture]",
    "extra": null,
    "employer": {
      "__KEY": 20
    },
    "manager": {
      "__KEY": 412
    }
  },
  {
    "__KEY": 417,
    "__STAMP": 1,
    "ID": 417,
    "firstName": "Irma",
    "lastName": "Durham",
    "salary": 47000,
    "birthDate": "1992-06-16T00:00:00.000Z",
    "woman": true,
    "managerID": 412,
    "employerID": 20,
    "photo": "[object Picture]",
    "extra": null,
    "employer": {
      "__KEY": 20
    },
    "manager": {
      "__KEY": 412
    }
  }
]
```

Example 3

Example with slicing and filtering on properties:

```
var $employeesCollection; $filter : Collection
var $employees : cs.EmployeeSelection

$employeesCollection:=New collection
$filter:=New collection

$filter.push("firstName")
$filter.push("lastName")

$employees:=ds.Employee.all()
$employeesCollection:=$employees.toCollection($filter;0;0;2)
```

Returns:

```
[  
  {  
    "firstName": "Gregg",  
    "lastName": "Wahl"  
  },  
  {  
    "firstName": "Irma",  
    "lastName": "Durham"  
  }  
]
```

Example 4

Example with `relatedEntity` type with simple form:

```
var $employeesCollection : Collection  
$employeesCollection:=New collection  
$employeesCollection:=$employees.toCollection("firstName,lastName,employer")
```

returns:

```
[  
  {  
    "firstName": "Gregg",  
    "lastName": "Wahl",  
    "employer": {  
      "__KEY": 20  
    }  
  },  
  {  
    "firstName": "Irma",  
    "lastName": "Durham",  
    "employer": {  
      "__KEY": 20  
    }  
  },  
  {  
    "firstName": "Lorena",  
    "lastName": "Boothe",  
    "employer": {  
      "__KEY": 20  
    }  
  }  
]
```

Example 5

Example with `filterCol` parameter:

```
var $employeesCollection; $coll : Collection  
$employeesCollection:=New collection  
$coll:=New collection("firstName";"lastName")  
$employeesCollection:=$employees.toCollection($coll)
```

Returns:

```
[  
  {  
    "firstName": "Joanna",  
    "lastName": "Cabrera"  
  },  
  {  
    "firstName": "Alexandra",  
    "lastName": "Coleman"  
  }  
]
```

Example 6

Example with extraction of all properties of a relatedEntity:

```
var $employeesCollection; $coll : Collection  
$employeesCollection:=New collection  
$coll:=New collection  
$coll.push("firstName")  
$coll.push("lastName")  
$coll.push("employer.*")  
$employeesCollection:=$employees.toCollection($coll)
```

Returns:

```
[  
  {  
    "firstName": "Gregg",  
    "lastName": "Wahl",  
    "employer": {  
      "ID": 20,  
      "name": "India Astral Secretary",  
      "creationDate": "1984-08-25T00:00:00.000Z",  
      "revenues": 12000000,  
      "extra": null  
    }  
  },  
  {  
    "firstName": "Irma",  
    "lastName": "Durham",  
    "employer": {  
      "ID": 20,  
      "name": "India Astral Secretary",  
      "creationDate": "1984-08-25T00:00:00.000Z",  
      "revenues": 12000000,  
      "extra": null  
    }  
  },  
  {  
    "firstName": "Lorena",  
    "lastName": "Boothe",  
    "employer": {  
      "ID": 20,  
      "name": "India Astral Secretary",  
      "creationDate": "1984-08-25T00:00:00.000Z",  
      "revenues": 12000000,  
      "extra": null  
    }  
  }  
]
```

Example 7

Example with extraction of some properties of a relatedEntity:

```
var $employeesCollection : Collection
$employeesCollection:=New collection
$employeesCollection:=$employees.toCollection("firstName, lastName, employer.name")
```

```
[  
  {  
    "firstName": "Gregg",  
    "lastName": "Wahl",  
  
    "employer": {  
      "name": "India Astral Secretary"  
    }  
  },  
  {  
    "firstName": "Irma",  
    "lastName": "Durham",  
    "employer": {  
      "name": "India Astral Secretary"  
    }  
  },  
  {  
    "firstName": "Lorena",  
    "lastName": "Boothe",  
    "employer": {  
      "name": "India Astral Secretary"  
    }  
  }]  
}]
```

Example 8

Example with extraction of some properties of `relatedEntities`:

```
var $employeesCollection : Collection
$employeesCollection:=New collection
$employeesCollection:=$employees.toCollection("firstName, lastName, directReports.firstName")
```

Returns:

```
[
  {
    "firstName": "Gregg",
    "lastName": "Wahl",
    "directReports": []
  },
  {
    "firstName": "Mike",
    "lastName": "Phan",
    "directReports": [
      {
        "firstName": "Gary"
      },
      {
        "firstName": "Sadie"
      },
      {
        "firstName": "Christie"
      }
    ]
  },
  {
    "firstName": "Gary",
    "lastName": "Reichert",
    "directReports": [
      {
        "firstName": "Rex"
      },
      {
        "firstName": "Jenny"
      },
      {
        "firstName": "Lowell"
      }
    ]
  }
]
```

Example 9

Example with extraction of all properties of `relatedEntities` :

```
var $employeesCollection : Collection
$employeesCollection:=New collection
$employeesCollection:=$employees.toCollection("firstName, lastName, directReports.*")
```

```
[
  {
    "firstName": "Gregg",
    "lastName": "Wahl",
    "directReports": []
  },
  {
    "firstName": "Mike",
    "lastName": "Phan",
    "directReports": [
      {
        "ID": 425,
        "firstName": "Gary",
        "lastName": "Reichert",
        "directReports": []
      }
    ]
  }
]
```

```
        "salary": 65800,
        "birthDate": "1957-12-23T00:00:00.000Z",
        "woman": false,
        "managerID": 424,
        "employerID": 21,
        "photo": "[object Picture]",
        "extra": null,
        "employer": {
            "__KEY": 21
        },
        "manager": {
            "__KEY": 424
        }
    },
    {
        "ID": 426,
        "firstName": "Sadie",
        "lastName": "Gallant",
        "salary": 35200,
        "birthDate": "2022-01-03T00:00:00.000Z",
        "woman": true,
        "managerID": 424,
        "employerID": 21,
        "photo": "[object Picture]",
        "extra": null,
        "employer": {
            "__KEY": 21
        },
        "manager": {
            "__KEY": 424
        }
    }
],
},
{
    "firstName": "Gary",
    "lastName": "Reichert",
    "directReports": [
        {
            "ID": 428,
            "firstName": "Rex",
            "lastName": "Chance",
            "salary": 71600,
            "birthDate": "1968-08-09T00:00:00.000Z",
            "woman": false,

            "managerID": 425,
            "employerID": 21,
            "photo": "[object Picture]",
            "extra": null,
            "employer": {
                "__KEY": 21
            },
            "manager": {
                "__KEY": 425
            }
        },
        {
            "ID": 429,
            "firstName": "Jenny",
            "lastName": "Parks",
            "salary": 51300,
            "birthDate": "1984-05-25T00:00:00.000Z",
            "woman": true,
            "managerID": 425,
            "extra": null
        }
    ]
}
]
```

```
"employerID": 21,  
"photo": "[object Picture]",  
"extra": null,  
"employer": {  
    "__KEY": 21  
},  
"manager": {  
    "__KEY": 425  
}  
}  
]  
}  
]
```

File

`File` objects are created with the `File` command. They contain references to disk files that may or may not actually exist on disk. For example, when you execute the `File` command to create a new file, a valid `File` object is created but nothing is actually stored on disk until you call the `file.create()` function.

Beispiel

The following example creates a preferences file in the project folder:

```
var $created : Boolean  
$created:=File("/PACKAGE/SpecialPrefs/"+Current user+".myPrefs").create()
```

File object

<code>.copyTo(destinationFolder : 4D.Folder { ; newName : Text } { ; overwrite : Integer }) : 4D.File</code>	copies the <code>File</code> object into the specified <i>destinationFolder</i>
<code>.create() : Boolean</code>	creates a file on disk according to the properties of the <code>File</code> object
<code>.createAlias(destinationFolder : 4D.Folder ; aliasName : Text { ; aliasType : Integer }) : 4D.File</code>	creates an alias (macOS) or a shortcut (Windows)
<code>.creationDate : Date</code>	the creation date of the file
<code>.creationTime : Time</code>	the creation time of the file
<code>.delete()</code>	deletes the file
<code>.exists : Boolean</code>	true if the file exists on disk
<code>.extension : Text</code>	the extension of the file name (if any)
<code>.fullName : Text</code>	the full name of the file, including its extension (if any)
<code>.getAppInfo() : Object</code>	returns the contents of a .exe, .dll or .plist file information as an object
<code>.getContent() : 4D.Blob</code>	returns a <code>4D.Blob</code> object containing the entire content of a file
<code>.getIcon({ size : Integer }) : Picture</code>	the icon of the file
<code>.getText({ charSetName : Text { ; breakMode : Integer } }) : Text</code>	<code>getText({ charSetName : Text { ; breakMode : Integer } }) : Text</code>

`.getText(charSetName : Text , breakMode : Integer) : Text`

returns the contents of the file as text

`.hidden : Boolean`

true if the file is set as "hidden" at the system level

`.isAlias : Boolean`

true if the file is an alias, a shortcut, or a symbolic link

`.isFile : Boolean`

always true for a file

`.isFolder : Boolean`

always false for a file

`.isWritable : Boolean`

true if the file exists on disk and is writable

`.modificationDate : Date`

the date of the file's last modification

`.modificationTime : Time`

the time of the file's last modification

`.moveTo(destinationFolder : 4D.Folder { ; newName : Text }) : 4D.File`

moves or renames the `File` object into the specified `destinationFolder`

`.name : Text`

the name of the file without extension (if any)

`.original : 4D.File`

`.original : 4D.Folder`

the target element for an alias, a shortcut, or a symbolic link file

`.parent : 4D.Folder`

the parent folder object of the file

`.path : Text`

the POSIX path of the file

`.platformPath : Text`

the path of the file expressed with the current platform syntax

`.rename(newName : Text) : 4D.File`

renames the file with the name you passed in `newName` and returns the renamed `File` object

`.setAppInfo(info : Object)`

writes the `info` properties as information contents of a .exe, .dll or .plist file

`.setContent (content : Blob)`

rewrites the entire content of the file using the data stored in the `content` BLOB

`.setText (text : Text {; charSetName : Text { ; breakMode : Integer } })`

`.setText (text : Text {; charSetNum : Integer { ; breakMode : Integer } })`

writes `text` as the new contents of the file

`.size : Real`

the size of the file expressed in bytes

File

► History

`File (path : Text { ; pathType : Integer }{ ; * }) : 4D.File`

`File (fileConstant : Integer { ; * }) : 4D.File`

Parameter	Typ		Beschreibung
path	Text	->	File path
fileConstant	Ganzzahl	->	4D file constant
pathType	Ganzzahl	->	<code>fk posix path</code> (default) or <code>fk platform path</code>
*		->	* to return file of host database
Ergebnis	4D.File	<-	New file object

Beschreibung

The `File` command creates and returns a new object of the `4D.File` type. The command accepts two syntaxes:

`File (path { ; pathType } { ; * })`

In the *path* parameter, pass a file path string. You can use a custom string or a filesystem (e.g., "/DATA/myfile.txt").

Only absolute pathnames are supported with the `File` command.

By default, 4D expects a path expressed with the POSIX syntax. If you work with platform pathnames (Windows or macOS), you must declare it using the *pathType* parameter. The following constants are available:

Constant	Wert	Kommentar
fk platform path	1	Path expressed with a platform-specific syntax (mandatory in case of platform pathname)
fk posix path	0	Path expressed with POSIX syntax (default)

`File (fileConstant { ; * })`

In the *fileConstant* parameter, pass a 4D built-in or system file, using one of the following constants:

Constant	Wert	Kommentar
Backup history file	19	Backup history file (see Configuration and trace files). Stored in the backup destination folder.
Backup log file	13	Current backup journal file. Stored in the application Logs folder.
Backup settings file	1	Default backup.4DSettings file (xml format), stored in the Settings folder of the project
Backup settings file for data	17	backup.4DSettings file (xml format) for the data file, stored in the Settings folder of the data folder
Build application log file	14	Current log file in xml format of the application builder. Stored in the Logs folder.
Build application settings file	20	Default settings file of the application builder ("buildApp.4DSettings"). Stored in the Settings folder of the project.

Compacting log file	6	Log file of the most recent compacting done with the Compact data file command or the Maintenance and security center. Stored in the Logs folder.
Current backup settings file	18	backup.4DSettings file currently used by the application. It can be the backup settings file (default) or a custom user backup settings file defined for the data file
Debug log file	12	Log file created by the <code>SET DATABASE PARAMETER(Debug log recording)</code> command. Stored in the Logs folder.
Diagnostic log file	11	Log file created by the <code>SET DATABASE PARAMETER(Diagnostic log recording)</code> command. Stored in the Logs folder.
Directory file	16	directory.json file, containing the description of users and groups (if any) for the project application. It can be located either in the user settings folder (default, global to the project), or in the data settings folder (specific to a data file).
HTTP debug log file	9	Log file created by the <code>WEB SET OPTION(Web debug log)</code> command. Stored in the Logs folder.
HTTP log file	8	Log file created by the <code>WEB SET OPTION(Web log recording)</code> command. Stored in Logs folder.
IMAP Log file	23	Log file created by the <code>SET DATABASE PARAMETER(IMAP Log)</code> command. Stored in the Logs folder.
Last backup file	2	Last backup file, named <applicationName>[bkpNum].4BK, stored at a custom location.
Last journal integration log file	22	Full pathname of the last journal integration log file (stored in the Logs folder of the restored application), if any. This file is created, in auto-repair mode, as soon as a log file integration occurred
Repair log file	7	Log file of database repairs made on the database in the Maintenance and Security Center (MSC). Stored in the Logs folder.
Request log file	10	Standard client/server request log file (excluding Web requests) created by the <code>SET DATABASE PARAMETER(4D Server log recording)</code> or <code>SET DATABASE PARAMETER(Client log recording)</code> commands. If executed on the server, the server log file is returned (stored in the Logs folder on the server). If executed on the client, the client log file is returned (stored in the client local Logs folder).
SMTP log file	15	Log file created by the <code>SET DATABASE PARAMETER(SMTP Log)</code> command. Stored in the Logs folder.
User settings file	3	settings.4DSettings file for all data files, stored in Preferences folder next to structure file if enabled.
User settings file for data	4	settings.4DSettings file for current data file, stored in Preferences folder next to the data file.
Verification log file	5	Log files created by the <code>VERIFY CURRENT DATA FILE</code> and <code>VERIFY DATA FILE</code> commands or the Maintenance and Security Center (MSC). Stored in the Logs folder.

If the target `fileConstant` does not exist, a null object is returned. No errors are raised.

If the command is called from a component, pass the optional `*` parameter to get the path of the host database. Otherwise, if you omit the `*` parameter, a null object is always returned.

4D.File.new()

► History

```
4D.File.new ( path : Text { ; pathType : Integer }{ ; * } ) : 4D.File
4D.File.new ( fileConstant : Integer { ; * } ) : 4D.File
```

Beschreibung

The `4D.File.new()` function creates and returns a new object of the `4D.File` type. It is identical to the `File` command (shortcut).

It is recommended to use the `File` shortcut command instead of `4D.File.new()`.

.copyTo()

► History

`.copyTo(destinationFolder : 4D.Folder { ; newName : Text } { ; overwrite : Integer }) : 4D.File`

Parameter	Typ		Beschreibung
destinationFolder	4D.Folder	->	Destination folder
newName	Text	->	Name for the copy
overwrite	Ganzzahl	->	<code>fk overwrite</code> to replace existing elements
Ergebnis	4D.File	<-	Copied file

Beschreibung

The `.copyTo()` function copies the `File` object into the specified `destinationFolder`.

The `destinationFolder` must exist on disk, otherwise an error is generated.

By default, the file is copied with the name of the original file. If you want to rename the copy, pass the new name in the `newName` parameter. The new name must comply with naming rules (e.g., it must not contain characters such as ":", "/", etc.), otherwise an error is returned.

If a file with the same name already exists in the `destinationFolder`, by default 4D generates an error. You can pass the `fk overwrite` constant in the `overwrite` parameter to ignore and overwrite the existing file

Constant	Wert	Kommentar
<code>fk overwrite</code>	4	Overwrite existing elements, if any

Rückgabewert

The copied `File` object.

Beispiel

You want to copy a picture `file` from the user's document folder to the application folder:

```
var $source; $copy : Object
$source:=Folder(fk documents folder).file("Pictures/photo.png")
$copy:=$source.copyTo(Folder("/PACKAGE");fk overwrite)
```

.create()

► History

Not available for ZIP archives

`.create() : Boolean`

Parameter	Typ		Beschreibung
Ergebnis	Boolean	<-	True if the file was created successfully, false otherwise

Beschreibung

The `.create()` function creates a file on disk according to the properties of the `File` object.

If necessary, the function creates the folder hierarchy as described in the `platformPath` or `path` properties. If the file already exists on disk, the function does nothing (no error is thrown) and returns false.

Rückgabewert

- True if the file is created successfully;
- False if a file with the same name already exists or if an error occurred.

Beispiel

Creation of a preferences file in the database folder:

```
var $created : Boolean  
$created:=File("/PACKAGE/SpecialPrefs/"+Current user+".myPrefs").create()
```

.createAlias()

► History

`.createAlias(destinationFolder : 4D.Folder ; aliasName : Text { ; aliasType : Integer }) : 4D.File`

Parameter	Typ		Beschreibung
destinationFolder	4D.Folder	->	Destination folder for the alias or shortcut
aliasName	Text	->	Name of the alias or shortcut
aliasType	Ganzzahl	->	Type of the alias link
Ergebnis	4D.File	<-	Alias or shortcut file reference

Beschreibung

The `.createAlias()` function creates an alias (macOS) or a shortcut (Windows) to the file with the specified `aliasName` name in the folder designated by the `destinationFolder` object.

Pass the name of the alias or shortcut to create in the `aliasName` parameter.

By default on macOS, the function creates a standard alias. You can also create a symbolic link by using the `aliasType` parameter. The following constants are available:

Constant	Wert	Kommentar
fk alias link	0	Alias link (default)
fk symbolic link	1	Symbolic link (macOS only)

On Windows, a shortcut (.lnk file) is always created (the `aliasType` parameter is ignored).

Returned object

A `4D.File` object with the `isAlias` property set to true.

Beispiel

You want to create an alias to a file in your database folder:

```
$myFile:=Folder(fk documents folder).file("Archives/ReadMe.txt")  
$aliasFile:=$myFile.createAlias(File("/PACKAGE");"ReadMe")
```

.creationDate

► History

.creationDate : Date

Beschreibung

The `.creationDate` property returns the creation date of the file.

This property is read-only.

.creationTime

► History

.creationTime : Time

Beschreibung

The `.creationTime` property returns the creation time of the file (expressed as a number of seconds beginning at 00:00).

This property is read-only.

.delete()

► History

.delete()

| Parameter | Typ | | Beschreibung | | ----- | --- | | ----- | | | | Does not require any parameters |

Beschreibung

The `.delete()` function deletes the file.

If the file is currently open, an error is generated.

If the file does not exist on disk, the function does nothing (no error is generated).

WARNING: `.delete()` can delete any file on a disk. This includes documents created with other applications, as well as the applications themselves. `.delete()` should be used with extreme caution. Deleting a file is a permanent operation and cannot be undone.

Beispiel

You want to delete a specific file in the database folder:

```
$tempo:=File("/PACKAGE/SpecialPrefs/"+Current user+".prefs")
If($tempo.exists)
  $tempo.delete()
  ALERT("User preference file deleted.")
End if
End if
```

.exists

► History

.exists : Boolean

Beschreibung

The `.exists` property returns true if the file exists on disk, and false otherwise.

This property is read-only.

.extension

► History

`.extension` : Text

Beschreibung

The `.extension` property returns the extension of the file name (if any). An extension always starts with ".". The property returns an empty string if the file name does not have an extension.

This property is read-only.

.fullName

► History

`.fullName` : Text

Beschreibung

The `.fullName` property returns the full name of the file, including its extension (if any).

This property is read-only.

.getAppInfo()

► History

`.getAppInfo()` : Object

Parameter	Typ		Beschreibung
Ergebnis	Objekt	<-	Contents of .exe/.dll version resource or .plist file

Beschreibung

The `.getAppInfo()` function returns the contents of a .exe, .dll or .plist file information as an object.

The function must be used with an existing .exe, .dll or .plist file. If the file does not exist on disk or is not a valid .exe, .dll or .plist file, the function returns an empty object (no error is generated).

The function only supports .plist files in xml format (text-based). An error is returned if it is used with a .plist file in binary format.

Returned object with a .exe or .dll file

Reading a .exe or .dll is only possible on Windows.

All property values are Text.

Property	Typ
InternalName	Text
ProductName	Text
CompanyName	Text
LegalCopyright	Text
ProductVersion	Text
FileDescription	Text
FileVersion	Text
OriginalFilename	Text

Returned object with a .plist file

The xml file contents is parsed and keys are returned as properties of the object, preserving their types (text, boolean, number). `.plist dict` is returned as a JSON object and `.plist array` is returned as a JSON array.

Beispiel

```
// display copyright info of application .exe file (windows)
var $exeFile : 4D.File
var $info : Object
$exeFile:=File(Application file; fk platform path)
$info:=$exeFile.getAppInfo()
ALERT($info.LegalCopyright)

// display copyright info of an info.plist (any platform)
var $infoPlistFile : 4D.File
var $info : Object
$infoPlistFile:=File("/RESOURCES/info.plist")
$info:=$infoPlistFile.getAppInfo()
ALERT($info.Copyright)
```

See also

[.setAppInfo\(\)](#)

.getContent()

► History

[.getContent\(\) : 4D.Blob](#)

Parameter	Typ		Beschreibung
Ergebnis	4D.Blob	<-	File content

Beschreibung

The `.getContent()` function returns a `4D.Blob` object containing the entire content of a file. For information on BLOBs, please refer to the [BLOB](#) section.

Rückgabewert

A `4D.Blob` object.

Beispiel

To save a document's contents in a `BLOB` field:

```

var $vPath : Text
$vPath:=Select document("");*"Select a document";0)
If(OK=1) //If a document has been chosen
[aTable]aBlobField:=File($vPath;fk platform path).getContent()
End if

```

.getIcon()

► History

.getIcon({ size : Integer }) : Picture

Parameter	Typ		Beschreibung
size	Ganzzahl	->	Side length for the returned picture (pixels)
Ergebnis	Bild	<-	Icon

Beschreibung

The `.getIcon()` function returns the icon of the file.

The optional `size` parameter specifies the dimensions in pixels of the returned icon. This value actually represents the length of the side of the square containing the icon. Icons are usually defined in 32x32 pixels ("large icons") or 16x16 pixels ("small icons"). If you pass 0 or omit this parameter, the "large icon" version is returned.

If the file does not exist on disk, a default blank icon is returned.

Rückgabewert

File icon [picture](#).

.getText()

► History

.getText({ charSetName : Text { ; breakMode : Integer } }) : Text
.getText({ charSetNum : Integer { ; breakMode : Integer } }) : Text

Parameter	Typ		Beschreibung
charSetName	Text	->	Name of character set
charSetNum	Ganzzahl	->	Number of character set
breakMode	Ganzzahl	->	Processing mode for line breaks
Ergebnis	Text	<-	Text from the document

Beschreibung

The `.getText()` function returns the contents of the file as text .

Optionally, you can designate the character set to be used for reading the contents. You can pass either:

- in `charSetName`, a string containing the standard set name (for example "ISO-8859-1" or "UTF-8"),
- or in `charSetNum`, the MIBEnum ID (number) of the standard set name.

For the list of character sets supported by 4D, refer to the description of the [CONVERT FROM TEXT](#) command.

If the document contains a Byte Order Mark (BOM), 4D uses the character set that it has set instead of the one specified in `charSetName` or `charSetNum` (this parameter is then ignored). If the document does not contain a BOM and if `charSetName` or `charSetNum` is omitted, by default 4D uses the "UTF-8" character set.

In *breakMode*, you can pass a number indicating the processing to apply to end-of-line characters in the document. The following constants of the "System Documents" theme are available:

Constant	Wert	Kommentar
Document unchanged	0	No processing
Document with native format	1	(Default) Line breaks are converted to the native format of the operating system: CR (carriage return) under OS X, CRLF (carriage return + line feed) under Windows
Document with CRLF	2	Line breaks are converted to Windows format: CRLF (carriage return + line feed)
Document with CR	3	Line breaks are converted to OS X format: CR (carriage return)
Document with LF	4	Line breaks are converted to Unix format: LF (line feed)

By default, when you omit the *breakMode* parameter, line breaks are processed in native mode (1).

Rückgabewert

Text of the file.

Beispiel

Given the following text document (fields are separated by tabs):

```
id name price vat
3 thé 1.06€ 19.6
2 café 1.05€ 19.6
```

When you execute this code:

```
$myFile:=Folder(fk documents folder).file("Billing.txt") //UTF-8 by default
$txt:=$myFile.getText()
```

... you get the following for `$txt`:

"id\tname\tprice\tvat\r\n3\tthé\t1.06€\t19.6\r\n2\tcafé\t1.05€\t19.6"

with `\t` (tab) as separator and `\r\n` (CRLF) as line delimiter.

Here is another example with the same file, but a different line delimiter:

```
$txt:=$myFile.getText("UTF-8", Document with LF)
```

In this case, the contents of `$txt` are as follows:

"id\tname\tprice\tvat\n3\tthé\t1.06€\t19.6\n2\tcafé\t1.05€\t19.6"

This time `\n` (LF) is used as line delimiter.

.hidden

► History

.hidden : Boolean

Beschreibung

The `.hidden` property returns true if the file is set as "hidden" at the system level, and false otherwise.

This property is read-only.

.isAlias

► History

`.isAlias` : Boolean

Beschreibung

The `.isAlias` property returns true if the file is an alias, a shortcut, or a symbolic link, and false otherwise.

This property is read-only.

.isFile

► History

`.isFile` : Boolean

Beschreibung

The `.isFile` property returns always true for a file.

This property is read-only.

.isFolder

► History

`.isFolder` : Boolean

Beschreibung

The `.isFolder` property returns always false for a file.

This property is read-only.

.isWritable

► History

`.isWritable` : Boolean

Beschreibung

The `.isWritable` property returns true if the file exists on disk and is writable.

The property checks the ability of the 4D application to write on the disk (access rights), it does not solely rely on the *writable* attribute of the file.

This property is read-only.

Beispiel

```
$myFile:=File("C:\\Documents\\Archives\\ReadMe.txt";fk platform path)
If($myFile.isWritable)
    $myNewFile:=$myFile.setText("Added text")
End if
```

.modificationDate

► History

.modificationDate : Date

Beschreibung

The `.modificationDate` property returns the date of the file's last modification.

This property is read-only.

.modificationTime

► History

.modificationTime : Time

Beschreibung

The `.modificationTime` property returns the time of the file's last modification (expressed as a number of seconds beginning at 00:00).

This property is read-only.

.moveTo()

► History

.moveTo(*destinationFolder* : 4D.Folder { ; *newName* : Text }) : 4D.File

Parameter	Typ		Beschreibung
<i>destinationFolder</i>	4D.Folder	->	Destination folder
<i>newName</i>	Text	->	Full name for the moved file
Ergebnis	4D.File	<-	Moved file

Beschreibung

The `.moveTo()` function moves or renames the `File` object into the specified *destinationFolder*.

The *destinationFolder* must exist on disk, otherwise an error is generated.

By default, the file retains its name when moved. If you want to rename the moved file, pass the new full name in the *newName* parameter. The new name must comply with naming rules (e.g., it must not contain characters such as ":", "/", etc.), otherwise an error is returned.

Returned object

The moved `File` object.

Beispiel

```
$DocFolder:=Folder(fk_documents folder)
$myFile:=$DocFolder.file("Current/Infos.txt")
$myFile.moveTo($DocFolder.folder("Archives");"Infos_old.txt")
```

.name

► History

.name : Text

Beschreibung

The `.name` property returns the name of the file without extension (if any).

This property is read-only.

.original

► History

`.original` : 4D.File

`.original` : 4D.Folder

Beschreibung

The `.original` property returns the target element for an alias, a shortcut, or a symbolic link file. The target element can be:

- a file object
- a folder object

For non-alias files, the property returns the same file object as the file.

This property is read-only.

.parent

► History

`.parent` : 4D.Folder

Beschreibung

The `.parent` property returns the parent folder object of the file. If the path represents a system path (e.g., "/DATA/"), the system path is returned.

This property is read-only.

.path

► History

`.path` : Text

Beschreibung

The `.path` property returns the POSIX path of the file. If the path represents a filesystem (e.g., "/DATA/"), the filesystem is returned.

This property is read-only.

.platformPath

► History

`.platformPath` : Text

Beschreibung

The `.platformPath` property returns the path of the file expressed with the current platform syntax.

This property is read-only.

.rename()

► History

.rename(*newName* : Text) : 4D.File

Parameter	Typ		Beschreibung
<i>newName</i>	Text	->	New full name for the file
Ergebnis	4D.File	<-	Renamed file

Beschreibung

The `.rename()` function renames the file with the name you passed in *newName* and returns the renamed `File` object.

The *newName* parameter must comply with naming rules (e.g., it must not contain characters such as ":", "/", etc.), otherwise an error is returned. If a file with the same name already exists, an error is returned.

Note that the function modifies the full name of the file, i.e. if you do not pass an extension in *newName*, the file will have a name without an extension.

Returned object

The renamed `File` object.

Beispiel

You want to rename "ReadMe.txt" in "ReadMe_new.txt":

```
$toRename:=File("C:\\Documents\\\\Archives\\\\ReadMe.txt";fk platform path)
$newName:=$toRename.rename($toRename.name+"_new"+$toRename.extension)
```

.setAppInfo()

► History

.setAppInfo(*info* : Object)

Parameter	Typ		Beschreibung
<i>info</i>	Objekt	->	Properties to write in .exe/.dll version resource or .plist file

Beschreibung

The `.setAppInfo()` function writes the *info* properties as information contents of a .exe, .dll or .plist file.

The function must be used with an existing .exe, .dll or .plist file. The function must be used with an existing .exe, .dll or .plist file.

The function only supports .plist files in xml format (text-based). An error is returned if it is used with a .plist file in binary format.

info parameter object with a .exe or .dll file

Writing a .exe or .dll file information is only possible on Windows.

Each valid property set in the *info* object parameter is written in the version resource of the .exe or .dll file. Available properties are (any other property will be ignored):

Property	Typ
InternalName	Text
ProductName	Text
CompanyName	Text
LegalCopyright	Text
ProductVersion	Text
FileDescription	Text
FileVersion	Text
OriginalFilename	Text

If you pass a null or empty text as value, an empty string is written in the property. If you pass a value type different from text, it is stringified.

info parameter object with a .plist file

Each valid property set in the *info* object parameter is written in the .plist file as a key. Any key name is accepted. Value types are preserved when possible.

If a key set in the *info* parameter is already defined in the .plist file, its value is updated while keeping its original type. Other existing keys in the .plist file are left untouched.

To define a Date type value, the format to use is a json timestamp string formated in ISO UTC without milliseconds ("2003-02-01T01:02:03Z") like in the Xcode plist editor.

Beispiel

```
// set copyright and version of a .exe file (Windows)
var $exeFile : 4D.File
var $info : Object
$exeFile:=File(Application file; fk platform path)
$info:=New object
$info.LegalCopyright:="Copyright 4D 2021"
$info.ProductVersion:="1.0.0"
$exeFile.setAppInfo($info)
```

```
// set some keys in an info.plist file (all platforms)
var $infoPlistFile : 4D.File
var $info : Object
$infoPlistFile:=File("/RESOURCES/info.plist")
$info:=New object
$info.Copyright:="Copyright 4D 2021" //text
$info.ProductVersion:=12 //integer
$info.ShipmentDate:="2021-04-22T06:00:00Z" //timestamp
$infoPlistFile.setAppInfo($info)
```

See also

[.getAppInfo\(\)](#)

.setContent()

► History

[.setContent \(content : Blob \)](#)

Parameter	Typ		Beschreibung
content	BLOB	->	New contents for the file

Beschreibung

The `.setContent()` function rewrites the entire content of the file using the data stored in the `content` BLOB. For information on BLOBS, please refer to the [BLOB](#) section.

Beispiel

```
$myFile:=Folder(fk documents folder).file("Archives/data.txt")
$myFile.setContent([aTable]aBlobField)
```

.setText()

► History

```
.setText ( text : Text {; charSetName : Text { ; breakMode : Integer } } )
.setText ( text : Text {; charSetNum : Integer { ; breakMode : Integer } } )
```

Parameter	Typ		Beschreibung
Text	Text	->	Text to store in the file
charSetName	Text	->	Name of character set
charSetNum	Ganzzahl	->	Number of character set
breakMode	Ganzzahl	->	Processing mode for line breaks

Beschreibung

The `.setText()` function writes `text` as the new contents of the file.

If the file referenced in the `File` object does not exist on the disk, it is created by the function. When the file already exists on the disk, its prior contents are erased, except if it is already open, in which case, its contents are locked and an error is generated.

In `text`, pass the text to write to the file. It can be a literal ("my text"), or a 4D text field or variable.

Optionally, you can designate the character set to be used for writing the contents. You can pass either:

- in `charSetName`, a string containing the standard set name (for example "ISO-8859-1" or "UTF-8"),
- or in `charSetNum`, the MIBEnum ID (number) of the standard set name.

For the list of character sets supported by 4D, refer to the description of the `CONVERT FROM TEXT` command.

If a Byte Order Mark (BOM) exists for the character set, 4D inserts it into the file unless the character set used contains the suffix "-no-bom" (e.g. "UTF-8-no-bom"). If you do not specify a character set, by default 4D uses the "UTF-8" character set without BOM.

In `breakMode`, you can pass a number indicating the processing to apply to end-of-line characters before saving them in the file. The following constants, found in the System Documents theme, are available:

Constant	Wert	Kommentar
Document unchanged	0	No processing
Document with native format	1	(Default) Line breaks are converted to the native format of the operating system: LF (line feed) on macOS, CRLF (carriage return + line feed) on Windows
Document with CRLF	2	Line breaks are converted to CRLF (carriage return + line feed), the default Windows format
Document with CR	3	Line breaks are converted to CR (carriage return), the default Classic Mac OS format
Document with LF	4	Line breaks are converted to LF (line feed), the default Unix and macOS format

By default, when you omit the *breakMode* parameter, line breaks are processed in native mode (1).

Compatibility Note: Compatibility options are available for EOL and BOM management. See [Compatibility page](#) on doc.4d.com.

Beispiel

```
$myFile:=File("C:\\Documents\\Hello.txt";fk platform path)
$myFile.setText("Hello world")
```

.size

► History

.size : Real

Beschreibung

The `.size` property returns the size of the file expressed in bytes. If the file does not exist on disk, the size is 0.

This property is read-only.

Folder

`Folder` objects are created with the `Folder` command. They contain references to folders that may or may not actually exist on disk. For example, when you execute the `Folder` command to create a new folder, a valid `Folder` object is created but nothing is actually stored on disk until you call the `folder.create()` function.

Beispiel

The following example creates a "JohnSmith" folder:

```
Form.curfolder:=Folder(fk database folder)
Form.curfolder:=Folder("C:\\\\Users\\\\JohnSmith\\\\";fk platform path)
```

Folder object

`.copyTo(destinationFolder : 4D.Folder { ; newName : Text } { ; overwrite : Integer }) : 4D Folder`
copies the `Folder` object into the specified `destinationFolder`

`.create() : Boolean`
creates a folder on disk according to the properties of the `Folder` object

`.createAlias(destinationFolder : 4D.Folder ; aliasName : Text { ; aliasType : Integer }) : 4D.File`
creates an alias (macOS) or a shortcut (Windows)

`.creationDate : Date`
the creation date of the folder

`.creationTime : Time`
the creation time of the folder

`.delete({ option : Integer })`
deletes the folder

`.exists : Boolean`
true if the folder exists on disk

`.extension : Text`
returns the extension of the folder name (if any)

`.file(path : Text) : 4D.File`
a `File` object inside the `Folder` object and returns its reference

`.files({ options : Integer }) : Collection`
a collection of `File` objects contained in the folder

`.folder(path : Text) : 4D.Folder`
creates a `Folder` object inside the parent `Folder` object and returns its reference

`.folders({ options : Integer }) : Collection`
returns a collection of `Folder` objects contained in the parent folder

`.fullName : Text`

returns the full name of the folder, including its extension (if any)
.getIcon({ size : Integer }) : Picture returns the icon of the folder
.hidden : Boolean true if the folder is set as "hidden" at the system level
.isAlias : Boolean always false for a <code>Folder</code> object
.isFile : Boolean always false for a folder
.isFolder : Boolean always true for a folder
.isPackage : Boolean true if the folder is a package on macOS (and exists on disk)
.modificationDate : Date the date of the folder's last modification
.modificationTime : Time the time of the folder's last modification
.name : Text the name of the folder, without extension (if any)
.original : 4D.Folder the same <code>Folder</code> object as the folder
.parent : 4D.Folder the parent folder object of the folder
.path : Text the POSIX path of the folder
.platformPath : Text the path of the folder expressed with the current platform syntax
.moveTo(destinationFolder : 4D.Folder { ; newName : Text }) : 4D.Folder moves or renames the <code>Folder</code> object (source folder) into the specified <i>destinationFolder</i>
.rename(newName : Text) : 4D.Folder renames the folder with the name you passed in <i>newName</i> and returns the renamed <code>Folder</code> object

Folder

► History

Folder (*path* : Text { ; *pathType* : Integer }{ ; * }) : 4D.Folder
Folder (*folderConstant* : Integer { ; * }) : 4D.Folder

Parameter	Typ		Beschreibung
path	Text	->	Folder path
folderConstant	Ganzzahl	->	4D folder constant
pathType	Ganzzahl	->	fk posix path (default) or fk platform path
*		->	* to return folder of host database
Ergebnis	4D.Folder	<-	New folder object

Beschreibung

The `Folder` command creates and returns a new object of the `4D.Folder` type. The command accepts two syntaxes:

`Folder (path { ; pathType } { ; * })`

In the *path* parameter, pass a folder path string. You can use a custom string or a filesystem (e.g., "/DATA").

Only absolute pathnames are supported with the `Folder` command.

By default, 4D expects a path expressed with the POSIX syntax. If you work with platform pathnames (Windows or macOS), you must declare it using the *pathType* parameter. The following constants are available:

Constant	Wert	Kommentar
fk platform path	1	Path expressed with a platform-specific syntax (mandatory in case of platform pathname)
fk posix path	0	Path expressed with POSIX syntax (default)

`Folder (folderConstant { ; * })`

In the *folderConstant* parameter, pass a 4D built-in or system folder, using one of the following constants:

Constant	Wert	Kommentar
fk applications folder	116	
fk data folder	9	Associated filesystem: "/DATA"
fk database folder	4	Associated filesystem: "/PACKAGE"
fk desktop folder	115	
fk documents folder	117	Document folder of the user
fk licenses folder	1	Folder containing the machine's 4D license files
fk logs folder	7	Associated filesystem: "/LOGS"
fk mobileApps folder	10	
fk remote database folder	3	4D database folder created on each 4D remote machine
fk resources folder	6	Associated filesystem: "/RESOURCES"
fk system folder	100	
fk user preferences folder	0	4D folder that stores user preference files within the <userName> directory.
fk web root folder	8	Current Web root folder of the database: if within the package "/PACKAGE/path", otherwise full path

If the command is called from a component, pass the optional * parameter to get the path of the host database. Otherwise, if you omit the * parameter, a null object is always returned.

4D.Folder.new()

► History

4D.Folder.new (*path* : Text { ; *pathType* : Integer }{ ; * }) : 4D.Folder

4D.Folder.new (*folderConstant* : Integer { ; * }) : 4D.Folder

Beschreibung

The `4D.Folder.new()` function creates and returns a new object of the `4D.Folder` type. It is identical to the `Folder` command (shortcut).

It is recommended to use the `Folder` shortcut command instead of `4D.Folder.new()`.

.copyTo()

► History

.copyTo(*destinationFolder* : 4D.Folder { ; *newName* : Text } { ; *overwrite* : Integer }) : 4D Folder

Parameter	Typ		Beschreibung
<i>destinationFolder</i>	4D.Folder	->	Destination folder
<i>newName</i>	Text	->	Name for the copy
<i>overwrite</i>	Ganzzahl	->	<code>fk overwrite</code> to replace existing elements
Ergebnis	4D.Folder	<-	Copied file or folder

Beschreibung

The `.copyTo()` function copies the `Folder` object into the specified *destinationFolder*.

The *destinationFolder* must exist on disk, otherwise an error is generated.

By default, the folder is copied with the name of the original folder. If you want to rename the copy, pass the new name in the *newName* parameter. The new name must comply with naming rules (e.g., it must not contain characters such as ":", "/", etc.), otherwise an error is returned.

If a folder with the same name already exists in the *destinationFolder*, by default 4D generates an error. You can pass the `fk overwrite` constant in the *overwrite* parameter to ignore and overwrite the existing file

Constant	Wert	Kommentar
<code>fk overwrite</code>	4	Overwrite existing elements, if any

Rückgabewert

The copied `Folder` object.

Beispiel

You want to copy a Pictures *folder* from the user's Document folder to the Database folder:

```
var $userImages; $copiedImages : 4D.Folder  
$userImages:=Folder(fk documents folder+"/Pictures/")  
$copiedImages:=$userImages.copyTo(Folder(fk database folder);fk overwrite)
```

.create()

► History

.create() : Boolean

Parameter	Typ		Beschreibung
Ergebnis	Boolean	<-	True if the folder was created successfully, false otherwise

Beschreibung

The `.create()` function creates a folder on disk according to the properties of the `Folder` object.

If necessary, the function creates the folder hierarchy as described in the `platformPath` or `path` properties. If the folder already exists on disk, the function does nothing (no error is thrown) and returns false.

Rückgabewert

- True if the folder is created successfully;
- False if a folder with the same name already exists or if an error occurred.

Beispiel 1

Create an empty folder in the database folder:

```
var $created : Boolean
$created:=Folder("/PACKAGE/SpecialPrefs").create()
```

Beispiel 2

Creation of the "/Archives2019/January/" folder in the database folder:

```
$newFolder:=Folder("/PACKAGE/Archives2019/January")
If($newFolder.create())
    ALERT("The "+$newFolder.name+" folder was created.")
Else
    ALERT("Impossible to create a "+$newFolder.name+" folder.")
End if
Else
    ALERT("Impossible to create a "+$newFolder.name+" folder.")
End if
```

.createAlias()

► History

`.createAlias(destinationFolder : 4D.Folder ; aliasName : Text { ; aliasType : Integer }) : 4D.File`

Parameter	Typ		Beschreibung
destinationFolder	4D.Folder	->	Destination folder for the alias or shortcut
aliasName	Text	->	Name of the alias or shortcut
aliasType	Ganzzahl	->	Type of the alias link
Ergebnis	4D.File	<-	Alias or shortcut reference

Beschreibung

The `.createAlias()` function creates an alias (macOS) or a shortcut (Windows) to the folder with the specified `aliasName` name in the folder designated by the `destinationFolder` object.

Pass the name of the alias or shortcut to create in the `aliasName` parameter.

By default on macOS, the function creates a standard alias. You can also create a symbolic link by using the `aliasType` parameter. The following constants are available:

Constant	Wert	Kommentar
fk alias link	0	Alias link (default)
fk symbolic link	1	Symbolic link (macOS only)

On Windows, a shortcut (.lnk file) is always created (the `aliasType` parameter is ignored).

Returned object

A `4D.File` object with the `isAlias` property set to true.

Beispiel

You want to create an alias to an archive folder in your database folder:

```
$myFolder:=Folder("C:\\\\Documents\\\\Archives\\\\2019\\\\January";fk platform path)
$aliasFile:=$myFolder.createAlias(Folder("/PACKAGE");"Jan2019")
```

.creationDate

► History

`.creationDate` : Date

Beschreibung

The `.creationDate` property returns the creation date of the folder.

This property is read-only.

.creationTime

► History

`.creationTime` : Time

Beschreibung

The `.creationTime` property returns the creation time of the folder (expressed as a number of seconds beginning at 00:00).

This property is read-only.

.delete()

► History

`.delete({ option : Integer })`

Parameter	Typ		Beschreibung
option	Ganzzahl	->	Folder deletion option

Beschreibung

The `.delete()` function deletes the folder.

By default, for security reasons, if you omit the option parameter, `.delete()` only allows empty folders to be deleted. If you want the command to be able to delete folders that are not empty, you must use the option parameter with one of the following constants:

Constant	Wert	Kommentar
Delete only if empty	0	Deletes folder only when it is empty
Delete with contents	1	Deletes folder along with everything it contains

When `Delete only if empty` is passed or if you omit the option parameter:

- The folder is only deleted if it is empty; otherwise, the command does nothing and an error -47 is generated.
- If the folder does not exist, the error -120 is generated.

When `Delete with contents` is passed:

- The folder, along with all of its contents, is deleted. Warning: Even when this folder and/or its contents are locked or set to read-only, if the current user has suitable access rights, the folder (and contents) is still deleted.
- If this folder, or any of the files it contains, cannot be deleted, deletion is aborted as soon as the first inaccessible element is detected, and an error(*) is returned. In this case, the folder may be only partially deleted. When deletion is aborted, you can use the `GET LAST ERROR STACK` command to retrieve the name and path of the offending file.
- If the folder does not exist, the command does nothing and no error is returned. (*) Windows: -54 (Attempt to open locked file for writing) macOS: -45 (The file is locked or the pathname is not correct)

.exists

► History

`.exists` : Boolean

Beschreibung

The `.exists` property returns true if the folder exists on disk, and false otherwise.

This property is read-only.

.extension

► History

`.extension` : Text

Beschreibung

The `.extension` property returns the extension of the folder name (if any). An extension always starts with ". ". The property returns an empty string if the folder name does not have an extension.

This property is read-only.

.file()

► History

`.file(path : Text)` : 4D.File

Parameter	Typ		Beschreibung
path	Text	->	Relative POSIX file pathname
Ergebnis	4D.File	<-	File object (null if invalid path)

Beschreibung

The `.file()` function creates a `File` object inside the `Folder` object and returns its reference.

In `path`, pass a relative POSIX path to designate the file to return. The path will be evaluated from the parent folder as root.

Rückgabewert

A `File` object or null if *path* is invalid.

Beispiel

```
var $myPDF : 4D.File  
$myPDF:=Folder(fk documents folder).file("Pictures/info.pdf")
```

.files()

► History

`.files({ options : Integer }) : Collection`

Parameter	Typ		Beschreibung
options	Ganzzahl	->	File list options
Ergebnis	Collection	<-	Collection of children file objects

Beschreibung

The `.files()` function returns a collection of `File` objects contained in the folder.

Aliases or symbolic links are not resolved.

By default, if you omit the *options* parameter, only the files at the first level of the folder are returned in the collection, as well as invisible files or folders. You can modify this by passing, in the *options* parameter, one or more of the following constants:

Constant	Wert	Kommentar
<code>fk recursive</code>	1	The collection contains files of the specified folder and its subfolders
<code>fk ignore invisible</code>	8	Invisible files are not listed

Rückgabewert

Collection of `File` objects.

Beispiel 1

You want to know if there are invisible files in the Database folder:

```
var $all; $noInvisible : Collection  
$all:=Folder(fk database folder).files()  
$noInvisible:=Folder(fk database folder).files(fk ignore invisible)  
If($all.length#$noInvisible.length)  
    ALERT("Database folder contains hidden files.")  
End if
```

Beispiel 2

You want to get all files that are not invisible in the Documents folder:

```
var $recursive : Collection  
$recursive:=Folder(fk documents folder).files(fk recursive+fk ignore invisible)
```

.folder()

► History

.folder(*path* : Text) : 4D.Folder

Parameter	Typ		Beschreibung
path	Text	->	Relative POSIX file pathname
Ergebnis	4D.Folder	<-	Created folder object (null if invalid <i>path</i>)

Beschreibung

The `.folder()` function creates a `Folder` object inside the parent `Folder` object and returns its reference.

In *path*, pass a relative POSIX path to designate the folder to return. The path will be evaluated from the parent folder as root.

Rückgabewert

A `Folder` object or null if *path* is invalid.

Beispiel

```
var $mypicts : 4D.Folder  
$mypicts:=Folder(fk documents folder).folder("Pictures")
```

.folders()

► History

.folders({ *options* : Integer }) : Collection

Parameter	Typ		Beschreibung
options	Ganzzahl	->	Folder list options
Ergebnis	Collection	<-	Collection of children folder objects

Beschreibung

The `.folders()` function returns a collection of `Folder` objects contained in the parent folder.

By default, if you omit the *options* parameter, only the folders at the first level of the folder are returned in the collection. You can modify this by passing, in the *options* parameter, one or more of the following constants:

Constant	Wert	Kommentar
fk recursive	1	The collection contains folders of the specified folder and its subfolders
fk ignore invisible	8	Invisible folders are not listed

Rückgabewert

Collection of `Folder` objects.

Beispiel

You want the collection of all folders and subfolders of the database folder:

```
var $allFolders : Collection  
$allFolders:=Folder("/PACKAGE").folders(fk recursive)
```

.fullName

► History

.fullName : Text

Beschreibung

The `.fullName` property returns the full name of the folder, including its extension (if any).

This property is read-only.

.getIcon()

► History

.getIcon({ size : Integer }) : Picture

Parameter	Typ		Beschreibung
size	Ganzzahl	->	Side length for the returned picture (pixels)
Ergebnis	Bild	<-	Icon

Beschreibung

The `.getIcon()` function returns the icon of the folder.

The optional `size` parameter specifies the dimensions in pixels of the returned icon. This value actually represents the length of the side of the square containing the icon. Icons are usually defined in 32x32 pixels ("large icons") or 16x16 pixels ("small icons"). If you pass 0 or omit this parameter, the "large icon" version is returned.

If the folder does not exist on disk, a default blank icon is returned.

Rückgabewert

Folder icon [picture](#).

.hidden

► History

.hidden : Boolean

Beschreibung

The `.hidden` property returns true if the folder is set as "hidden" at the system level, and false otherwise.

This property is read-only.

.isAlias

► History

.isAlias : Boolean

Beschreibung

The `.isAlias` property returns always false for a `Folder` object.

This property is read-only.

.isFile

► History

.isFile : Boolean

Beschreibung

The `.isFile` property returns always false for a folder.

This property is read-only.

.isFolder

► History

`.isFolder` : Boolean

Beschreibung

The `.isFolder` property returns always true for a folder.

This property is read-only.

.isPackage

► History

`.isPackage` : Boolean

Beschreibung

The `.isPackage` property returns true if the folder is a package on macOS (and exists on disk). Otherwise, it returns false.

On Windows, `.isPackage` always returns false.

This property is read-only.

.modificationDate

► History

`.modificationDate` : Date

Beschreibung

The `.modificationDate` property returns the date of the folder's last modification.

This property is read-only.

.modificationTime

► History

`.modificationTime` : Time

Beschreibung

The `.modificationTime` property returns the time of the folder's last modification (expressed as a number of seconds beginning at 00:00).

This property is read-only.

.moveTo()

► History

`.moveTo(destinationFolder : 4D.Folder { ; newName : Text }) : 4D.Folder`

Parameter	Typ		Beschreibung
destinationFolder	4D.Folder	->	Destination folder
newName	Text	->	Full name for the moved folder
Ergebnis	4D.Folder	<-	Moved folder

Beschreibung

The `.moveTo()` function moves or renames the `Folder` object (source folder) into the specified *destinationFolder*.

The *destinationFolder* must exist on disk, otherwise an error is generated.

By default, the folder retains its name when moved. If you want to rename the moved folder, pass the new full name in the *newName* parameter. The new name must comply with naming rules (e.g., it must not contain characters such as ":", "/", etc.), otherwise an error is returned.

Returned object

The moved `Folder` object.

Beispiel

You want to move and rename a folder:

```
var $tomeove; $moved : Object
$docs:=Folder(fk documents folder)
$tomeove:=$docs.folder("Pictures")
$tomeove2:=$tomeove.moveTo($docs.folder("Archives");"Pic_Archives")
```

.name

► History

.name : Text

Beschreibung

The `.name` property returns the name of the folder, without extension (if any).

This property is read-only.

.original

► History

.original : 4D.Folder

Beschreibung

The `.original` property returns the same Folder object as the folder.

This property is read-only.

This property is available on folders to allow generic code to process folders or files.

.parent

► History

.parent : 4D.Folder

Beschreibung

The `.parent` property returns the parent folder object of the folder. If the path represents a system path (e.g., `"/DATA/"`), the system path is returned.

If the folder does not have a parent (root), the null value is returned.

This property is read-only.

.path

► History

`.path` : Text

Beschreibung

The `.path` property returns the POSIX path of the folder. If the path represents a filesystem (e.g., `"/DATA/"`), the filesystem is returned.

This property is read-only.

.platformPath

► History

`.platformPath` : Text

Beschreibung

The `.platformPath` property returns the path of the folder expressed with the current platform syntax.

This property is read-only.

.rename()

► History

`.rename(newName : Text)` : 4D.Folder

Parameter	Typ		Beschreibung
newName	Text	->	New full name for the folder
Ergebnis	4D.Folder	<-	Renamed folder

Beschreibung

The `.rename()` function renames the folder with the name you passed in `newName` and returns the renamed `Folder` object.

The `newName` parameter must comply with naming rules (e.g., it must not contain characters such as `:`, `/`, etc.), otherwise an error is returned. If a file with the same name already exists, an error is returned.

Returned object

The renamed `Folder` object.

Beispiel

```
var $toRename : 4D.Folder  
$toRename:=Folder("/RESOURCES/Pictures").rename("Images")
```


Formula

The [Formula](#) and [Formula from string](#) commands allow you to create native `4D.Function` objects to execute any 4D expression or code expressed as text.

Formula Objects

Formula objects can be encapsulated in object properties:

```
var $f : 4D.Function  
$f:=New object  
$f.message:=Formula(ALERT("Hello world"))
```

This property is an "object function", i.e. a function which is bound to its parent object. To execute a function stored in an object property, use the () operator after the property name, such as:

```
$f.message() //displays "Hello world"
```

Die Syntax mit Klammern wird auch unterstützt:

```
$f["message"]() //displays "Hello world"
```

Note that, even if it does not have parameters (see below), an object function to be executed must be called with () parenthesis. Sonst wird nur die Objekteigenschaft aufgerufen und sie gibt eine neue Referenz zur Formel zurück (und führt sie nicht aus):

```
$o:=$f.message //returns the formula object in $o
```

You can also execute a function using the `apply()` and `call()` functions:

```
$f.message.apply() //displays "Hello world"
```

Passing parameters

You can pass parameters to your formulas using the [sequential parameter syntax](#) based upon \$1, \$2...\$n. Sie schreiben zum Beispiel:

```
var $f : Object  
$f:=New object  
$f.message:=Formula(ALERT("Hello "+$1))  
$f.message("John") //displays "Hello John"
```

Or using the `.call()` function:

```
var $f : Object  
$f:=Formula($1+" "+$2)  
$text:=$f.call(Null;"Hello";"World") //returns "Hello World"  
$text:=$f.call(Null;"Welcome to";String(Year of(Current date))) //returns "Welcome to 2019" (for example)
```

Parameters to a single method

For more convenience, when the formula is made of a single project method, parameters can be omitted in the formula object initialization. They can just be passed when the formula is called. Beispiel:

```
var $f : 4D.Function  
  
$f:=Formula(myMethod)  
//Writing Formula(myMethod($1;$2)) is not necessary  
$text:=$f.call(Null;"Hello";"World") //returns "Hello World"  
$text:=$f.call() //returns "How are you?"  
  
//myMethod  
#DECLARE ($param1 : Text; $param2 : Text)->$return : Text  
If(Count parameters=2)  
    $return:=$param1+" "+$param2  
Else  
    $return:="How are you?"  
End if
```

Parameters are received within the method, in the order they are specified in the call.

About 4D.Function objects

A `4D.Function` object contains a piece of code that can be executed from an object, either using the `()` operator, or using the `apply()` and `call()` functions. 4D proposes three kinds of Function objects:

- native functions, i.e. built-in functions from various 4D classes such as `collection.sort()` or `file.copyTo()`.
- user functions, created in user `classes` using the `Function keyword`.
- formula functions, i.e. functions that can execute any 4D formula.

Summary

<code>.apply() : any</code>
<code>.apply(thisObj : Object { ; formulaParams : Collection }) : any</code>
executes the <code>formula</code> object to which it is applied and returns the resulting value
<code>.call() : any</code>
<code>.call(thisObj : Object { ; ...params : any }) : any</code>
executes the <code>formula</code> object to which it is applied and returns the resulting value
<code>.source : Text</code>
contains the source expression of the <code>formula</code> as text

Formula

► History

Formula (*formulaExp* : Expression) : 4D.Function

Parameter	Typ		Beschreibung
<i>formulaExp</i>	Ausdruck	->	Formula to be returned as object
Ergebnis	4D.Function	<-	Native function encapsulating the formula

Beschreibung

The `Formula` command creates a `4D Function` object based upon the *formulaExp* expression. *formulaExp* can be as

simple as a single value or complex, such as a project method with parameters.

Having a formula as an object allows it to be passed as a parameter (calculated attribute) to commands or methods or to be executed from various components without needing to declare them as "shared by components and host database". When called, the formula object is evaluated within the context of the database or component that created it.

The returned formula can be called with:

- `.call()` or `.apply()` methods, or
- object notation syntax (see [formula object](#)).

```
var $f : 4D.Function
$f:=Formula(1+2)
$o:=New object("myFormula";$f)

//three different ways to call the formula
$f.call($o) //returns 3
$f.apply($o) //returns 3
$o.myFormula() //returns 3
```

You can pass [parameters](#) to the `Formula`, as seen below in [example 4](#).

You can specify the object on which the formula is executed, as seen in [example 5](#). The properties of the object can then be accessed via the `This` command.

If `formulaExp` uses local variables, their values are copied and stored in the returned formula object when it is created. When executed, the formula uses these copied values rather than the current value of the local variables. Note that using arrays as local variables is not supported.

The object created by `Formula` can be saved, for example, in a database field or in a blob document.

Beispiel 1

A simple formula:

```
var $f : 4D.Function
$f:=Formula(1+2)

var $o : Object
$o:=New object("f";$f)

$result:=$o.f() // returns 3
```

Beispiel 2

A formula using local variables:

```
$value:=10
$o:=New object("f";Formula($value))
$value:=20

$result:=$o.f() // returns 10
```

Example 3

A simple formula using parameters:

```
$o:=New object("f";Formula($1+$2))
$result:=$o.f(10;20) //returns 30
```

Example 4

A formula using a project method with parameters:

```
$o:=New object("f";Formula(myMethod))
$result:=$o.f("param1";"param2") // equivalent to $result:=myMethod("param1";"param2")
```

Example 5

Using `This`:

```
$o:=New object("fullName";Formula(This.firstName+" "+This.lastName))
$o.firstName:="John"
$o.lastName:="Smith"
$result:=$o.fullName() //returns "John Smith"
```

Example 6

Calling a formula using object notation:

```
var $feta; $robot : Object
var $calc : 4D.Function
$robot:=New object("name";"Robot";"price";543;"quantity";2)
$feta:=New object("name";"Feta";"price";12.5;"quantity";5)

$calc:=Formula(This.total:=This.price*This.quantity)

//sets the formula to object properties
$feta.calc:=$calc
$robot.calc:=$calc

//call the formula
$feta.calc() // $feta={name:Feta,price:12.5,quantity:5,total:62.5,calc:"[object Formula]"}
$robot.calc() // $robot={name:Robot,price:543,quantity:2,total:1086,calc:"[object Formula]"}
```

Formula from string

► History

`Formula from string(formulaString : Text) : 4D.Function`

Parameter	Typ		Beschreibung
formulaString	Text	->	Text formula to be returned as object
Ergebnis	4D.Function	<-	Native object encapsulating the formula

Beschreibung

The `Formula from string` command creates a 4D.Function object based upon the `formulaString`. `formulaString` can be as simple as a single value or complex, such as a project method with parameters.

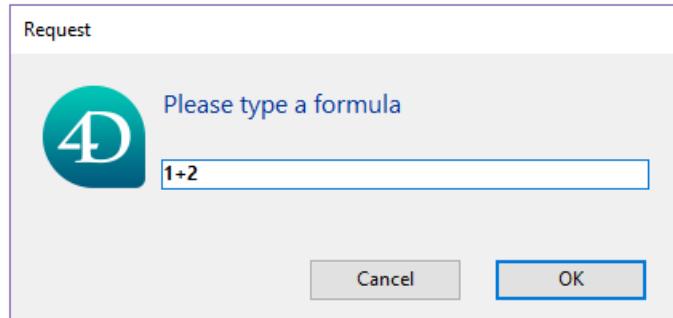
This command is similar to `Formula`, except that it handles a text-based formula. In most cases, it is recommended to use the `Formula` command. `Formula from string` should only be used when the original formula was expressed as text (e.g., stored externally in a JSON file). In this context, using syntax with tokens is highly advised.

Because local variable contents can not be accessed by name in compiled mode, they can not be used in `formulaString`. An attempt to access a local variable with `Formula from string` will result in an error (-10737).

Beispiel

The following code will create a dialog accepting a formula in text format:

```
var $textFormula : Text
var $f : 4D.Function
$textFormula:=Request("Please type a formula")
If(ok=1)
  $f:=Formula from string($textFormula)
  ALERT("Result = "+String($f.call()))
End if
```



...and execute the formula:



.apply()

► History

`.apply() : any`
`.apply(thisObj : Object { ; formulaParams : Collection }) : any`

Parameter	Typ		Beschreibung
thisObj	Objekt	->	Object to be returned by the This command in the formula
formulaParams	Collection	->	Collection of values to be passed as \$1...\$n when <code>formula</code> is executed
Ergebnis	any	<-	Value from formula execution

Beschreibung

The `.apply()` function executes the `formula` object to which it is applied and returns the resulting value. The formula

object can be created using the `Formula` or `Formula from string` commands.

In the `thisObj` parameter, you can pass a reference to the object to be used as `This` within the formula.

You can also pass a collection to be used as `$1...$n` parameters in the formula using the optional `formulaParams` parameter.

Note that `.apply()` is similar to `.call()` except that parameters are passed as a collection. This can be useful for passing calculated results.

Beispiel 1

```
var $f : 4D.Function  
$f:=Formula($1+$2+$3)  
  
$c:=New collection(10;20;30)  
$result:=$f.apply(Null;$c) // returns 60
```

Beispiel 2

```
var $calc : 4D.Function  
var $feta; $robot : Object  
$robot:=New object("name";"Robot";"price";543;"quantity";2)  
$feta:=New object("name";"Feta";"price";12.5;"quantity";5)  
  
$calc:=Formula(This.total:=This.price*This.quantity)  
  
$calc.apply($feta) // $feta={name:Feta,price:12.5,quantity:5,total:62.5}  
$calc.apply($robot) // $robot={name:Robot,price:543,quantity:2,total:1086}
```

.call()

► History

`.call()` : any

`.call(thisObj : Object { ; ...params : any })` : any

Parameter	Typ		Beschreibung
thisObj	Objekt	->	Object to be returned by the <code>This</code> command in the formula
params	any	->	Value(s) to be passed as <code>\$1...\$n</code> when formula is executed
Ergebnis	any	<-	Value from formula execution

Beschreibung

The `.call()` function executes the `formula` object to which it is applied and returns the resulting value. The formula object can be created using the `Formula` or `Formula from string` commands.

In the `thisObj` parameter, you can pass a reference to the object to be used as `This` within the formula.

You can also pass values to be used as `$1...$n` parameters in the formula using the optional `params` parameter(s).

Note that `.call()` is similar to `.apply()` except that parameters are passed directly.

Beispiel 1

```
var $f : 4D.Function  
$f:=Formula(Uppercase($1))  
$result:=$f.call(Null;"hello") // returns "HELLO"
```

Beispiel 2

```
$o:=New object("value";50)  
$f:=Formula(This.value*2)  
$result:=$f.call($o) // returns 100
```

.source

► History

.source : Text

Beschreibung

The `.source` property contains the source expression of the `formula` as text.

This property is read-only.

Beispiel

```
var $of : 4D.Function  
var $tf : Text  
$of:=Formula(String(Current time;HH MM AM PM))  
$tf:=$of.source //"String(Current time;HH MM AM PM)"
```

IMAPTransporter

The `IMAPTransporter` class allows you to retrieve messages from a IMAP email server.

IMAP Transporter object

IMAP Transporter objects are instantiated with the [IMAP New transporter](#) command. They provide the following properties and functions:

<code>.acceptUnsecureConnection : Boolean</code>	True if 4D is allowed to establish an unencrypted connection
<code>.addFlags(msgIDs : Collection ; keywords : Object) : Object</code> <code>.addFlags(msgIDs : Text ; keywords : Object) : Object</code> <code>.addFlags(msgIDs : Longint ; keywords : Object) : Object</code>	adds flags to the <code>msgIDs</code> for the specified <code>keywords</code>
<code>.append(mailObj : Object ; destinationBox : Text ; options : Object) : Object</code>	appends a <code>mailObj</code> to the <code>destinationBox</code>
<code>.authenticationMode : Text</code>	the authentication mode used to open the session on the mail server
<code>.checkConnection() : Object</code>	checks the connection using information stored in the transporter object
<code>.checkConnectionDelay : Integer</code>	the maximum time (in seconds) allowed prior to checking the connection to the server
<code>.connectionTimeOut : Integer</code>	the maximum wait time (in seconds) allowed to establish a connection to the server
<code>.copy(msgsIDs : Collection ; destinationBox : Text) : Object</code> <code>.copy(allMsgs : Integer ; destinationBox : Text) : Object</code>	copies the messages defined by <code>msgsIDs</code> or <code>allMsgs</code> to the <code>destinationBox</code> on the IMAP server
<code>.createBox(name : Text) : Object</code>	creates a mailbox with the given <code>name</code>
<code>.delete(msgsIDs : Collection) : Object</code> <code>.delete(allMsgs : Integer) : Object</code>	sets the "deleted" flag for the messages defined in <code>msgsIDs</code> or <code>allMsgs</code>
<code>.deleteBox(name : Text) : Object</code>	permanently removes the mailbox with the given <code>name</code> from the IMAP server
<code>.expunge() : Object</code>	removes all messages with the "deleted" flag from the IMAP mail server.
<code>.getBoxInfo({ name : Text }) : Object</code>	returns a <code>boxInfo</code> object corresponding to the current maibox, or the mailbox <code>name</code>
<code>.getBoxList({ parameters : Object }) : Collection</code>	returns a collection of mailboxes describing all of the available mailboxes

<code>.getDelimiter() : Text</code>	returns the character used to delimit levels of hierarchy in the mailbox name
<code>.getMail(msgNumber: Integer { ; options : Object }) : Object</code> <code>.getMail(msgID: Text { ; options : Object }) : Object</code>	returns the <code>Email</code> object corresponding to the <code>msgNumber</code> or <code>msgID</code> in the mailbox designated by the <code>IMAP_transporter</code>
<code>.getMails(ids : Collection { ; options : Object }) : Object</code> <code>.getMails(startMsg : Integer ; endMsg : Integer { ; options : Object }) : Object</code>	returns an object containing a collection of <code>Email</code> objects
<code>.getMIMEAsBlob(msgNumber : Integer { ; updateSeen : Boolean }) : Blob</code> <code>.getMIMEAsBlob(msgID : Text { ; updateSeen : Boolean }) : Blob</code>	returns a BLOB containing the MIME contents for the message corresponding to the <code>msgNumber</code> or <code>msgID</code> in the mailbox designated by the <code>IMAP_transporter</code>
<code>.host : Text</code>	the name or the IP address of the host server
<code>.logFile : Text</code>	the path of the extended log file defined (if any) for the mail connection
<code>.move(msgsIDs : Collection ; destinationBox : Text) : Object</code> <code>.move(allMsgs : Integer ; destinationBox : Text) : Object</code>	moves the messages defined by <code>msgsIDs</code> or <code>allMsgs</code> to the <code>destinationBox</code> on the IMAP server
<code>.numToID(startMsg : Integer ; endMsg : Integer) : Collection</code>	converts the sequence numbers to IMAP unique IDs for the messages in the sequential range designated by <code>startMsg</code> and <code>endMsg</code>
<code>.removeFlags(msgIDs : Collection ; keywords : Object) : Object</code> <code>.removeFlags(msgIDs : Text ; keywords : Object) : Object</code> <code>.removeFlags(msgIDs : Longint ; keywords : Object) : Object</code>	removes flags from the <code>msgIDs</code> for the specified <code>keywords</code>
<code>.renameBox(currentName : Text ; newName : Text) : Object</code>	changes the name of a mailbox on the IMAP server
<code>.port : Integer</code>	the port number used for mail transactions
<code>.searchMails(searchCriteria : Text) : Collection</code>	searches for messages that match the given <code>searchCriteria</code> in the current mailbox
<code>.selectBox(name : Text { ; state : Integer }) : Object</code>	selects the <code>name</code> mailbox as the current mailbox
<code>.subscribe(name : Text) : Object</code>	allows adding or removing of the specified mailbox to/from the IMAP server's set of "subscribed" mailboxes
<code>.unsubscribe(name : Text) : Object</code>	removes a mailbox from a set of subscribed mailboxes
<code>.user : Text</code>	the user name used for authentication on the mail server

IMAP New transporter

► History

IMAP New transporter(*server* : Object) : 4D.IMAPTransporter

Parameter	Typ		Beschreibung
server	Objekt	->	Mail server information
Ergebnis	4D.IMAPTransporter	<-	IMAP transporter object

Beschreibung

The `IMAP New transporter` command configures a new IMAP connection according to the `server` parameter and returns a new *transporter* object. The returned transporter object will then usually be used to receive emails.

In the `server` parameter, pass an object containing the following properties:

server	Default value (if omitted)
<code>.acceptUnsecureConnection : Boolean</code> True if 4D is allowed to establish an unencrypted connection	Falsch
<code>.accessTokenOAuth2</code> : Text <code>.accessTokenOAuth2</code> : Object Text string or token object representing OAuth2 authorization credentials. Used only with <code>OAUTH2 authenticationMode</code> . If <code>accessTokenOAuth2</code> is used but <code>authenticationMode</code> is omitted, the OAuth 2 protocol is used (if allowed by the server). Not returned in <code>IMAP transporter</code> object.	none
<code>.authenticationMode : Text</code> the authentication mode used to open the session on the mail server	the most secure authentication mode supported by the server is used
<code>.checkConnectionDelay : Integer</code> the maximum time (in seconds) allowed prior to checking the connection to the server	300
<code>.connectionTimeOut : Integer</code> the maximum wait time (in seconds) allowed to establish a connection to the server	30
<code>.host : Text</code> the name or the IP address of the host server	<i>mandatory</i>
<code>.logFile : Text</code> the path of the extended log file defined (if any) for the mail connection	none
<code>.password : Text</code> User password for authentication on the server. Not returned in <code>IMAP transporter</code> object.	none
<code>.port : Integer</code> the port number used for mail transactions	993
<code>.user : Text</code> the user name used for authentication on the mail server	none

Warning: Make sure the defined timeout is lower than the server timeout, otherwise the client timeout will be useless.

Ergebnis

The function returns an [IMAP transporter object](#). All returned properties are read-only.

The IMAP connection is automatically closed when the transporter object is destroyed.

Beispiel

```
$server:=New object
$server.host:="imap.gmail.com" //Mandatory
$server.port:=993
$server.user:="4d@gmail.com"
$server.password:="XXXXXXXX"
$server.logFile:="LogTest.txt" //log to save in the Logs folder

var $transporter : 4D.IMAPTransporter
$transporter:=IMAP New transporter($server)

$status:=$transporter.checkConnection()
If(Not($status.success))
    ALERT("An error occurred: "+$status.statusText)
End if
```

4D.IMAPTransporter.new()

4D.IMAPTransporter.new(server : Object) : 4D.IMAPTransporter

Parameter	Typ		Beschreibung
server	Objekt	->	Mail server information
Ergebnis	4D.IMAPTransporter	<-	IMAP transporter object

Beschreibung

The `4D.IMAPTransporter.new()` function creates and returns a new object of the `4D.IMAPTransporter` type. It is identical to the `IMAP New transporter` command (shortcut).

.acceptUnsecureConnection

► History

.acceptUnsecureConnection : Boolean

Beschreibung

The `.acceptUnsecureConnection` property contains True if 4D is allowed to establish an unencrypted connection when encrypted connection is not possible.

It contains False if unencrypted connections are unallowed, in which case an error is returned when encrypted connection is not possible.

Available secured ports are:

- SMTP
 - 465: SMTPS
 - 587 or 25: SMTP with STARTTLS upgrade if supported by the server.
- IMAP
 - 143: IMAP non-encrypted port

- 993: IMAP with STARTTLS upgrade if supported by the server
- POP3
 - 110: POP3 non-encrypted port
 - 995: POP3 with STARTTLS upgrade if supported by the server.

.addFlags()

► History

.addFlags(*msgIDs* : Collection ; *keywords* : Object) : Object

.addFlags(*msgIDs* : Text ; *keywords* : Object) : Object

.addFlags(*msgIDs* : Longint ; *keywords* : Object) : Object

Parameter	Typ		Beschreibung
<i>msgIDs</i>	Collection	->	Collection of strings: Message unique IDs (text) Text: Unique ID of a message Longint (IMAP all): All messages in the selected mailbox
<i>keywords</i>	Objekt	->	Keyword flags to add
Ergebnis	Objekt	<-	Status of the addFlags operation

Beschreibung

The `.addFlags()` function adds flags to the `msgIDs` for the specified `keywords`.

In the `msgIDs` parameter, you can pass either:

- a *collection* containing the unique IDs of specific messages or
- the unique ID (*text*) of a single message or
- the following constant (*longint*) for all messages in the selected mailbox:

Constant	Wert	Kommentar
IMAP all	1	Select all messages in the selected mailbox

The `keywords` parameter lets you pass an object with keyword values for specific flags to add to `msgIDs`. You can pass any of the following keywords:

Parameter	Typ	Beschreibung
\$draft	Boolean	True to add the "draft" flag to the message
\$seen	Boolean	True to add the "seen" flag to the message
\$flagged	Boolean	True to add the "flagged" flag to the message
\$answered	Boolean	True to add the "answered" flag to the message
\$deleted	Boolean	True to add the "deleted" flag to the message

- False values are ignored.
- The interpretation of keyword flags may vary per mail client.

Returned object

The function returns an object describing the IMAP status:

Property		Typ	Beschreibung
success		Boolean	True if the operation is successful, False otherwise
statusText		Text	Status message returned by the IMAP server, or last error returned in the 4D error stack
errors		Collection	4D error stack (not returned if a IMAP server response is received)
	[].errcode	Zahl	4D error code
	[].message	Text	Description of the 4D error
	[].componentSignature	Text	Signature of the internal component which returned the error

Beispiel

```

var $options;$transporter;$boxInfo;$status : Object

$options:=New object
$options.host:="imap.gmail.com"
$options.port:=993
$options.user:="4d@gmail.com"
$options.password:="xxxxx"

// Create transporter
$transporter:=IMAP New transporter($options)

// Select mailbox
$boxInfo:=$transporter.selectBox("INBOX")

// Mark all messages from INBOX as read/seen
$flags:=New object
$flags["$seen"]:=True
$status:=$transporter.addFlags(IMAP all;$flags)

```

.append()

► History

.append(*mailObj* : Object ; *destinationBox* : Text ; *options* : Object) : Object

Parameter	Typ		Beschreibung
mailObj	Objekt	->	Email object
destinationBox	Text	->	Mailbox to receive Email object
options	Objekt	->	Object containing charset info
Ergebnis	Objekt	<-	Status of the append operation

Beschreibung

The `.append()` function appends a `mailObj` to the `destinationBox`.

In the `mailObj` parameter, pass an Email object. In the `mailObj` parameter, pass an Email object. The `.append()` function supports keyword tags in the Email object's `keywords` attribute.

The optional `destinationBox` parameter lets you pass the name of a mailbox where the `mailObj` will be appended. If omitted, the current mailbox is used.

In the optional `options` parameter, you can pass an object to define the charset and encoding for specific parts of the email. Available properties:

Property	Typ	Beschreibung
headerCharset	Text	Charset and encoding used for the following parts of the email: subject, attachment filenames, and email name attribute(s). Possible values: See possible charsets table below
bodyCharset	Text	Charset and encoding used for the html and text body contents of the email. Possible values: See possible charsets table below

Possible charsets:

Constant	Wert	Kommentar
mail mode ISO2022JP	US-ASCII_ISO-2022-JP_UTF8_QP	<ul style="list-style-type: none"> headerCharset: US-ASCII if possible, Japanese (ISO-2022-JP) & Quoted-printable if possible, otherwise UTF-8 & Quoted-printable bodyCharset: US-ASCII if possible, Japanese (ISO-2022-JP) & 7-bit if possible, otherwise UTF-8 & Quoted-printable
mail mode ISO88591	ISO-8859-1	<ul style="list-style-type: none"> headerCharset: ISO-8859-1 & Quoted-printable bodyCharset: ISO-8859-1 & 8-bit
mail mode UTF8	US-ASCII_UTF8_QP	headerCharset & bodyCharset: US-ASCII if possible, otherwise UTF-8 & Quoted-printable (default value)
mail mode UTF8 in base64	US-ASCII_UTF8_B64	headerCharset & bodyCharset: US-ASCII if possible, otherwise UTF-8 & base64

Returned object

The function returns an object describing the IMAP status:

Property		Typ	Beschreibung
success		Boolean	True if the operation is successful, False otherwise
statusText		Text	Status message returned by the IMAP server, or last error returned in the 4D error stack
errors		Collection	4D error stack (not returned if a IMAP server response is received)
	[].errcode	Zahl	4D error code
	[].message	Text	Description of the 4D error
	[].componentSignature	Text	Signature of the internal component which returned the error

Beispiel

To save an email in the Drafts mailbox:

```

var $settings; $status; $msg; $imap: Object

$settings:=New object("host"; "domain.com"; "user"; "xxxx"; "password"; "xxxx"; "port"; 993)

$imap:=IMAP New transporter($settings)

$msg:=New object
$msg.from:="xxxx@domain.com"
$msg.subject:="Lorem Ipsum"
$msg.textBody:="Lorem ipsum dolor sit amet, consectetur adipiscing elit."
$msg.keywords:=New object
$msg.keywords["$seen"]:=True//flag the message as read
$msg.keywords["$draft"]:=True//flag the message as a draft

$status:=$imap.append($msg; "Drafts")

```

.authenticationMode

► History

.authenticationMode : Text

Beschreibung

The `.authenticationMode` property contains the authentication mode used to open the session on the mail server.

By default, the most secured mode supported by the server is used.

Possible values are:

Wert	Konstanten	Kommentar
CRAM-MD5	IMAP authentication CRAM MD5	Authentication using CRAM-MD5 protocol
LOGIN	IMAP authentication login	Authentication using LOGIN protocol
OAuth2	IMAP authentication OAuth2	Authentication using OAuth2 protocol
PLAIN	IMAP authentication plain	Authentication using PLAIN protocol

.checkConnection()

► History

.checkConnection() : Object

Parameter	Typ	Beschreibung
Ergebnis	Objekt	<- Status of the transporter object connection

Beschreibung

The `.checkConnection()` function checks the connection using information stored in the transporter object, recreates the connection if necessary, and returns the status. This function allows you to verify that the values provided by the user are valid and consistent.

Returned object

The function sends a request to the mail server and returns an object describing the mail status. This object can contain the following properties:

Property		Typ	Beschreibung
success		Boolean	True if the check is successful, False otherwise
status		number	(SMTP only) Status code returned by the mail server (0 in case of an issue unrelated to the mail processing)
statusText		Text	Status message returned by the mail server, or last error returned in the 4D error stack
errors		collection	4D error stack (not returned if a mail server response is received)
	[].errCode	number	4D error code
	[].message	Text	Description of the 4D error
	[].componentSignature	Text	Signature of the internal component which returned the error

.checkConnectionDelay

► History

.checkConnectionDelay : Integer

Beschreibung

The `.checkConnectionDelay` property contains the maximum time (in seconds) allowed prior to checking the connection to the server. If this time is exceeded between two method calls, the connection to the server will be checked. By default, if the property has not been set in the `server` object, the value is 300.

Warning: Make sure the defined timeout is lower than the server timeout, otherwise the client timeout will be useless.

.connectionTimeOut

► History

.connectionTimeOut : Integer

Beschreibung

The `.connectionTimeOut` property contains the maximum wait time (in seconds) allowed to establish a connection to the server. By default, if the property has not been set in the `server` object (used to create the transporter object with `SMTP New transporter`, `POP3 New transporter`, or `IMAP New transporter`), the value is 30.

.copy()

► History

.copy(`msgsIDs` : Collection ; `destinationBox` : Text) : Object

.copy(`allMsgs` : Integer ; `destinationBox` : Text) : Object

Parameter	Typ		Beschreibung
<code>msgsIDs</code>	Collection	->	Collection of message unique IDs (strings)
<code>allMsgs</code>	Ganzzahl	->	IMAP <code>all</code> : All messages in the selected mailbox
<code>destinationBox</code>	Text	->	Mailbox to receive copied messages
<code>Ergebnis</code>	Objekt	<-	Status of the copy operation

Beschreibung

The `.copy()` function copies the messages defined by `msgsIDs` or `allMsgs` to the `destinationBox` on the IMAP server.

You can pass:

- in the `msgsIDs` parameter, a collection containing the unique IDs of the specific messages to copy, or
- in the `allMsgs` parameter, the `IMAP.all` constant (integer) to copy all messages in the selected mailbox.

The `destinationBox` parameter allows you to pass a text value with the name of the mailbox where the copies of messages will be placed.

Returned object

The function returns an object describing the IMAP status:

Property		Typ	Beschreibung
success		Boolean	True if the operation is successful, False otherwise
statusText		Text	Status message returned by the IMAP server, or last error returned in the 4D error stack
errors		Collection	4D error stack (not returned if a IMAP server response is received)
	[].errcode	Zahl	4D error code
	[].message	Text	Description of the 4D error
	[].componentSignature	Text	Signature of the internal component which returned the error

Beispiel 1

To copy a selection of messages:

```
var $server;$boxInfo;$status : Object
var $mailIds : Collection
var $transporter : 4D.IMAPTransporter

$server:=New object
$server.host:="imap.gmail.com" //Mandatory
$server.port:=993
$server.user:="4d@gmail.com"
$server.password:="XXXXXXXX"

$transporter:=IMAP New transporter($server)

//select mailbox
$boxInfo:=$transporter.selectBox("inbox")

//get collection of message unique IDs
$mailIds:=$transporter.searchMails("subject \"4D new feature:\"")

// copy found messages to the "documents" mailbox
$status:=$transporter.copy($mailIds;"documents")
```

Beispiel 2

To copy all messages in the current mailbox:

```

var $server;$boxInfo;$status : Object
var $transporter : 4D.IMAPTransporter

$server:=New object
$server.host:="imap.gmail.com" //Mandatory
$server.port:=993
$server.user:="4d@gmail.com"
$server.password:="XXXXXXX"

$transporter:=IMAP New transporter($server)

//select mailbox

$boxInfo:=$transporter.selectBox("inbox")

// copy all messages to the "documents" mailbox
$status:=$transporter.copy(IMAP all;"documents")

```

.createBox()

► History

.createBox(name : Text) : Object

Parameter	Typ		Beschreibung
name	Text	->	Name of the new mailbox
Ergebnis	Objekt	<-	Status of the mailbox creation operation

Beschreibung

The `.createBox()` function creates a mailbox with the given `name`. If the IMAP server's hierarchy separator character appears elsewhere in the mailbox name, the IMAP server will create any parent names needed to create the given mailbox.

In other words, an attempt to create "Projects/IMAP/Doc" on a server in which "/" is the hierarchy separator character will create:

- Only the "Doc" mailbox if "Projects" & "IMAP" already exist.
- "IMAP" & "Doc" mailboxes if only "Projects" already exists.
- "Projects" & "IMAP" & "Doc" mailboxes, if they do not already exist.

In the `name` parameter, pass the name of the new mailbox.

Returned object

The function returns an object describing the IMAP status:

Property		Typ	Beschreibung
success		Boolean	True if the operation is successful, False otherwise
statusText		Text	Status message returned by the IMAP server, or last error returned in the 4D error stack
errors		Collection	4D error stack (not returned if a IMAP server response is received)
	[].errcode	Zahl	4D error code
	[].message	Text	Description of the 4D error
	[].componentSignature	Text	Signature of the internal component which returned the error

Beispiel

To create a new "Invoices" mailbox:

```
var $pw : text
var $options; $transporter; $status : object

$options:=New object

$pw:=Request("Please enter your password:")
If(OK=1)
$options.host:="imap.gmail.com"
$options.user:="test@gmail.com"
$options.password:=$pw

$transporter:=IMAP New transporter($options)

$status:=$transporter.createBox("Invoices")

If ($status.success)
ALERT("Mailbox creation successful!")
Else
ALERT("Error: "+$status.statusText)
End if
End if
```

.delete()

► History

.delete(`msgsIDs` : Collection) : Object
.delete(`allMsgs` : Integer) : Object

Parameter	Typ		Beschreibung
<code>msgsIDs</code>	Collection	->	Collection of message unique IDs (strings)
<code>allMsgs</code>	Ganzzahl	->	IMAP <code>all</code> : All messages in the selected mailbox
Ergebnis	Objekt	<-	Status of the delete operation

Beschreibung

The `.delete()` function sets the "deleted" flag for the messages defined in `msgsIDs` or `allMsgs`.

You can pass:

- in the `msgsIDs` parameter, a collection containing the unique IDs of the specific messages to delete, or
- in the `allMsgs` parameter, the `IMAP all` constant (integer) to delete all messages in the selected mailbox.

Executing this function does not actually remove messages. Messages with the "deleted" flag can still be found by the `.searchMails()` function. Flagged messages are deleted from the IMAP server with the `.expunge()` function or by selecting another mailbox or when the `transporter object` (created with `IMAP New transporter`) is destroyed.

Returned object

The function returns an object describing the IMAP status:

Property		Typ	Beschreibung
success		Boolean	True if the operation is successful, False otherwise
statusText		Text	Status message returned by the IMAP server, or last error returned in the 4D error stack
errors		Collection	4D error stack (not returned if a IMAP server response is received)
	[].errcode	Zahl	4D error code
	[].message	Text	Description of the 4D error
	[].componentSignature	Text	Signature of the internal component which returned the error

Beispiel 1

To delete a selection of messages:

```

var $server;$boxInfo;$status : Object
var $mailIds : Collection
var $transporter : 4D.IMAPTransporter

$server:=New object
$server.host:="imap.gmail.com" //Mandatory
$server.port:=993
$server.user:="4d@gmail.com"
$server.password:="XXXXXXXX"

$transporter:=IMAP New transporter($server)

//select mailbox
$boxInfo:=$transporter.selectBox("Inbox")

//get collection of message unique IDs
$mailIds:=$transporter.searchMails("subject \"Reports\"")

// Delete selected messages
$status:=$transporter.delete($mailIds)

```

Beispiel 2

To delete all messages in the current mailbox:

```

var $server;$boxInfo;$status : Object
var $transporter : 4D.IMAPTransporter

$server:=New object
$server.host:="imap.gmail.com" //Mandatory
$server.port:=993
$server.user:="4d@gmail.com"
$server.password:="XXXXXXXX"

$transporter:=IMAP New transporter($server)

//select mailbox
$boxInfo:=$transporter.selectBox("Junk Email")

// delete all messages in the current mailbox
$status:=$transporter.delete(IMAP all)

```

.deleteBox()

► History

.deleteBox(*name* : Text) : Object

Parameter	Typ		Beschreibung
name	Text	->	Name of the mailbox to delete

|Result|Object|<-|Status of the mailbox deletion operation|

Beschreibung

The `.deleteBox()` function permanently removes the mailbox with the given `name` from the IMAP server. Attempting to delete an INBOX or a mailbox that does not exist will generate an error.

In the `name` parameter, pass the name of the mailbox to delete.

- The function cannot delete a mailbox that has child mailboxes if the parent mailbox has the "X-Noselect" attribute.
- All messages in the deleted mailbox will also be deleted.
- The ability to delete a mailbox depends on the mail server.

Returned object

The function returns an object describing the IMAP status:

Property		Typ	Beschreibung
success		Boolean	True if the operation is successful, False otherwise
statusText		Text	Status message returned by the IMAP server, or last error returned in the 4D error stack
errors		Collection	4D error stack (not returned if a IMAP server response is received)
	[].errcode	Zahl	4D error code
	[].message	Text	Description of the 4D error
	[].componentSignature	Text	Signature of the internal component which returned the error

Beispiel

To delete the "Nova Orion Industries" child mailbox from the "Bills" mailbox hierarchy:

```

var $pw; $name : text
var $options; $transporter; $status : object

$options:=New object

$pw:=Request("Please enter your password:")

If(OK=1) $options.host:="imap.gmail.com"
$options.user:="test@gmail.com"
$options.password:=$pw

$transporter:=IMAP New transporter($options)

// delete mailbox
$name:="Bills"+$transporter.getDelimiter()+"Nova Orion Industries"
$status:=$transporter.deleteBox($name)

If ($status.success)
  ALERT("Mailbox deletion successful!")
Else
  ALERT("Error: "+$status.statusText)
End if
End if

```

.expunge()

► History

.expunge() : Object

Parameter	Typ		Beschreibung
Ergebnis	Objekt	<-	Status of the expunge operation

Beschreibung

The `.expunge()` function removes all messages with the "deleted" flag from the IMAP mail server. The "deleted" flag can be set with the `.delete()` or `.addFlags()` methods.

Returned object

The function returns an object describing the IMAP status:

Property		Typ	Beschreibung
success		Boolean	True if the operation is successful, False otherwise
statusText		Text	Status message returned by the IMAP server, or last error returned in the 4D error stack
errors		Collection	4D error stack (not returned if a IMAP server response is received)
	[].errcode	Zahl	4D error code
	[].message	Text	Description of the 4D error
	[].componentSignature	Text	Signature of the internal component which returned the error

Beispiel

```

var $options;$transporter;$boxInfo;$status : Object
var $ids : Collection

$options:=New object
$options.host:="imap.gmail.com"
$options.port:=993
$options.user:="4d@gmail.com"
$options.password:="xxxxx"

// Create transporter
$transporter:=IMAP New transporter($options)

// Select mailbox
$boxInfo:=$transporter.selectBox("INBOX")

// Find and delete all seen messages in INBOX
$ids:=$transporter.searchMails("SEEN")
$status:=$transporter.delete($ids)

// Purge all messages flagged as deleted
$status:=$transporter.expunge()

```

.getBoxInfo()

► History

.getBoxInfo({ name : Text }) : Object

Parameter	Typ		Beschreibung
name	Text	->	Name of the mailbox
Ergebnis	Objekt	<-	boxInfo object

Beschreibung

The `.getBoxInfo()` function returns a `boxInfo` object corresponding to the current mailbox, or the mailbox `name`. This function returns the same information as `.selectBox()` without changing the current mailbox.

In the optional `name` parameter, pass the name of the mailbox to access. The name represents an unambiguous left-to-right hierarchy with levels separated by a specific delimiter character. The delimiter can be found with the `.getDelimiter()` function.

If the mailbox `name` is not selectable or does not exist, the function generates an error and returns `null`.

Returned object

The `boxInfo` object returned contains the following properties:

Property	Typ	Beschreibung
name	Text	Name of the mailbox
mailCount	number	Number of messages in the mailbox
mailRecent	number	Number of messages with the "recent" flag (indicating new messages)

Beispiel

```

var $transporter : 4D.IMAPTransporter
$transporter:=IMAP New transporter($server)

$info:=$transporter.getBoxInfo("INBOX")
ALERT("INBOX contains "+String($info.mailRecent)+" recent emails.")

```

.getBoxList()

► History

.getBoxList({ parameters : Object }) : Collection

Parameter	Typ		Beschreibung
parameters	Objekt	->	Parameter object
Ergebnis	Collection	<-	Collection of mailbox objects

Beschreibung

The `.getBoxList()` function returns a collection of mailboxes describing all of the available mailboxes. This function allows you to locally manage the list of messages located on the IMAP mail server.

In the optional `parameters` parameter, pass an object containing values to filter the returned mailboxes. You can pass:

Property	Typ	Beschreibung
isSubscribed	Boolean	<ul style="list-style-type: none"> True to return only subscribed mailboxes False to return all available mailboxes

Ergebnis

Each object of the returned collection contains the following properties:

Property	Typ	Beschreibung
[] .name	Text	Name of the mailbox
[] .selectable	Boolean	Indicates whether or not the access rights allow the mailbox to be selected: <ul style="list-style-type: none"> true - the mailbox can be selected false - the mailbox can not be selected
[] .inferior	Boolean	Indicates whether or not the access rights allow creating a lower hierarchy in the mailbox: <ul style="list-style-type: none"> true - a lower level can be created false - a lower level can not be created
[] .interesting	Boolean	Indicates if the mailbox has been marked "interesting" by the server: <ul style="list-style-type: none"> true - The mailbox has been marked "interesting" by the server. For example, it may contain new messages. false - The mailbox has not been marked "interesting" by the server.

If the account does not contain any mailboxes, an empty collection is returned.

- If there is no open connection, `.getBoxList()` will open a connection.
- If the connection has not been used since the designated connection delay (see `IMAP New transporter`), the `.checkConnection()` function is automatically called.

Beispiel

```
var $transporter : 4D.IMAPTransporter
$transporter:=IMAP New transporter($server)

$boxList:=$transporter.getBoxList()

For each($box;$boxList)
  If($box.interesting)
    $split:=Split string($box.name;$transporter.getDelimiter())
    ALERT("New emails are available in the box: "+$split[$split.length-1])
  End if
End for each
```

.getDelimiter()

► History

.getDelimiter() : Text

Parameter	Typ		Beschreibung
Ergebnis	Text	<-	Hierarchy delimiter character

Beschreibung

The `.getDelimiter()` function returns the character used to delimit levels of hierarchy in the mailbox name.

The delimiter is a character which can be used to:

- create lower level (inferior) mailboxes
- search higher or lower within the mailbox hierarchy

Ergebnis

Mailbox name delimiter character.

- If there is no open connection, `.getDelimiter()` will open a connection.
- If the connection has not been used since the `designated connection delay`, the `.checkConnection()` function is automatically called.

Beispiel

```
var $transporter : 4D.IMAPTransporter
$transporter:=IMAP New transporter($server)

$boxList:=$transporter.getBoxList()

For each($box;$boxList)
  If($box.interesting)
    $split:=Split string($box.name;$transporter.getDelimiter())
    ALERT("New emails are available in the box: "+$split[$split.length-1])
  End if
End for each
```

.getMail()

► History

`.getMail(msgNumber: Integer { ; options : Object }) : Object`
`.getMail(msgID: Text { ; options : Object }) : Object`

Parameter	Typ		Beschreibung
msgNumber	Ganzzahl	->	Sequence number of the message
msgID	Text	->	Unique ID of the message
options	Objekt	->	Message handling instructions
Ergebnis	Objekt	<-	Email object

Beschreibung

The `.getMail()` function returns the [Email](#) object corresponding to the `msgNumber` or `msgID` in the mailbox designated by the `IMAP_transporter`. This function allows you to locally handle the email contents.

In the first parameter, you can pass either:

- `msgNumber`, an *integer* value indicating the sequence number of the message to retrieve or
- `msgID`, a *text* value indicating the unique ID of the message to retrieve.

The optional `options` parameter allows you pass an object defining additional instructions for handling the message. The following properties are available:

Property	Typ	Beschreibung
updateSeen	Boolean	If True, the message is marked as "seen" in the mailbox. If False, the message is not marked as "seen". Default value: True
withBody	Boolean	Pass True to return the body of the message. If False, only the message header is returned. Default value: True

- The function generates an error and returns Null if `msgID` designates a non-existing message,
- If no mailbox is selected with the `.selectBox()` function, an error is generated,
- If there is no open connection, `.getMail()` will open a connection the last mailbox specified with `.selectBox()`.

Ergebnis

`.getMail()` returns an [Email](#) object with the following specific IMAP properties: `id`, `receivedAt`, and `size`.

Beispiel

You want to get the message with ID = 1:

```

var $server : Object
var $info; $mail; $boxInfo : Variant
var $transporter : 4D.IMAPTransporter

$server:=New object
$server.host:="imap.gmail.com" //Mandatory
$server.port:=993
$server.user:="4d@gmail.com"
$server.password:="XXXXXXX"

//create transporter
$transporter:=IMAP New transporter($server)

//select mailbox
$boxInfo:=$transporter.selectBox("Inbox")

//get Email object with ID 1
$mail:=$transporter.getMail(1)

```

.getMails()

► History

.getMails(*ids* : Collection { ; *options* : Object }) : Object
 .getMails(*startMsg* : Integer ; *endMsg* : Integer { ; *options* : Object }) : Object

Parameter	Typ		Beschreibung
<i>ids</i>	Collection	->	Collection of message ID
<i>startMsg</i>	Ganzzahl	->	Sequence number of the first message
<i>endMsg</i>	Ganzzahl	->	Sequence number of the last message
<i>options</i>	Objekt	->	Message handling instructions
Ergebnis	Objekt	<-	Object containing: <ul style="list-style-type: none"> • a collection of Email objects and • a collection of IDs or numbers for missing messages, if any

Beschreibung

The `.getMails()` function returns an object containing a collection of `Email` objects.

First Syntax:

`.getMails(ids { ; options }) -> result`

The first syntax allows you to retrieve messages based on their IDs.

In the *ids* parameter, pass a collection of IDs for the messages to return. You can get the IDs with [`.getMail\(\)`](#).

The optional *options* parameter allows you to define the parts of the messages to be returned. See the Options table below for a description of the available properties.

Second syntax:

`.getMails(startMsg ; endMsg { ; options }) -> result`

The second syntax allows you to retrieve messages based on a sequential range. The values passed represent the position of the messages in the mailbox.

In the *startMsg* parameter, pass an *integer* value corresponding to the number of the first message in a sequential range. If you pass a negative number (*startMsg* <= 0), the first message of the mailbox will be used as the beginning of the sequence.

In the `endMsg` parameter, pass an *integer* value corresponding to the number of the last message to be included in a sequential range. If you pass a negative number (`endMsg <= 0`), the last message of the mailbox will be used as the end of the sequence.

The optional `options` parameter allows you to define the parts of the messages to be returned.

Options

Property	Typ	Beschreibung
updateSeen	Boolean	If True, the specified messages are marked as "seen" in the mailbox. If False, the messages are not marked as "seen". Default value: True
withBody	Boolean	Pass True to return the body of the specified messages. If False, only the message headers are returned. Default value: True

- If no mailbox is selected with the `.selectBox()` command, an error is generated.
- If there is no open connection, `.getMails()` will open a connection to the last mailbox specified with `.selectBox()`.

Ergebnis

`.getMails()` returns an object containing the following collections:

Property	Typ	Beschreibung
list	Collection	Collection of Email objects . If no Email objects are found, an empty collection is returned.
notFound	Collection	Collection of: <ul style="list-style-type: none">• first syntax - previously passed message IDs that do not exist• second syntax - sequence numbers of messages between startMsg and endMsg that do not exist An empty collection is returned if all messages are found.

Beispiel

You want to retrieve the 20 most recent emails without changing their "seen" status:

```

var $server,$boxInfo,$result : Object
var $transporter : 4D.IMAPTransporter

$server:=New object
$server.host:="imap.gmail.com" //Mandatory
$server.port:=993
$server.user:="4d@gmail.com"
$server.password:="XXXXXXXX"

//create transporter
$transporter:=IMAP New transporter($server)

//select mailbox
$boxInfo:=$transporter.selectBox("INBOX")

If($boxInfo.mailCount>0)
    // retrieve the headers of the last 20 messages without marking them as read
    $result:=$transporter.getMails($boxInfo.mailCount-20;$boxInfo.mailCount;\ 
        New object("withBody";False;"updateSeen";False))
    For each($mail;$result.list)
        // ...
    End for each
End if

```

.getMIMEAsBlob()

► History

.getMIMEAsBlob(*msgNumber* : Integer { ; *updateSeen* : Boolean }) : Blob

.getMIMEAsBlob(*msgID* : Text { ; *updateSeen* : Boolean }) : Blob

Parameter	Typ		Beschreibung
<i>msgNumber</i>	Ganzzahl	->	Sequence number of the message
<i>msgID</i>	Text	->	Unique ID of the message
<i>updateSeen</i>	Boolean	->	If True, the message is marked "seen" in the mailbox. If False the message is left untouched.
Ergebnis	BLOB	<-	Blob of the MIME string returned from the mail server

Beschreibung

The `.getMIMEAsBlob()` function returns a BLOB containing the MIME contents for the message corresponding to the *msgNumber* or *msgID* in the mailbox designated by the `IMAP_transporter`.

In the first parameter, you can pass either:

- *msgNumber*, an *integer* value indicating the sequence number of the message to retrieve or
- *msgID*, a *text* value indicating the unique ID of the message to retrieve.

The optional *updateSeen* parameter allows you to specify if the message is marked as "seen" in the mailbox. You can pass:

- True - to mark the message as "seen" (indicating the message has been read)
- False - to leave the message's "seen" status untouched > * The function returns an empty BLOB if *msgNumber* or *msgID** designates a non-existing message, > * If no mailbox is selected with the `.selectBox()` command, an error is generated, > * If there is no open connection, `.getMIMEAsBlob()` will open a connection the last mailbox specified with `.selectBox()`.

- The function returns an empty BLOB if *msgNumber* or *msgID** designates a non-existing message,
- If no mailbox is selected with the `.selectBox()` command, an error is generated,

- If there is no open connection, `.getMIMEAsBlob()` will open a connection to the last mailbox specified with `.selectBox()`.

Ergebnis

`.getMIMEAsBlob()` returns a `BL0B` which can be archived in a database or converted to an `Email` object with the `MAIL Convert from MIME` command.

Beispiel

```
var $server : Object
var $boxInfo : Variant
var $blob : Blob
var $transporter : 4D.IMAPTransporter

$server:=New object
$server.host:="imap.gmail.com"
$server.port:=993
$server.user:="4d@gmail.com"
$server.password:="XXXXXXXX"

//create transporter
$transporter:=IMAP New transporter($server)

//select mailbox
$boxInfo:=$transporter.selectBox("Inbox")

//get BL0B
$blob:=$transporter.getMIMEAsBlob(1)
```

.host

► History
`.host` : Text

Beschreibung

The `.host` property contains the name or the IP address of the host server. Used for mail transactions (SMTP, POP3, IMAP).

.logFile

► History
`.logFile` : Text

Beschreibung

The `.logFile` property contains the path of the extended log file defined (if any) for the mail connection. It can be relative (to the current Logs folder) or absolute.

Unlike regular log files (enabled via the `SET DATABASE PARAMETER` command), extended log files store MIME contents of all sent mails and do not have any size limit. For more information about extended log files, refer to:

- SMTP connections - [4DSMTPLLog.txt](#)
- POP3 connections - [4DPOP3Log.txt](#)
- IMAP connections - [4DIMAPLog.txt](#)

.move()

► History

.move(*msgsIDs* : Collection ; *destinationBox* : Text) : Object

.move(*allMsgs* : Integer ; *destinationBox* : Text) : Object

Parameter	Typ		Beschreibung
<i>msgsIDs</i>	Collection	->	Collection of message unique IDs (strings)
<i>allMsgs</i>	Ganzzahl	->	IMAP all : All messages in the selected mailbox
<i>destinationBox</i>	Text	->	Mailbox to receive moved messages
Ergebnis	Objekt	<-	Status of the move operation

Beschreibung

The `.move()` function moves the messages defined by *msgsIDs* or *allMsgs* to the *destinationBox* on the IMAP server.

You can pass:

- in the *msgsIDs* parameter, a collection containing the unique IDs of the specific messages to move, or
- in the *allMsgs* parameter, the `IMAP all` constant (integer) to move all messages in the selected mailbox.

The *destinationBox* parameter allows you to pass a text value with the name of the mailbox where the messages will be moved.

This function is only supported by IMAP servers compliant with RFC [8474](#).

Returned object

The function returns an object describing the IMAP status:

Property		Typ	Beschreibung
<i>success</i>		Boolean	True if the operation is successful, False otherwise
<i>statusText</i>		Text	Status message returned by the IMAP server, or last error returned in the 4D error stack
<i>errors</i>		Collection	4D error stack (not returned if a IMAP server response is received)
	[].errcode	Zahl	4D error code
	[].message	Text	Description of the 4D error
	[].componentSignature	Text	Signature of the internal component which returned the error

Beispiel 1

To move a selection of messages:

```

var $server;$boxInfo;$status : Object
var $mailIds : Collection
var $transporter : 4D.IMAPTransporter

$server:=New object
$server.host:="imap.gmail.com" //Mandatory
$server.port:=993
$server.user:="4d@gmail.com"
$server.password:="XXXXXXX"

$transporter:=IMAP New transporter($server)

//select mailbox
$boxInfo:=$transporter.selectBox("inbox")

//get collection of message unique IDs
$mailIds:=$transporter.searchMails("subject \"4D new feature:\"")

// Move found messages from the current mailbox to the "documents" mailbox
$status:=$transporter.move($mailIds;"documents")

```

Beispiel 2

To move all messages in the current mailbox:

```

var $server;$boxInfo;$status : Object
var $transporter : 4D.IMAPTransporter

$server:=New object
$server.host:="imap.gmail.com" //Mandatory
$server.port:=993
$server.user:="4d@gmail.com"
$server.password:="XXXXXXX"

$transporter:=IMAP New transporter($server)

//select mailbox
$boxInfo:=$transporter.selectBox("inbox")

// move all messages in the current mailbox to the "documents" mailbox
$status:=$transporter.move(IMAP all;"documents")

```

.numToID()

► History

.numToID(*startMsg* : Integer ; *endMsg* : Integer) : Collection

Parameter	Typ		Beschreibung
<i>startMsg</i>	Ganzzahl	->	Sequence number of the first message
<i>endMsg</i>	Ganzzahl	->	Sequence number of the last message
Ergebnis	Collection	<-	Collection of unique IDs

Beschreibung

The `.numToID()` function converts the sequence numbers to IMAP unique IDs for the messages in the sequential range designated by *startMsg* and *endMsg* in the currently selected mailbox.

In the *startMsg* parameter, pass an integer value corresponding to the number of the first message in a sequential

range. If you pass a negative number (`startMsg <= 0`), the first message of the mailbox will be used as the beginning of the sequence.

In the `endMsg` parameter, pass an integer value corresponding to the number of the last message to be included in a sequential range. If you pass a negative number (`endMsg <= 0`), the last message of the mailbox will be used as the end of the sequence.

Ergebnis

The function returns a collection of strings (unique IDs).

Beispiel

```
var $transporter : 4D.IMAPTransporter
var $server;$boxInfo;$status : Object
var $mailIds : Collection

$server:=New object
$server.host:="imap.gmail.com" //Mandatory
$server.port:=993
$server.user:="4d@gmail.com"
$server.password:="XXXXXXX"

$transporter:=IMAP New transporter($server)

//select mailbox
$boxInfo:=$transporter.selectBox("inbox")

//get IDs for 5 last messages received
$mailIds:=$transporter.numToID(($boxInfo.mailCount-5);$boxInfo.mailCount)

//delete the messages from the current mailbox
$status:=$transporter.delete($mailIds)
```

.removeFlags()

► History

.removeFlags(`msgIDs` : Collection ; `keywords` : Object) : Object
.removeFlags(`msgIDs` : Text ; `keywords` : Object) : Object
.removeFlags(`msgIDs` : Longint ; `keywords` : Object) : Object

Parameter	Typ		Beschreibung
<code>msgIDs</code>	Collection	->	Collection of strings: Message unique IDs (text) Text: Unique ID of a message Longint (IMAP all): All messages in the selected mailbox
<code>keywords</code>	Objekt	->	Keyword flags to remove
<code>Ergebnis</code>	Objekt	<-	Status of the removeFlags operation

Beschreibung

The `.removeFlags()` function removes flags from the `msgIDs` for the specified `keywords`.

In the `msgIDs` parameter, you can pass either:

- a *collection* containing the unique IDs of specific messages or
- the unique ID (*text*) of a single message or
- the following constant (*longint*) for all messages in the selected mailbox:

Constant	Wert	Kommentar
IMAP all	1	Select all messages in the selected mailbox

The `keywords` parameter lets you pass an object with keyword values for specific flags to remove from `msgIDs`. You can pass any of the following keywords:

Parameter	Typ	Beschreibung
\$draft	Boolean	True to remove the "draft" flag from the message
\$seen	Boolean	True to remove the "seen" flag from the message
\$flagged	Boolean	True to remove the "flagged" flag from the message
\$answered	Boolean	True to remove the "answered" flag from the message
\$deleted	Boolean	True to remove the "deleted" flag from the message

Note that False values are ignored.

Returned object

The function returns an object describing the IMAP status:

Property		Typ	Beschreibung
success		Boolean	True if the operation is successful, False otherwise
statusText		Text	Status message returned by the IMAP server, or last error returned in the 4D error stack
errors		Collection	4D error stack (not returned if a IMAP server response is received)
	[].errcode	Zahl	4D error code
	[].message	Text	Description of the 4D error
	[].componentSignature	Text	Signature of the internal component which returned the error

Beispiel

```
var $options;$transporter;$boxInfo;$status : Object

$options:=New object
$options.host:="imap.gmail.com"
$options.port:=993
$options.user:="4d@gmail.com"
$options.password:="xxxxx"

// Create transporter
$transporter:=IMAP New transporter($options)

// Select mailbox
$boxInfo:=$transporter.selectBox("INBOX")

// Mark all messages from INBOX as unseen
$flags:=New object
$flags["$seen"]:=True
$status:=$transporter.removeFlags(IMAP all;$flags)
```

.renameBox()

► History

.renameBox(*currentName* : Text ; *newName* : Text) : Object

Parameter	Typ		Beschreibung
currentName	Text	->	Name of the current mailbox
newName	Text	->	New mailbox name
Ergebnis	Objekt	<-	Status of the renaming operation

Beschreibung

The `.renameBox()` function changes the name of a mailbox on the IMAP server. Attempting to rename a mailbox from a mailbox name that does not exist or to a mailbox name that already exists will generate an error.

In the `currentName` parameter, pass the name of the mailbox to be renamed.

Pass the new name for the mailbox in the `newName` parameter.

Returned object

The function returns an object describing the IMAP status:

Property		Typ	Beschreibung
success		Boolean	True if the operation is successful, False otherwise
statusText		Text	Status message returned by the IMAP server, or last error returned in the 4D error stack
errors		Collection	4D error stack (not returned if a IMAP server response is received)
	[].errcode	Zahl	4D error code
	[].message	Text	Description of the 4D error
	[].componentSignature	Text	Signature of the internal component which returned the error

Beispiel

To rename your “Invoices” mailbox to “Bills”:

```
var $pw : text
var $options; $transporter; $status : object

$options:=New object

$pw:=Request("Please enter your password:")

If(OK=1) $options.host:="imap.gmail.com"
$options.user:="test@gmail.com"
$options.password:=$pw

$transporter:=IMAP New transporter($options)

// rename mailbox
$status:=$transporter.renameBox("Invoices"; "Bills")

If ($status.success)
  ALERT("Mailbox renaming successful!")
Else
  ALERT("Error: "+$status.statusText)
End if
End if
```

.port

► History

.port : Integer

Beschreibung

The `.port` property contains the port number used for mail transactions. By default, if the `port` property has not been set in the `server` object (used to create the transporter object with `SMTP New transporter`, `POP3 New transporter`, `IMAP New transporter`), the port used is:

- SMTP - 587
- POP3 - 995
- IMAP - 993

.searchMails()

► History

.searchMails(*searchCriteria* : Text) : Collection

Parameter	Typ		Beschreibung
searchCriteria	Text	->	Search criteria
Ergebnis	Collection	<-	Collection of message numbers

Beschreibung

This function is based upon the specification for the [IMAP protocol](#).

The `.searchMails()` function searches for messages that match the given `searchCriteria` in the current mailbox. `searchCriteria` consists of one or more search keys.

`searchCriteria` is a text parameter listing one or more search keys (see [Authorized search-keys](#) below) associated or not with values to look for. A search key may be a single or multiple items. Beispiel:

```
SearchKey1 = FLAGGED  
SearchKey2 = NOT FLAGGED  
SearchKey3 = FLAGGED DRAFT
```

Matching is usually not case-sensitive

- If the `searchCriteria` is a null string, the search will be equivalent to a “select all”.
- If the `searchCriteria` includes multiple search keys, the result is the intersection (AND function) of all the messages that match those keys.

```
searchCriteria = FLAGGED FROM "SMITH"
```

... returns all messages with `FLAGGED` flag set AND sent by Smith.

- You can use the OR or NOT operators as follows:

```
searchCriteria = OR SEEN FLAGGED
```

... returns all messages with `SEEN` flag set OR `FLAGGED` flag set

```
searchCriteria = NOT SEEN
```

... returns all messages with `¥Seen` flag not set.

```
searchCriteria = HEADER CONTENT-TYPE "MIXED" NOT HEADER CONTENT-TYPE "TEXT" ...
```

... returns message whose content-type header contains "Mixed" and does not contain "Text".

```
searchCriteria = HEADER CONTENT-TYPE "E" NOT SUBJECT "o" NOT HEADER CONTENT-TYPE "MIXED"
```

... returns message whose content-type header contains " e " and whose Subject header does not contain " o " and whose content-type header is not " Mixed ".

As concerns the last two examples, notice that the result of the search is different when you remove the parentheses of the first search key list.

- The `searchCriteria` may include the optional [CHARSET] specification. This consists of the "CHARSET" word followed by a registered [CHARSET] (US ASCII, ISO-8859). It indicates the charset of the `searchCriteria` string. Therefore, you must convert the `searchCriteria` string into the specified charset if you use the [CHARSET] specification (see the `CONVERT FROM TEXT` or `Convert to text` commands). By default, 4D encodes in Quotable Printable the `searchCriteria` string if it contains extended characters.

```
searchCriteria = CHARSET "ISO-8859" BODY "Help"
```

... means the search criteria uses the charset iso-8859 and the server will have to convert the search criteria before searching, if necessary.

Search value types

Search-keys may request the value to search for:

- Search-keys with a date value: the date is a string that must be formatted as follows: `date-day+"-"+date-month+"-"+date-year` where date-day indicates the number of the day of the month (max. 2 characters), date-month indicates the name of the month (Jan/Feb/Mar/Apr/May/Jun/Jul/Aug/Sep/Oct/Dec) and date-year indicates the year (4 characters). Example: `searchCriteria = SENTBEFORE 1-Feb-2020` (a date does not usually need to be quoted since it does not contain any special characters)
- Search-keys with a string value: the string may contain any character and must be quoted. If the string does not contain any special characters, like the space character for instance, it does not need to be quoted. Quoting such strings will ensure that your string value will be correctly interpreted. Example: `searchCriteria = FROM "SMITH"` For all search keys that use strings, a message matches the key if the string is a substring of the field. Matching is not case-sensitive.
- Search-keys with a field-name value: the field-name is the name of a header field. Example: `searchCriteria = HEADER CONTENT-TYPE "MIXED"`
- Search-keys with a flag value: the flag may accept one or several keywords (including standard flags), separated by spaces. Example: `searchCriteria = KEYWORD \Flagged \Draft`
- Search-keys with a message set value: Identifies a set of messages. For message sequence numbers, these are consecutive numbers from 1 to the total number of messages in the mailbox. A comma delimits individual numbers; a colon delimits between two numbers inclusive. Examples: `2,4:7,9,12:*` is `2,4,5,6,7,9,12,13,14,15` for a mailbox with 15 messages. `searchCriteria = 1:5 ANSWERED` search in message selection from message sequence number 1 to 5 for messages which have the `¥Answered` flag set. `searchCriteria= 2,4 ANSWERED` search in the message selection (message numbers 2 and 4) for messages which have the `¥Answered` flag set.

Authorized search-keys

ALL: All messages in the mailbox.
 ANSWERED: Messages with the ¥Answered flag set.
 UNANSWERED: Messages that do not have the ¥Answered flag set.
 DELETED: Messages with the ¥Deleted flag set.
 UNDELETED: Messages that do not have the ¥Deleted flag set.
 DRAFT: Messages with the ¥Draft flag set.
 UNDRAFT: Messages that do not have the ¥Draft flag set.
 FLAGGED: Messages with the ¥Flagged flag set.
 UNFLAGGED: Messages that do not have the ¥Flagged flag set.
 RECENT: Messages that have the ¥Recent flag set.
 OLD: Messages that do not have the ¥Recent flag set.
 SEEN: Messages that have the ¥Seen flag set.
 UNSEEN: Messages that do not have the ¥Seen flag set.
 NEW: Messages that have the ¥Recent flag set but not the ¥Seen flag. This is functionally equivalent to "(RECENT UNSEEN)".
 KEYWORD ***flag**: Messages with the specified keyword set.
 UNKEYWORD ***flag**: Messages that do not have the specified keyword set.
 BEFORE ***date**: Messages whose internal date is earlier than the specified date.
 ON ***date**: Messages whose internal date is within the specified date.
 SINCE ***date**: Messages whose internal date is within or later than the specified date.
 SENTBEFORE ***date**: Messages whose Date header is earlier than the specified date.
 SENTON ***date**: Messages whose Date header is within the specified date.
 SENTSINCE ***date**: Messages whose Date header is within or later than the specified date.
 TO ***string**: Messages that contain the specified string in the TO header.
 FROM ***string**: Messages that contain the specified string in the FROM header.
 CC ***string**: Messages that contain the specified string in the CC header.
 BCC ***string**: Messages that contain the specified string in the BCC header.
 SUBJECT ***string**: Messages that contain the specified string in the Subject header.
 BODY ***string**: Messages that contain the specified string in the message body.
 TEXT ***string**: Messages that contain the specified string in the header or in the message body.
 HEADER *field-name* ***string**: Messages that have a header with the specified field-name and that contain the specified string in the field-body.
 UID ***message-UID**: Messages with unique identifiers corresponding to the specified unique identifier set.
 LARGER ***n**: Messages with a size larger than the specified number of bytes.
 SMALLER ***n**: Messages with a size smaller than the specified number of bytes.
 NOT ***search-key**: Messages that do not match the specified search key.
 OR *search-key1* *search-key2******: Messages that match either search key.

.selectBox()

► History

`.selectBox(name : Text { ; state : Integer }) : Object`

Parameter	Typ		Beschreibung
<i>name</i>	Text	->	Name of the mailbox
<i>state</i>	Ganzzahl	->	Mailbox access status
Ergebnis	Objekt	<-	boxInfo object

Beschreibung

The `.selectBox()` function selects the *name* mailbox as the current mailbox. This function allows you to retrieve information about the mailbox.

To get the information from a mailbox without changing the current mailbox, use `.getBoxInfo()`.

In the *name* parameter, pass the name of the mailbox to access. The name represents an unambiguous left-to-right hierarchy with levels separated by a specific delimiter character. The delimiter can be found with the `.getDelimiter()` function.

The optional `state` parameter defines the type of access to the mailbox. The possible values are:

Constant	Wert	Kommentar
IMAP read only state	1	The selected mailbox is accessed with read only privileges. Messages with a "recent" flag (indicating new messages) remain unchanged.
IMAP read write state	0	The selected mailbox is accessed with read and write privileges. Messages are considered "seen" and lose the "recent" flag (indicating new messages). (Default value)

- The function generates an error and returns Null if `name` designates a non-existing mailbox.
- If there is no open connection, `.selectBox()` will open a connection.
- If the connection has not been used since the designated connection delay (see `IMAP New transporter`), the `.checkConnection()` function is automatically called.

Returned object

The `boxInfo` object returned contains the following properties:

Property	Typ	Beschreibung
<code>name</code>	Text	Name of the mailbox
<code>mailCount</code>	number	Number of messages in the mailbox
<code>mailRecent</code>	number	Number of messages with the "recent" flag

Beispiel

```
var $server; $boxinfo : Object
$server:=New object
$server.host:="imap.gmail.com" //Mandatory
$server.user:="4d@gmail.com"
$server.password:="XXXXXXXX"

var $transporter : 4D.IMAPTransporter
$transporter:=IMAP New transporter($server)
$boxInfo:=$transporter.selectBox("INBOX")
```

.subscribe()

► History

`.subscribe(name : Text) : Object`

Parameter	Typ		Beschreibung
<code>name</code>	Text	->	Name of the mailbox
Ergebnis	Objekt	<-	Status of the subscribe operation

Beschreibung

The `.subscribe()` function allows adding or removing of the specified mailbox to/from the IMAP server's set of "subscribed" mailboxes. As such, you can choose to narrow down a large list of available mailboxes by subscribing to those you usually want to see.

In the `name` parameter, pass the name of the mailbox to add (subscribe) to your "subscribed" mailboxes.

Returned object

The function returns an object describing the IMAP status:

Property		Typ	Beschreibung
success		Boolean	True if the operation is successful, False otherwise
statusText		Text	Status message returned by the IMAP server, or last error returned in the 4D error stack
errors		Collection	4D error stack (not returned if a IMAP server response is received)
	[].errcode	Zahl	4D error code
	[].message	Text	Description of the 4D error
	[].componentSignature	Text	Signature of the internal component which returned the error

Beispiel

To subscribe to the "Atlas Corp" mailbox in the "Bills" hierarchy:

```

var $pw; $name : text
var $options; $transporter; $status : object

$options:=New object

$pw:=Request("Please enter your password:")

If(OK=1) $options.host:="imap.gmail.com"
$options.user:="test@gmail.com"
$options.password:=$pw

$transporter:=IMAP New transporter($options)

$name:="Bills"+$transporter.getDelimiter()+"Atlas Corp"
$status:=$transporter.subscribe($name)

If ($status.success)
  ALERT("Mailbox subscription successful!")
Else
  ALERT("Error: "+$status.statusText)
End if
End if

```

.unsubscribe()

► History

.unsubscribe(*name* : Text) : Object

Parameter	Typ		Beschreibung
name	Text	->	Name of the mailbox
Ergebnis	Objekt	<-	Status of the unsubscribe operation

Beschreibung

The `.unsubscribe()` function removes a mailbox from a set of subscribed mailboxes. This allows you reduce the number of mailboxes you usually see.

In the `name` parameter, pass the name of the mailbox to remove (unsubscribe) from your active mailboxes.

Returned object

The function returns an object describing the IMAP status:

Property		Typ	Beschreibung
success		Boolean	True if the operation is successful, False otherwise
statusText		Text	Status message returned by the IMAP server, or last error returned in the 4D error stack
errors		Collection	4D error stack (not returned if a IMAP server response is received)
	[].errcode	Zahl	4D error code
	[].message	Text	Description of the 4D error
	[].componentSignature	Text	Signature of the internal component which returned the error

Beispiel

To unsubscribe from the "Atlas Corp" mailbox in the "Bills" hierarchy:

```

var $pw; $name : text
var $options; $transporter; $status : object

$options:=New object

$pw:=Request("Please enter your password:")

If(OK=1) $options.host:="imap.gmail.com"
$options.user:="test@gmail.com"
$options.password:=$pw

$transporter:=IMAP New transporter($options)

$name:="Bills"+$transporter.getDelimiter()+"Atlas Corp"
$status:=$transporter.unsubscribe($name)

If ($status.success)
  ALERT("Mailbox unsubscription successful!")
Else
  ALERT("Error: "+$status.statusText)
End if
End if

```

.user

► History
.user : Text

Beschreibung

The `.user` property contains the user name used for authentication on the mail server.

MailAttachment

Attachment objects allow referencing files within a `Email` object. Attachment objects are created using the `MAIL New attachment` command.

Attachment Object

Attachment objects provide the following read-only properties and functions:

<code>.cid : Text</code>	the ID of the attachment
<code>.disposition : Text</code>	the value of the <code>Content-Disposition</code> header
<code>.getContent() : 4D.Blob</code>	returns the contents of the attachment object in a <code>4D.Blob</code> object
<code>.name : Text</code>	the name and extension of the attachment
<code>.path : Text</code>	the POSIX path of the attachment file, if it exists
<code>.platformPath : Text</code>	the path of the attachment file expressed with the current platform syntax
<code>.type : Text</code>	the <code>content-type</code> of the attachment file

MAIL New attachment

► History

```
MAIL New attachment( file : 4D.File { ; name : Text {; cid : Text{ ; type : Text { ; disposition :Text } } } } ) :  
4D.MailAttachment  
MAIL New attachment( zipFile : 4D.ZipFile { ; name : Text {; cid : Text{ ; type : Text { ; disposition :Text } } } } ) :  
4D.MailAttachment  
MAIL New attachment( blob : 4D.Blob { ; name : Text {; cid : Text{ ; type : Text { ; disposition :Text } } } } ) :  
4D.MailAttachment  
MAIL New attachment( path : Text { ; name : Text {; cid : Text{ ; type : Text { ; disposition :Text } } } } ) :  
4D.MailAttachment
```

Parameter	Typ		Beschreibung
file	4D.File	->	Attachment file
zipFile	4D.ZipFile	->	Attachment Zipfile
blob	4D.Blob	->	BLOB containing the attachment
path	Text	->	Path of the attachment file
name	Text	->	Name + extension used by the mail client to designate the attachment
cid	Text	->	ID of attachment (HTML messages only), or " " if no cid is required
type	Text	->	Value of the content-type header
disposition	Text	->	Value of the content-disposition header: "inline" or "attachment".
Ergebnis	4D.MailAttachment	<-	Attachment object

Beschreibung

The `MAIL New attachment` command allows you to create an attachment object that you can add to an [Email object](#).

To define the attachment, you can use:

- a `file`, pass a `4D.File` object containing the attachment file.
- a `zipfile`, pass a `4D.ZipFile` object containing the attachment file.
- a `blob`, pass a `4D.Blob` object containing the attachment itself.
- a `path`, pass a text value containing the path of the attachment file, expressed with the system syntax. You can pass a full path name or a simple file name (in which case 4D will search for the file in the same directory as the project file).

The optional `name` parameter lets you pass the name and extension to be used by the mail client to designate the attachment. If `name` is omitted and:

- you passed a file path, the name and extension of the file is used,
- you passed a BLOB, a random name without extension is automatically generated.

The optional `cid` parameter lets you pass an internal ID for the attachment. This ID is the value of the `Content-ID` header, it will be used in HTML messages only. The `cid` associates the attachment with a reference defined in the message body using an HTML tag such as `\`. This means that the contents of the attachment (e.g., a picture) should be displayed within the message on the mail client. The final result may vary depending on the mail client. You can pass an empty string in `cid` if you do not want to use this parameter.

You can use the optional `type` parameter to explicitly set the `content-type` of the attachment file. For example, you can pass a string defining a MIME type ("video/mpeg"). This content-type value will be set for the attachment, regardless of its extension. For more information about MIME types, please refer to the [MIME type page on Wikipedia](#).

By default, if the `type` parameter is omitted or contains an empty string, the `content-type` of the attachment file is based on its extension. The following rules are applied for the main MIME types:

Extension	Content Type
jpg, jpeg	image/jpeg
png	image/png
gif	image/gif
pdf	application/pdf
doc	application/msword
xls	application/vnd.ms-excel
ppt	application/vnd.ms-powerpoint
zip	application/zip
gz	application/gzip
json	application/json
js	application/javascript
ps	application/postscript
xml	application/xml
htm, html	text/html
mp3	audio/mpeg
other	application/octet-stream

The optional *disposition* parameter lets you pass the `content-disposition` header of the attachment. You can pass one of the following constants from the "Mail" constant theme:

Constant	Wert	Kommentar
mail disposition attachment	"attachment"	Set the Content-disposition header value to "attachment", which means that the attachment file must be provided as a link in the message.
mail disposition inline	"inline"	Set the Content-disposition header value to "inline", which means that the attachment must be rendered within the message contents, at the "cid" location. The rendering depends on the mail client.

By default, if the *disposition* parameter is omitted:

- if the *cid* parameter is used, the `Content-disposition` header is set to "inline",
- if the *cid* parameter is not passed or empty, the `Content-disposition` header is set to "attachment".

Beispiel 1

You want to send an email with a user-selected file as an attachment and an image embedded in the HTML body:

```

$doc:=Select document("", "*"; "Please select a file to attach"; 0)
If (OK=1) //If a document was selected

C_OBJECT($email;$server;$transporter)

$server:=New object
$server.host:="smtp.mail.com"
$server.user:="test_user@mail.com"
$server.password:="p@ssw@rd"
$transporter:=SMTP New transporter($server)

$email:=New object
$email.from:="test_user@mail.com"
$email.to:="test_user@mail.com"
$email.subject:="This is a test message with attachments"

//add a link to download file
$email.attachments:=New collection(MAIL New attachment(Document))
//insert an inline picture (use a cid)
$email.attachments[1]:=MAIL New attachment("c:\\\\Pictures\\\\4D.jpg";"";"4D")

$email.htmlBody:="<html>" + \
"<body>Hello World!" + \
"<img src='cid:4D' >" + \
"</body>" + \
"</head>" + \
"</html>"

$transporter.send($email) //send mail

```

End if

Beispiel 2

You want to send an email with a 4D Write Pro area as an attachment:

```

C_BLOB($blob)
WP EXPORT VARIABLE(WPArea;$blob;wk docx)

C_OBJECT($email;$server;$transporter)

$server:=New object
$server.host:="smtp.mail.com"
$server.user:="user@mail.com"
$server.password:="p@ssw@rd"
$transporter:=SMTP New transporter($server)

$email:=New object
$email.from:="user@mail.com"
$email.to:="customer@mail.com"
$email.subject:="New annual report"
$email.textBody:="Please find enclosed our latest annual report."
$email.attachments:=New collection(MAIL New attachment($blob;"Annual report.docx"))

$transporter.send($email)

```

4D.MailAttachment.new()

► History

4D.MailAttachment.new(*file* : 4D.File { ; *name* : Text { ; *cid* : Text{ ; *type* : Text { ; *disposition* :Text } } } }) :

```

4D.MailAttachment
4D.MailAttachment.new( zipFile : 4D.ZipFile { ; name : Text {; cid : Text{ ; type : Text { ; disposition :Text } } } } ) :
4D.MailAttachment
4D.MailAttachment.new( blob : 4D.Blob { ; name : Text {; cid : Text{ ; type : Text { ; disposition :Text } } } } ) :
4D.MailAttachment
4D.MailAttachment.new( path : Text { ; name : Text {; cid : Text{ ; type : Text { ; disposition :Text } } } } ) :
4D.MailAttachment

```

Parameter	Typ		Beschreibung
file	4D.File	->	Attachment file
zipFile	4D.ZipFile	->	Attachment Zipfile
blob	4D.Blob	->	BLOB containing the attachment
path	Text	->	Path of the attachment file
name	Text	->	Name + extension used by the mail client to designate the attachment
cid	Text	->	ID of attachment (HTML messages only), or " " if no cid is required
type	Text	->	Value of the content-type header
disposition	Text	->	Value of the content-disposition header: "inline" or "attachment".
Ergebnis	4D.MailAttachment	<-	Attachment object

Beschreibung

The `4D.MailAttachment.new()` function creates and returns a new object of the `4D.MailAttachment` type. It is identical to the `MAIL New attachment` command (shortcut).

.cid

`.cid` : Text

Beschreibung

The `.cid` property contains the ID of the attachment. This property is used in HTML messages only. If this property is missing, the file is handled as a simple attachment (link).

.disposition

`.disposition` : Text

Beschreibung

The `.disposition` property contains the value of the `Content-Disposition` header. Two values are available:

- "inline": the attachment is rendered within the message contents, at the "cid" location. The rendering depends on the mail client.
- "attachment": the attachment is provided as a link in the message.

.getContent()

`.getContent()` : 4D.Blob

Parameter	Typ		Beschreibung
Ergebnis	4D.Blob	<-	Content of the attachment

Beschreibung

The `.getContent()` function returns the contents of the attachment object in a `4D.Blob` object. You can use this method with attachment objects received by the [MAIL Convert from MIME](#) command.

.name

`.name` : Text

Beschreibung

The `.name` property contains the name and extension of the attachment. By default, it is the name of the file, unless another name was specified in the [MAIL New attachment](#) command.

.path

`.path` : Text

Beschreibung

The `.path` property contains the POSIX path of the attachment file, if it exists.

.platformPath

► History

`.platformPath` : Text

Beschreibung

The `.platformPath` property returns the path of the attachment file expressed with the current platform syntax.

.type

`.type` : Text

Beschreibung

The `.type` property contains the `content-type` of the attachment file. If this type is not explicitly passed to the [MAIL New attachment](#) command, the `content-type` is based on its file extension.

POP3Transporter

The `POP3Transporter` class allows you to retrieve messages from a POP3 email server.

POP3 Transporter object

POP3 Transporter objects are instantiated with the [POP3 New transporter](#) command. They provide the following properties and functions:

<code>.acceptUnsecureConnection : Boolean</code>	True if 4D is allowed to establish an unencrypted connection
<code>.authenticationMode : Text</code>	the authentication mode used to open the session on the mail server
<code>.checkConnection() : Object</code>	checks the connection using information stored in the transporter object
<code>.connectionTimeOut : Integer</code>	the maximum wait time (in seconds) allowed to establish a connection to the server
<code>.delete(msgNumber : Integer)</code>	flags the <i>msgNumber</i> email for deletion from the POP3 server
<code>.getBoxInfo() : Object</code>	returns a <code>boxInfo</code> object corresponding to the mailbox designated by the <code>POP3 transporter</code>
<code>.getMail(msgNumber : Integer) : Object</code>	returns the <code>Email</code> object corresponding to the <i>msgNumber</i> in the mailbox designated by the <code>POP3 transporter</code>
<code>.getMailInfo(msgNumber : Integer) : Object</code>	returns a <code>mailInfo</code> object corresponding corresponding to the <i>msgNumber</i> in the mailbox designated by the <code>POP3 transporter</code>
<code>.getMailInfoList() : Collection</code>	returns a collection of <code>mailInfo</code> objects describing all messages in the mailbox designated by the <code>POP3 transporter</code>
<code>.getMIMEAsBlob(msgNumber : Integer) : Blob</code>	returns a BLOB containing the MIME contents for the message corresponding to the <i>msgNumber</i> in the mailbox designated by the <code>POP3 transporter</code>
<code>.host : Text</code>	the name or the IP address of the host server
<code>.logFile : Text</code>	the path of the extended log file defined (if any) for the mail connection
<code>.port : Integer</code>	the port number used for mail transactions
<code>.undeleteAll()</code>	removes all delete flags set on the emails in the <code>POP3_transporter</code>
<code>.user : Text</code>	the user name used for authentication on the mail server

POP3 New transporter

► History

POP3 New transporter(*server* : Object) : 4D.POP3Transporter

Parameter	Typ		Beschreibung
server	object	->	Mail server information
Ergebnis	4D.POP3Transporter	<-	POP3 transporter object

Beschreibung

The `POP3 New transporter` command configures a new POP3 connection according to the `server` parameter and returns a new [POP3 transporter](#) object. The returned transporter object will then usually be used to receive emails.

In the `server` parameter, pass an object containing the following properties:

server	Default value (if omitted)
<code>.acceptUnsecureConnection : Boolean</code> True if 4D is allowed to establish an unencrypted connection	Falsch
<code>.accessTokenOAuth2 : Text</code> <code>.accessTokenOAuth2 : Object</code> Text string or token object representing OAuth2 authorization credentials. Used only with <code>OAUTH2 authenticationMode</code> . If <code>accessTokenOAuth2</code> is used but <code>authenticationMode</code> is omitted, the OAuth 2 protocol is used (if allowed by the server). Not returned in SMTP transporter object.	none
<code>.authenticationMode : Text</code> the authentication mode used to open the session on the mail server	the most secure authentication mode supported by the server is used
<code>.connectionTimeOut : Integer</code> the maximum wait time (in seconds) allowed to establish a connection to the server	30
<code>.host : Text</code> the name or the IP address of the host server	<i>mandatory</i>
<code>.logFile : Text</code> the path of the extended log file defined (if any) for the mail connection	none
<code>.password : Text</code> User password for authentication on the server. Not returned in SMTP transporter object.	none
<code>.port : Integer</code> the port number used for mail transactions	995
<code>.user : Text</code> the user name used for authentication on the mail server	none

Ergebnis

The function returns a [POP3 transporter object](#). All returned properties are read-only.

The POP3 connection is automatically closed when the transporter object is destroyed.

Beispiel

```

var $server : Object
$server:=New object
$server.host:="pop.gmail.com" //Mandatory
$server.port:=995
$server.user:="4d@gmail.com"
$server.password:="XXXXXXXX"
$server.logFile:="LogTest.txt" //log to save in the Logs folder

var $transporter : 4D.POP3Transporter
$transporter:=POP3 New transporter($server)

$status:=$transporter.checkConnection()
If(Not($status.success))
    ALERT("An error occurred receiving the mail: "+$status.statusText)
End if

```

4D.POP3Transporter.new()

4D.POP3Transporter.new(*server* : Object) : 4D.POP3Transporter

Parameter	Typ		Beschreibung
server	Objekt	->	Mail server information
Ergebnis	4D.POP3Transporter	<-	POP3 transporter object

Beschreibung

The `4D.POP3Transporter.new()` function creates and returns a new object of the `4D.POP3Transporter` type. It is identical to the `POP3 New transporter` command (shortcut).

.acceptUnsecureConnection

► History

`.acceptUnsecureConnection` : Boolean

Beschreibung

The `.acceptUnsecureConnection` property contains True if 4D is allowed to establish an unencrypted connection when encrypted connection is not possible.

It contains False if unencrypted connections are unallowed, in which case an error is returned when encrypted connection is not possible.

Available secured ports are:

- SMTP
 - 465: SMTPS
 - 587 or 25: SMTP with STARTTLS upgrade if supported by the server.
- IMAP
 - 143: IMAP non-encrypted port
 - 993: IMAP with STARTTLS upgrade if supported by the server
- POP3
 - 110: POP3 non-encrypted port
 - 995: POP3 with STARTTLS upgrade if supported by the server.

.authenticationMode

► History

.authenticationMode : Text

Beschreibung

The `.authenticationMode` property contains the authentication mode used to open the session on the mail server.

By default, the most secured mode supported by the server is used.

Possible values are:

Wert	Konstanten	Kommentar
APOP	POP3 authentication APOP	Authentication using APOP protocol (POP3 only)
CRAM-MD5	POP3 authentication CRAM-MD5	Authentication using CRAM-MD5 protocol
LOGIN	POP3 authentication login	Authentication using LOGIN protocol
OAuth2	POP3 authentication OAuth2	Authentication using OAuth2 protocol
PLAIN	POP3 authentication plain	Authentication using PLAIN protocol

.checkConnection()

► History

.checkConnection() : Object

Parameter	Typ		Beschreibung
Ergebnis	Objekt	<-	Status of the transporter object connection

Beschreibung

The `.checkConnection()` function checks the connection using information stored in the transporter object, recreates the connection if necessary, and returns the status. This function allows you to verify that the values provided by the user are valid and consistent.

Returned object

The function sends a request to the mail server and returns an object describing the mail status. This object can contain the following properties:

Property		Typ	Beschreibung
success		Boolean	True if the check is successful, False otherwise
status		number	(SMTP only) Status code returned by the mail server (0 in case of an issue unrelated to the mail processing)
statusText		Text	Status message returned by the mail server, or last error returned in the 4D error stack
errors		collection	4D error stack (not returned if a mail server response is received)
	[].errCode	number	4D error code
	[].message	Text	Description of the 4D error
	[].componentSignature	Text	Signature of the internal component which returned the error

Beispiel

```

var $pw : Text
var $options : Object
$options:=New object

$pw:=Request("Please enter your password:")
if(OK=1)
    $options.host:="pop3.gmail.com"

$options.user:="test@gmail.com"
$options.password:=$pw

$transporter:=POP3 New transporter($options)

$status:=$transporter.checkConnection()
If($status.success)
    ALERT("POP3 connection check successful!")
Else
    ALERT("Error: "+$status.statusText)
End if
End if

```

.connectionTimeOut

► History

.connectionTimeOut : Integer

Beschreibung

The `.connectionTimeOut` property contains the maximum wait time (in seconds) allowed to establish a connection to the server. By default, if the property has not been set in the server object (used to create the transporter object with `SMTP New transporter`, `POP3 New transporter`, or `IMAP New transporter`), the value is 30.

.delete()

► History

.delete(*msgNumber* : Integer)

Parameter	Typ		Beschreibung
<i>msgNumber</i>	Ganzzahl	->	Number of the message to delete

Beschreibung

The `.delete()` function flags the *msgNumber* email for deletion from the POP3 server.

In the *msgNumber* parameter, pass the number of the email to delete. This number is returned in the `number` property by the `.getMailInfoList()` method.

Executing this method does not actually remove any email. The flagged email will be deleted from the POP3 server only when the `POP3_transporter` object (created with `POP3 New transporter`) is destroyed. The flag could be also be removed using the `.undeleteAll()` method.

If the current session unexpectedly terminates and the connection is closed (e.g., timeout, network failure, etc.), an error message is generated and messages marked for deletion will remain on the POP3 server.

Beispiel

```

$mailInfoList:=$POP3_transporter.getMailInfoList()
For each($mailInfo;$mailInfoList)
    // Mark your mail as "to be deleted at the end of the session"
    $POP3_transporter.delete($mailInfo.number)
End for each
    // Force the session closure to delete the mails marked for deletion
CONFIRM("Selected messages will be deleted.;";"Delete";"Undo")
If(OK=1) //deletion confirmed
    $POP3_transporter:=Null
Else
    $POP3_transporter.undeleteAll() //remove deletion flags
End if

```

.getBoxInfo()

► History

.getBoxInfo() : Object

Parameter	Typ		Beschreibung
Ergebnis	Objekt	<-	boxInfo object

Beschreibung

The `.getBoxInfo()` function returns a `boxInfo` object corresponding to the mailbox designated by the `POP3 transporter`. This function allows you to retrieve information about the mailbox.

The `boxInfo` object returned contains the following properties:

Property	Typ	Beschreibung
mailCount	Zahl	Number of messages in the mailbox
size	Zahl	Message size in bytes

Beispiel

```

var $server; $boxinfo : Object

$server:=New object
$server.host:="pop.gmail.com" //Mandatory
$server.port:=995
$server.user:="4d@gmail.com"
$server.password:="XXXXXXXX"

$transporter:=POP3 New transporter($server)

//mailbox info
$boxInfo:=$transporter.getBoxInfo()
ALERT("The mailbox contains "+String($boxInfo.mailCount)+" messages.")

```

.getMail()

► History

.getMail(*msgNumber* : Integer) : Object

Parameter	Typ		Beschreibung
msgNumber	Ganzzahl	->	Number of the message in the list
Ergebnis	Objekt	<-	Email object

Beschreibung

The `.getMail()` function returns the `Email` object corresponding to the `msgNumber` in the mailbox designated by the `POP3 transporter`. This function allows you to locally handle the email contents.

Pass in `msgNumber` the number of the message to retrieve. This number is returned in the `number` property by the `.getMailInfoList()` function.

The method returns Null if:

- `msgNumber` designates a non-existing message,
- the message was marked for deletion using `.delete()`.

Returned object

`.getMail()` returns an `Email object`.

Beispiel

You want to know the sender of the first mail of the mailbox:

```
var $server; $transporter : Object
var $mailInfo : Collection
var $sender : Variant

$server:=New object
$server.host:="pop.gmail.com" //Mandatory
$server.port:=995
$server.user:="4d@gmail.com"
$server.password:="XXXXXXXX"

$transporter:=POP3 New transporter($server)

$mailInfo:=$transporter.getMailInfoList()
$sender:=$transporter.getMail($mailInfo[0].number).from
```

.getMailInfo()

► History

`getMailInfo(msgNumber : Integer) : Object`

Parameter	Typ		Beschreibung
msgNumber	Ganzzahl	->	Number of the message in the list
Ergebnis	Objekt	<-	mailInfo object

Beschreibung

The `.getMailInfo()` function returns a `mailInfo` object corresponding to the `msgNumber` in the mailbox designated by the `POP3 transporter`. This function allows you to retrieve information about the email.

In `msgNumber`, pass the number of the message to retrieve. This number is returned in the `number` property by the `.getMailInfoList()` method.

The `mailInfo` object returned contains the following properties:

Property	Typ	Beschreibung
size	Zahl	Message size in bytes
id	Text	Unique ID of the message

The method returns Null if:

- *msgNumber* designates a non-existing message,
- the message was marked for deletion using `.delete()`.

Beispiel

```
var $server; $mailInfo : Object
var $mailNumber : Integer

$server.host:="pop.gmail.com" //Mandatory
$server.port:=995
$server.user:="4d@gmail.com"
$server.password:="XXXXXXXX"

var $transporter : 4D.POP3Transporter
$transporter:=POP3 New transporter($server)

//message info
$mailInfo:=$transporter.getMailInfo(1) //get the first mail
If($mailInfo #Null)
  ALERT("First mail size is:"+String($mailInfo.size)+" bytes.")
End if
```

.getMailInfoList()

► History

.getMailInfoList() : Collection

Parameter	Typ		Beschreibung
Ergebnis	Collection	<-	Collection of <code>mailInfo</code> objects

Beschreibung

The `.getMailInfoList()` function returns a collection of `mailInfo` objects describing all messages in the mailbox designated by the `POP3 transporter`. This function allows you to locally manage the list of messages located on the POP3 mail server.

Each `mailInfo` object in the returned collection contains the following properties:

Property	Typ	Beschreibung
[].size	Zahl	Message size in bytes
[].number	Zahl	Message number
[].id	Text	Unique ID of the message (useful if you store the message locally)

If the mailbox does not contain a message, an empty collection is returned.

number and ID properties

number is the number of a message in the mailbox at the time the `POP3_transporter` was created. The *number* property is not a static value in relation to any specific message and will change from session to session dependent on its relation to other messages in the mailbox at the time the session was opened. The numbers assigned to the

messages are only valid during the lifetime of the `POP3_transporter`. At the time the `POP3_transporter` is deleted any message marked for deletion will be removed. When the user logs back into the server, the current messages in the mailbox will be renumbered from 1 to x.

The *id* however is a unique number assigned to the message when it was received by the server. This number is calculated using the time and date that the message is received and is a value assigned by your POP3 server. Unfortunately, POP3 servers do not use the *id* as the primary reference to their messages. Throughout the POP3 sessions you will need to specify the *number* as the reference to messages on the server. Developers may need to take some care if developing solutions which bring references to messages into a database but leave the body of the message on the server.

Beispiel

You want to know the total number and size of emails in the mailbox:

```
var $server : Object
$server:=New object
$server.host:="pop.gmail.com" //Mandatory
$server.port:=995
$server.user:="4d@gmail.com"
$server.password:="XXXXXXXX"

var $transporter : 4D.POP3Transporter
$transporter:=POP3 New transporter($server)

C_COLLECTION($mailInfo)
C_LONGINT($vNum;$vSize)

$mailInfo:=$transporter.getMailInfoList()
$vNum:=$mailInfo.length
$vSize:=$mailInfo.sum("size")

ALERT("The mailbox contains "+String($vNum)+" message(s) for "+String($vSize)+" bytes.")
```

.getMIMEAsBlob()

► History

`.getMIMEAsBlob(msgNumber : Integer) : Blob`

Parameter	Typ		Beschreibung
msgNumber	Ganzzahl	->	Number of the message in the list
Ergebnis	Blob	<-	Blob of the MIME string returned from the mail server

Beschreibung

The `.getMIMEAsBlob()` function returns a BLOB containing the MIME contents for the message corresponding to the *msgNumber* in the mailbox designated by the `POP3_transporter`.

In *msgNumber*, pass the number of the message to retrieve. This number is returned in the *number* property by the `.getMailInfoList()` method.

The method returns an empty BLOB if:

- *msgNumber* designates a non-existing message,
- the message was marked for deletion using `.delete()`.

Returned BLOB

`.getMIMEAsBlob()` returns a `BLOB` which can be archived in a database or converted to an `Email` object with the `MAIL Convert from MIME` command.

Beispiel

You want to know the total number and size of emails in the mailbox:

```
var $server : Object
var $mailInfo : Collection
var $blob : Blob
var $transporter : 4D.POP3Transporter

$server:=New object
$server.host:="pop.gmail.com"
$server.port:=995
$server.user:="4d@gmail.com"
$server.password:="XXXXXXXX"

$transporter:=POP3 New transporter($server)

$mailInfo:=$transporter.getMailInfoList()
$blob:=$transporter.getMIMEAsBlob($mailInfo[0].number)
```

.host

► History

.host : Text

Beschreibung

The `.host` property contains the name or the IP address of the host server. Used for mail transactions (SMTP, POP3, IMAP).

.logFile

► History

.logFile : Text

Beschreibung

The `.logFile` property contains the path of the extended log file defined (if any) for the mail connection. It can be relative (to the current Logs folder) or absolute.

Unlike regular log files (enabled via the `SET DATABASE PARAMETER` command), extended log files store MIME contents of all sent mails and do not have any size limit. For more information about extended log files, refer to:

- SMTP connections - [4DSMTPLog.txt](#)
- POP3 connections - [4DPOP3Log.txt](#)
- IMAP connections - [4DIMAPLog.txt](#)

.port

► History

.port : Integer

Beschreibung

The `.port` property contains the port number used for mail transactions. By default, if the `port` property has not been set in the `server` object (used to create the transporter object with `SMTP New transporter`, `POP3 New transporter`, `IMAP New transporter`), the port used is:

- SMTP - 587
- POP3 - 995

- IMAP - 993

.undeleteAll()

► History

.undeleteAll() | Parameter | Typ | | Beschreibung | | ----- | --- |::| ----- | | | | Does not require any parameters |

Beschreibung

The `.undeleteAll()` function removes all delete flags set on the emails in the [POP3_transporter](#).

.user

► History

.user : Text

Beschreibung

The `.user` property contains the user name used for authentication on the mail server.

Session

Session objects are returned by the `Session` command when [scalable sessions are enabled in your project](#). The Session object is automatically created and maintained by the 4D web server to control the session of a web client (e.g. a browser). This object provides the web developer with an interface to the user session, allowing to manage privileges, store contextual data, share information between processes, and launch session-related preemptive processes.

For detailed information about the session implementation, please refer to the [web server Sessions](#) section.

Summary

<code>.clearPrivileges()</code>	removes all the privileges associated to the session
<code>.expirationDate : Text</code>	the expiration date and time of the session cookie
<code>.hasPrivilege(privilege : Text) : Boolean</code>	returns True if the privilege is associated to the session, and False otherwise
<code>.idleTimeout : Integer</code>	the inactivity session timeout (in minutes), after which the session is automatically closed by 4D
<code>.isGuest() : Boolean</code>	returns True if the session is a Guest session (i.e. it has no privileges)
<code>.setPrivileges(privilege : Text)</code> <code>.setPrivileges(privileges : Collection)</code> <code>.setPrivileges(settings : Object)</code>	associates the privilege(s) defined in the parameter to the session
<code>.storage : Object</code>	a shared object that can be used to store information available to all requests of the web client
<code>.userName : Text</code>	the user name associated to the session

Session

► History

Session : 4D.Session

Parameter	Typ		Beschreibung
Ergebnis	4D.Session	<-	Session object

Beschreibung

The `Session` command returns the `Session` object corresponding to the current scalable user web session.

This command only works when [scalable sessions are enabled](#). It returns `Null` when sessions are disabled or when legacy sessions are used.

When scalable sessions are enabled, the `Session` object is available from any web processes in the following contexts:

- `On Web Authentication`, `On Web Connection`, and `On REST Authentication` database methods,
- ORDA Data Model Class functions called with REST requests,
- code processed through 4D tags in semi-dynamic pages (4DTEXT, 4DHTML, 4DEVAL, 4DSCRIPT/, 4DCODE)
- project methods with the "Available through 4D tags and URLs (4DACTION...)" attribute and called through 4DACTION/ urls.

Beispiel

You have defined the `action_Session` method with attribute "Available through 4D tags and URLs". You call the method by entering the following URL in your browser:

```
IP:port/4DACTION/action_Session
```

```
//action_Session method
Case of
:(Session#Null)
  If(Session.hasPrivilege("WebAdmin")) //calling the hasPrivilege function
    WEB SEND TEXT("4DACTION --> Session is WebAdmin")
  Else
    WEB SEND TEXT("4DACTION --> Session is not WebAdmin")
  End if
Else
  WEB SEND TEXT("4DACTION --> Session is null")
End case
```

.clearPrivileges()

► History

`.clearPrivileges()` | Parameter | Typ | Beschreibung | ----- | --- |::| ----- | | | | Does not require any parameters |

Beschreibung

The `.clearPrivileges()` function removes all the privileges associated to the session. As a result, the session automatically becomes a Guest session.

Beispiel

```
//Invalidate a session
var $isGuest : Boolean

Session.clearPrivileges()
$isGuest:=Session.isGuest() //isGuest is True
```

.expirationDate

► History

`.expirationDate` : Text

Beschreibung

The `.expirationDate` property contains the expiration date and time of the session cookie. The value is expressed as text in the ISO 8601 format: `YYYY-MM-DDTHH:MM:SS.mmmZ`.

This property is read-only. It is automatically recomputed if the `.idleTimeout` property value is modified.

Beispiel

```
var $expiration : Text  
$expiration:=Session.expirationDate //eg "2021-11-05T17:10:42Z"
```

.hasPrivilege()

► History

.hasPrivilege(*privilege* : Text) : Boolean

Parameter	Typ		Beschreibung
privilege	Text	<-	Name of the privilege to verify
Ergebnis	Boolean	<-	True if session has <i>privilege</i> , False otherwise

Beschreibung

The `.hasPrivilege()` function returns True if the privilege is associated to the session, and False otherwise.

Beispiel

You want to check if the "WebAdmin" privilege is associated to the session:

```
If (Session.hasPrivilege("WebAdmin"))  
    //Access is granted, do nothing  
Else  
    //Display an authentication page  
  
End if
```

.idleTimeout

► History

.idleTimeout : Integer

Beschreibung

The `.idleTimeout` property contains the inactivity session timeout (in minutes), after which the session is automatically closed by 4D.

If this property is not set, the default value is 60 (1h).

When this property is set, the `.expirationDate` property is updated accordingly.

The value cannot be less than 60: if a lower value is set, the timeout is raised up to 60.

This property is read write.

Beispiel

```

If (Session.isGuest())
    // A Guest session will close after 60 minutes of inactivity
    Session.idleTimeout:=60
Else
    // Other sessions will close after 120 minutes of inactivity
    Session.idleTimeout:=120
End if

```

.isGuest()

► History

.isGuest() : Boolean

Parameter	Typ		Beschreibung
Ergebnis	Boolean	<-	True if session is a Guest one, False otherwise

Beschreibung

The `.isGuest()` function returns True if the session is a Guest session (i.e. it has no privileges).

Beispiel

In the `On Web Connection` database method:

```

If (Session.isGuest())
    //Do something for Guest user
End if

```

.setPrivileges()

► History

.setPrivileges(*privilege* : Text)
 .setPrivileges(*privileges* : Collection)
 .setPrivileges(*settings* : Object)

Parameter	Typ		Beschreibung
<i>privilege</i>	Text	->	Privilege name
<i>privileges</i>	Collection	->	Collection of privilege names
<i>settings</i>	Objekt	->	Object with a "privileges" property (string or collection)

Beschreibung

The `.setPrivileges()` function associates the privilege(s) defined in the parameter to the session.

- In the *privilege* parameter, pass a string containing a privilege name (or several comma-separated privilege names).
- In the *privileges* parameter, pass a collection of strings containing privilege names.
- In the *settings* parameter, pass an object containing the following properties:

Property	Type	Beschreibung
privileges	Text or Collection	<ul style="list-style-type: none"> • String containing a privilege name, or • Collection of strings containing privilege names
userName	Text	User name to associate to the session (optional)

If the `privileges` property contains an invalid privilege name, it is ignored.

In the current implementation, only the "WebAdmin" privilege is available.

By default when no privilege is associated to the session, the session is a [Guest session](#).

The `userName` property is available at session object level (read-only).

Beispiel

In a custom authentication method, you set the "WebAdmin" privilege to the user:

```
var $userOK : Boolean
...
... //Authenticate the user
If ($userOK) //The user has been approved
  var $info : Object
  $info:=New object()
  $info.privileges:=New collection("WebAdmin")
  Session.setPrivileges($info)
End if
```

.storage

► History

.storage : Object

Beschreibung

The `.storage` property contains a shared object that can be used to store information available to all requests of the web client.

When a `Session` object is created, the `.storage` property is empty. Since it is a shared object, this property will be available in the `Storage` object of the server.

Like the `Storage` object of the server, the `.storage` property is always "single": adding a shared object or a shared collection to `.storage` does not create a shared group.

This property is read only itself but it returns a read-write object.

Beispiel

You want to store the client IP in the `.storage` property. You can write in the `On Web Authentication` database method:

```
If (Session.storage.clientIP=Null) //first access
    Use (Session.storage)
        Session.storage.clientIP:=New shared object("value"; $clientIP)
    End use
End if
```

.userName

► History

.userName : Text

Beschreibung

The `.userName` property contains the user name associated to the session. You can use it to identify the user within your code.

This property is an empty string by default. It can be set using the `privileges` property of the [setPrivileges\(\)](#) function.

This property is read only.

Signal

Signals are tools provided by the 4D language to manage interactions and avoid conflicts between processes in a multiprocess application. Signals allow you to make sure one or more process(es) will wait for a specific task to be completed before continuing execution. Any process can wait and/or release a signal.

Semaphores can also be used to manage interactions. Semaphores allow you to make sure that two or more processes do not modify the same resource (file, record...) at the same time. Only the process that sets the semaphore can remove it.

Signal Object

A signal is a shared object that must be passed as a parameter to commands that call or create workers or processes.

A `4D.Signal` object contains the following built-in methods and properties:

- `.wait()`
- `.trigger()`
- `.signaled`
- `.description`.

Any worker/process calling the `.wait()` method will suspend its execution until the `.signaled` property is true. While waiting for a signal, the calling process does not use any CPU. This can be very interesting for performance in multiprocess applications. The `.signaled` property becomes true when any worker/process calls the `.trigger()` method.

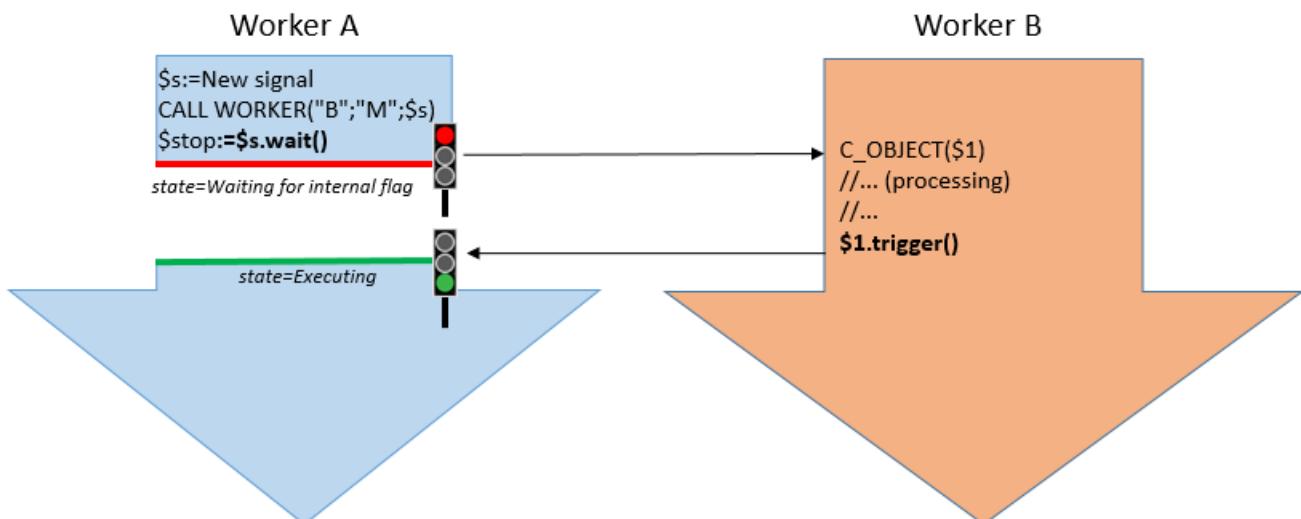
Note that to avoid blocking situations, the `.wait()` can also return after a defined timeout has been reached.

Signal objects are created with the [New signal](#) command.

Working with signals

In 4D, you create a new signal object by calling the [New signal](#) command. Once created, this signal must be passed as a parameter to the [New process](#) or [CALL WORKER](#) commands so that they can modify it when they have finished the task you want to wait for.

- `signal.wait()` must be called from the worker/process that needs another worker/process to finish a task in order to continue.
- `signal.trigger()` must be called from the worker/process that finished its execution in order to release all others.



Once a signal has been released using a `signal.trigger()` call, it cannot be reused again. If you want to set another

signal, you need to call the `New signal` command again.

Since a signal object is a [shared object](#), you can use it to return results from called workers/processes, provided that you do not forget to write values within a `Use...End use` structure (see example).

Beispiel

```
var $signal : 4D.Signal

// Creation of a signal
$signal:=New signal

// call main process and execute OpenForm method
CALL WORKER(1;"OpenForm";$signal)
// do another calculation
...
// Waiting for the end of the process
$signaled:=$signal.wait()

// Processing of the results
$calc:=$signal.result+...
```

OpenForm method :

```
#DECLARE ($signal : 4D.Signal)
var $form : Object
$form:=New object("value";0)

// Open the form
$win:=Open form window("Information";Movable form dialog box)
DIALOG("Information";$form)
CLOSE WINDOW($win)

// Add a new attribute to your $signal shared object to pass your result to the other process:
Use($signal)
$signal.result:=$form.value
End use

// Trigger the signal to the waiting process
$signal.trigger()
```

Summary

.description : Text

contains a custom description for the `Signal` object.

.signaled : Boolean

contains the current state of the `Signal` object

.trigger()

sets the `signaled` property of the signal object to true

.wait({ timeout : Real }) : Boolean

makes the current process wait until the `.signaled` property of the signal object to become true or the optional `timeout` to expire

New signal

► History

New signal { (*description* : Text) } : 4D.Signal

Parameter	Typ		Beschreibung
description	Text	->	Description for the signal
Ergebnis	4D.Signal	<-	Native object encapsulating the signal

Beschreibung

The `New signal` command creates a `4D.Signal` object.

A signal is a shared object which can be passed as parameter from a worker or process to another worker or process, so that:

- the called worker/process can update the signal object after specific processing has completed
- the calling worker/process can stop its execution and wait until the signal is updated, without consuming any CPU resources.

Optionally, in the *description* parameter you can pass a custom text describing the signal. This text can also be defined after signal creation.

Since the signal object is a shared object, it can also be used to maintain user properties, including the `.description` property, by calling the `Use...End use` structure.

Rückgabewert

A new `4D.Signal` object.

Beispiel

Here is a typical example of a worker that sets a signal:

```
var $signal : 4D.Signal
$signal:=New signal("This is my first signal")

CALL WORKER("myworker";"doSomething";$signal)
$signaled:=$signal.wait(1) //wait for 1 second max

If($signaled)
    ALERT("myworker finished the work. Result: "+$signal.myresult)
Else
    ALERT("myworker has not finished in less than 1s")
End if
```

The `doSomething` method could be like:

```
#DECLARE ($signal : 4D.Signal)
//any processing
//...
Use($signal)
    $signal.myresult:=$processingResult //return the result
End use
$signal.trigger() // The work is finished
```

.description

► History

`.description` : Text

Beschreibung

The `.description` property contains a custom description for the `Signal` object..

`.description` can be set at the creation of the signal object or at any moment. Note that since the `Signal` object is a shared object, any write-mode access to the `.description` property must be surrounded by a `Use...End use` structure.

This property is read-write.

.signaled

► History

`.signaled` : Boolean

Beschreibung

The `.signaled` property contains the current state of the `Signal` object. When the signal is created, `.signaled` is False. It becomes True when the `.trigger()` is called on the object.

This property is read-only.

.trigger()

► History

`.trigger()` | Parameter | Typ | Beschreibung | | ----- | --- |::| ----- | | | | Does not require any parameters |

Beschreibung

The `.trigger()` function sets the `signaled` property of the signal object to true and awakens all workers or processes waiting for this signal.

If the signal is already in the signaled state (i.e., the `signaled` property is already true), the function does nothing.

.wait()

► History

`.wait({ timeout : Real })` : Boolean

Parameter	Typ		Beschreibung
timeout	Zahl	->	Maximum waiting time for the signal in seconds
Ergebnis	Boolean	<-	State of the <code>.signaled</code> property

Beschreibung

The `.wait()` function makes the current process wait until the `.signaled` property of the signal object to become true or the optional `timeout` to expire.

To prevent blocking code, you can pass a maximum waiting time in seconds in the `timeout` parameter (decimals are accepted).

Warning: Calling `.wait()` without a `timeout` in the 4D main process is not recommended because it could freeze the whole 4D application.

If the signal is already in the signaled state (i.e. the `signaled` property is already true), the function returns immediately, without waiting.

The function returns the value of the `.signaled` property. Evaluating this value allows knowing if the function returned because the `.trigger()` has been called (`.signaled` is true) or if the *timeout* expired (`.signaled` is false).

The state of a process that waits for a signal is `Waiting for internal flag`.

SMTPTransporter

The `SMTPTransporter` class allows you to configure SMTP connections and send emails through *SMTP transporter* objects.

SMTP Transporter object

SMTP Transporter objects are instantiated with the [SMTP New transporter](#) command. They provide the following properties and functions:

<code>.acceptUnsecureConnection : Boolean</code>	True if 4D is allowed to establish an unencrypted connection
<code>.authenticationMode : Text</code>	the authentication mode used to open the session on the mail server
<code>.bodyCharset : Text</code>	the charset and encoding used for the body part of the email
<code>.checkConnection() : Object</code>	checks the connection using information stored in the transporter object
<code>.connectionTimeOut : Integer</code>	the maximum wait time (in seconds) allowed to establish a connection to the server
<code>.headerCharset : Text</code>	the charset and encoding used for the email header
<code>.host : Text</code>	the name or the IP address of the host server
<code>.keepAlive : Boolean</code>	True if the SMTP connection must be kept alive until the <code>transporter</code> object is destroyed
<code>.logFile : Text</code>	the path of the extended log file defined (if any) for the mail connection
<code>.port : Integer</code>	the port number used for mail transactions
<code>.send(<i>mail</i> : Object) : Object</code>	sends the <code>mail</code> object to the SMTP server defined in the <code>transporter</code> object and returns a status object
<code>.sendTimeOut : Integer</code>	the maximum wait time (in seconds) of a call to <code>.send()</code> before a timeout occurs
<code>.user : Text</code>	the user name used for authentication on the mail server

SMTP New transporter

► History

[SMTP New transporter\(*server* : Object \) : 4D.SMTPTransporter](#)

Parameter	Typ		Beschreibung
server	Objekt	->	Mail server information
Ergebnis	4D.SMTPTransporter	<-	SMTP transporter object

Beschreibung

The `SMTP New transporter` command configures a new SMTP connection according to the `server` parameter and returns a new [`SMTP transporter`](#) object. The returned transporter object will then usually be used to send emails.

This command does not open any connection to the SMTP server. The SMTP connection is actually opened when the `.send()` function is executed.

The SMTP connection is automatically closed:

- * when the transporter object is destroyed if the `keepAlive` property is true (default),
- * after each `.send()` function execution if the `keepAlive` property is set to false.

In the `server` parameter, pass an object containing the following properties:

server	Default value (if omitted)
.acceptUnsecureConnection : Boolean True if 4D is allowed to establish an unencrypted connection	Falsch
.accessTokenOAuth2: Text .accessTokenOAuth2: Object Text string or token object representing OAuth2 authorization credentials. Used only with <code>OAUTH2 authenticationMode</code> . If <code>accessTokenOAuth2</code> is used but <code>authenticationMode</code> is omitted, the OAuth 2 protocol is used (if allowed by the server). Not returned in <code>SMTP transporter</code> object.	none
.authenticationMode : Text the authentication mode used to open the session on the mail server	the most secure authentication mode supported by the server is used
.bodyCharset : Text the charset and encoding used for the body part of the email	mail mode UTF8 (US-ASCII_UTF8_QP)
.connectionTimeOut : Integer the maximum wait time (in seconds) allowed to establish a connection to the server	30
.headerCharset : Text the charset and encoding used for the email header	mail mode UTF8 (US-ASCII_UTF8_QP)
.host : Text the name or the IP address of the host server	mandatory
.keepAlive : Boolean True if the SMTP connection must be kept alive until the <code>transporter</code> object is destroyed	Wahr
.logFile : Text the path of the extended log file defined (if any) for the mail connection	none
password : Text User password for authentication on the server. Not returned in <code>SMTP transporter</code> object.	none
.port : Integer the port number used for mail transactions	587
.sendTimeOut : Integer the maximum wait time (in seconds) of a call to <code>.send()</code> before a timeout occurs	100
.user : Text the user name used for authentication on the mail server	none

Ergebnis

The function returns a `SMTP transporter object`. All returned properties are read-only.

Beispiel

```

$server:=New object
$server.host:="smtp.gmail.com" //Mandatory
$server.port:=465
$server.user:="4D@gmail.com"
$server.password:="XXXX"
$server.logFile:="LogTest.txt" //Extended log to save in the Logs folder

var $transporter : 4D.SMTPTransporter
$transporter:=SMTP New transporter($server)

$email:=New object
$email.subject:="my first mail "
$email.from:="4d@gmail.com"
$email.to:="4d@4d.com;test@4d.com"
$email.textBody:="Hello World"
$email.htmlBody:="

# Hello World



#### 'Neque porro quisquam est qui dolorem ipsum quia dolor sit am <p>There are many variations of passages of Lorem Ipsum available."\ +"The generated Lorem Ipsum is therefore always free from repetition, injected humour, or non-character $status:=$transporter.send($email) If(Not($status.success)) ALERT("An error occurred sending the mail: "+$status.message) End if


```

4D.SMTPTransporter.new()

4D.SMTPTransporter.new(*server* : Object) : 4D.SMTPTransporter

Parameter	Typ		Beschreibung
server	Objekt	->	Mail server information
Ergebnis	4D.SMTPTransporter	<-	SMTP transporter object

Beschreibung

The `4D.SMTPTransporter.new()` function creates and returns a new object of the `4D.SMTPTransporter` type. It is identical to the `SMTP New transporter` command (shortcut).

.acceptUnsecureConnection

► History

.acceptUnsecureConnection : Boolean

Beschreibung

The `.acceptUnsecureConnection` property contains True if 4D is allowed to establish an unencrypted connection when encrypted connection is not possible.

It contains False if unencrypted connections are unallowed, in which case an error is returned when encrypted connection is not possible.

Available secured ports are:

- SMTP
 - 465: SMTPS
 - 587 or 25: SMTP with STARTTLS upgrade if supported by the server.
- IMAP

- 143: IMAP non-encrypted port
- 993: IMAP with STARTTLS upgrade if supported by the server
- POP3
 - 110: POP3 non-encrypted port
 - 995: POP3 with STARTTLS upgrade if supported by the server.

.authenticationMode

► History

.authenticationMode : Text

Beschreibung

The `.authenticationMode` property contains the authentication mode used to open the session on the mail server.

By default, the most secured mode supported by the server is used.

Possible values are:

Wert	Konstanten	Kommentar
CRAM-MD5	SMTP authentication CRAM MD5	Authentication using CRAM-MD5 protocol
LOGIN	SMTP authentication login	Authentication using LOGIN protocol
OAuth2	SMTP authentication OAuth2	Authentication using OAuth2 protocol
PLAIN	SMTP authentication plain	Authentication using PLAIN protocol

.bodyCharset

► History

.bodyCharset : Text

Beschreibung

The `.bodyCharset` property contains the charset and encoding used for the body part of the email.

- subject,
- attachment filename(s),
- email name.

Possible values:

Constant	Wert	Kommentar
mail mode ISO2022JP	US-ASCII_ISO-2022-JP_UTF8_QP	<ul style="list-style-type: none"> • <code>headerCharset</code>: US-ASCII if possible, Japanese (ISO-2022-JP) & Quoted-printable if possible, otherwise UTF-8 & Quoted-printable • <code>bodyCharset</code>: US-ASCII if possible, Japanese (ISO-2022-JP) & 7-bit if possible, otherwise UTF-8 & Quoted-printable
mail mode ISO88591	ISO-8859-1	<ul style="list-style-type: none"> • <code>headerCharset</code>: ISO-8859-1 & Quoted-printable • <code>bodyCharset</code>: ISO-8859-1 & 8-bit
mail mode UTF8	US-ASCII_UTF8_QP	<code>headerCharset</code> & <code>bodyCharset</code> : US-ASCII if possible, otherwise UTF-8 & Quoted-printable (default value)
mail mode UTF8 in base64	US-ASCII_UTF8_B64	<code>headerCharset</code> & <code>bodyCharset</code> : US-ASCII if possible, otherwise UTF-8 & base64

.checkConnection()

► History

.checkConnection() : Object

Parameter	Typ		Beschreibung
Ergebnis	Objekt	<-	Status of the transporter object connection

Beschreibung

The `.checkConnection()` function checks the connection using information stored in the transporter object, recreates the connection if necessary, and returns the status. This function allows you to verify that the values provided by the user are valid and consistent.

Returned object

The function sends a request to the mail server and returns an object describing the mail status. This object can contain the following properties:

Property		Typ	Beschreibung
success		Boolean	True if the check is successful, False otherwise
status		number	(SMTP only) Status code returned by the mail server (0 in case of an issue unrelated to the mail processing)
statusText		Text	Status message returned by the mail server, or last error returned in the 4D error stack
errors		collection	4D error stack (not returned if a mail server response is received)
	[].errCode	number	4D error code
	[].message	Text	Description of the 4D error
	[].componentSignature	Text	Signature of the internal component which returned the error

For information about SMTP status codes, please refer to [this page](#).

Beispiel

```
var $pw : Text
var $options : Object
var $transporter : 4D.SMTPTransporter
$options:=New object

$pw:=Request("Please enter your password:")
$options.host:="smtp.gmail.com"

$options.user:="test@gmail.com"
$options.password:=$pw

$transporter:=SMTP New transporter($options)

$status:=$transporter.checkConnection()
If($status.success=True)
    ALERT("SMTP connection check successful!")
Else
    ALERT("Error # "+String($status.status)+", "+$status.statusText)
End if
```

.connectionTimeOut

► History

.connectionTimeOut : Integer

Beschreibung

The `.connectionTimeOut` property contains the maximum wait time (in seconds) allowed to establish a connection to the server. By default, if the property has not been set in the server object (used to create the transporter object with `SMTP New transporter`, `POP3 New transporter`, or `IMAP New transporter`), the value is 30.

.headerCharset

► History

.headerCharset : Text

Beschreibung

The `.headerCharset` property contains the charset and encoding used for the email header. The header includes the following parts of the email:

- subject,
- attachment filename(s),
- email name.

Possible values:

Constant	Wert	Kommentar
mail mode ISO2022JP	US-ASCII_ISO-2022-JP_UTF8_QP	<ul style="list-style-type: none">• <code>headerCharset</code>: US-ASCII if possible, Japanese (ISO-2022-JP) & Quoted-printable if possible, otherwise UTF-8 & Quoted-printable• <code>bodyCharset</code>: US-ASCII if possible, Japanese (ISO-2022-JP) & 7-bit if possible, otherwise UTF-8 & Quoted-printable
mail mode ISO88591	ISO-8859-1	<ul style="list-style-type: none">• <code>headerCharset</code>: ISO-8859-1 & Quoted-printable• <code>bodyCharset</code>: ISO-8859-1 & 8-bit
mail mode UTF8	US-ASCII_UTF8_QP	<code>headerCharset</code> & <code>bodyCharset</code> : US-ASCII if possible, otherwise UTF-8 & Quoted-printable (default value)
mail mode UTF8 in base64	US-ASCII_UTF8_B64	<code>headerCharset</code> & <code>bodyCharset</code> : US-ASCII if possible, otherwise UTF-8 & base64

.host

► History

.host : Text

Beschreibung

The `.host` property contains the name or the IP address of the host server. Used for mail transactions (SMTP, POP3, IMAP).

.keepAlive

► History

.keepAlive : Boolean

Beschreibung

The `.keepAlive` property contains True if the SMTP connection must be kept alive until the `transporter` object is destroyed, and False otherwise. By default, if the `keepAlive` property has not been set in the `server` object (used to create the `transporter` object with `SMTP New transporter`), it is True.

The SMTP connection is automatically closed:

- when the `transporter` object is destroyed if the `.keepAlive` property is true,
- after each `.send()` function execution if the `.keepAlive` property is set to false.

.logFile

► History

`.logFile` : Text

Beschreibung

The `.logFile` property contains the path of the extended log file defined (if any) for the mail connection. It can be relative (to the current Logs folder) or absolute.

Unlike regular log files (enabled via the `SET DATABASE PARAMETER` command), extended log files store MIME contents of all sent mails and do not have any size limit. For more information about extended log files, refer to:

- SMTP connections - [4DSMTPLLog.txt](#)
- POP3 connections - [4DPOP3Log.txt](#)
- IMAP connections - [4DIMAPLog.txt](#)

.port

► History

`.port` : Integer

Beschreibung

The `.port` property contains the port number used for mail transactions. By default, if the `port` property has not been set in the `server` object (used to create the transporter object with `SMTP New transporter`, `POP3 New transporter`, `IMAP New transporter`), the port used is:

- SMTP - 587
- POP3 - 995
- IMAP - 993

.send()

► History

`.send(mail : Object) : Object`

Parameter	Typ		Beschreibung
mail	Objekt	->	Email to send
Ergebnis	Objekt	<-	SMTP status

Beschreibung

The `.send()` function sends the `mail object` to the SMTP server defined in the `transporter` object and returns a status object.

The `transporter` object must have already been created using the `SMTP New transporter` command.

The method creates the SMTP connection if it is not already alive. If the `.keepAlive` property of the `transporter`

object is false, the SMTP connection is automatically closed after the execution of `.send()`, otherwise it stays alive until the `transporter` object is destroyed. For more information, please refer to the [SMTP New transporter](#) command description.

In `mail`, pass a valid [Email object](#) to send. The origination (where the email is coming from) and destination (one or more recipients) properties must be included, the remaining properties are optional.

Returned object

The function returns an object describing the SMTP status of the operation. This object can contain the following properties:

Property	Typ	Beschreibung
success	Boolean	True if the send is successful, False otherwise
status	number	Status code returned by the SMTP server (0 in case of an issue unrelated to the mail processing)
statusText	Text	Status message returned by the SMTP server

In case of an issue unrelated to the SMTP processing (e.g. a mandatory property is missing in `mail`), 4D generates an error that you can intercept using a method installed by the `ON ERR CALL` command. Use the `GET LAST ERROR STACK` command for information about the error.

In this case, the resulting status object contains the following values:

Property	Wert
success	Falsch
status	0
statusText	"Failed to send email"

.sendTimeOut

► History

`.sendTimeOut` : Integer

Beschreibung

The `.sendTimeOut` property contains the maximum wait time (in seconds) of a call to `.send()` before a timeout occurs. By default, if the `.sendTimeOut` property has not been set in the `server` object, the value 100 is used.

.user

► History

`.user` : Text

Beschreibung

The `.user` property contains the user name used for authentication on the mail server.

SystemWorker

System workers allow the 4D code to call any external process (a shell command, PHP, etc.) on the same machine. System workers are called asynchronously. By using callbacks, 4D makes it possible to communicate both ways.

The `SystemWorker` class is available from the `4D` class store.

Beispiel

```
// Windows example to get access to the ipconfig information
var $myWinWorker : 4D.SystemWorker
var $ipConfig : Text
$myWinWorker:= 4D.SystemWorker.new("ipconfig")
$ipConfig:=$myWinWorker.wait(1).response //timeout 1 second

// macOS example to change the permissions for a file on macOS
// chmod is the macOS command used to modify file access
var $myMacWorker : 4D.SystemWorker
$myMacWorker:= 4D.SystemWorker.new("chmod +x /folder/myfile.sh")
```

Summary

`4D.SystemWorker.new (commandLine : Text { ; options : Object }) : 4D.SystemWorker`

creates and returns a `4D.SystemWorker` object that will execute the `commandLine` you passed as parameter to launch an external process

`.closeInput()`

closes the input stream (`stdin`) of the external process

`.commandLine : Text`

contains the command line passed as parameter to the `new()` function

`.currentDirectory : 4D.Folder`

contains the working directory in which the external process is executed

`.dataType : Text`

contains the type of the response body content

`.encoding : Text`

contains the encoding of the response body content

`.errors : Collection`

contains a collection of 4D errors in case of execution error(s)

`.exitCode : Integer`

contains the exit code returned by the external process

`.hideWindow : Boolean`

can be used to hide the window of the DOS console or the window of the launched executable (Windows only)

`.pid : Integer`

contains the process unique identifier of the external process at the system level

`.postMessage(message : Text)`

`.postMessage(messageBLOB : Blob)`

allows you to write on the input stream (`stdin`) of the external process

`.response : Text`

`.response : Blob`

contains the concatenation of all data returned once the request is terminated

`.responseError : Text`

contains the concatenation of all the errors returned, once the request is terminated

`.terminate()`

forces the `SystemWorker` to terminate its execution

`.terminated : Boolean`

contains true if the external process is terminated

`.timeout : Integer`

contains the duration in seconds before the external process will be killed if it is still alive

`.wait({timeout : Real}) : 4D.SystemWorker`

waits until the end of the `SystemWorker` execution or the specified `timeout`

4D.SystemWorker.new()

► History

4D.SystemWorker.new (*commandLine* : Text { ; *options* : Object }) : 4D.SystemWorker

Parameter	Typ		Beschreibung
commandLine	Text	->	Command line to execute
options	Objekt	->	Worker parameters
result	4D.SystemWorker	<-	New asynchronous System worker or null if process not started

Beschreibung

The `4D.SystemWorker.new()` function creates and returns a `4D.SystemWorker` object that will execute the *commandLine* you passed as parameter to launch an external process.

The returned system worker object can be used to post messages to the worker and get the worker output.

If an error occurs during the creation of the proxy object, the function returns a `null` object and an error is thrown.

In the *commandLine* parameter, pass the full path of the application's file to be executed (posix syntax), as well as any required arguments, if necessary. If you pass only the application name, 4D will use the `PATH` environment variable to locate the executable.

Warning: This function can only launch executable applications; it cannot execute instructions that are part of the shell (command interpreter). For example, under Windows it is not possible to use this command to execute the `dir` instruction.

options Object

In the *options* parameter, pass an object that can contain the following properties:

Property	Typ	Default	Beschreibung
onResponse	Formula	Undefiniert	Callback for system worker messages. This callback is called once the complete response is received. It receives two objects as parameters (see below)
onData	Formula	Undefiniert	Callback for system worker data. This callback is called each time the system worker receives data. It receives two objects as parameters (see below)
onDataError	Formula	Undefiniert	Callback for the external process errors (<i>stderr</i> of the external process). It receives two objects as parameters (see below)
onError	Formula	Undefiniert	Callback for execution errors, returned by the system worker in case of unusual runtime conditions (system errors). It receives two objects as parameters (see below)
onTerminate	Formula	Undefiniert	Callback when the external process is terminated. It receives two objects as parameters (see below)
timeout	Zahl	Undefiniert	Time in seconds before the process is killed if it is still alive
dataType	Text	"text"	Type of the response body content. Possible values: "text" (default), "blob".
encoding	Text	"UTF-8"	Only if <code>dataType="text"</code> . Encoding of the response body content. For the list of available values, see the CONVERT FROM TEXT command description
variables	Objekt		Sets custom environment variables for the system worker. Syntax: <code>variables.key=value</code> , where <code>key</code> is the variable name and <code>value</code> its value. Values are converted into strings when possible. The value cannot contain a '='. If not defined, the system worker inherits from the 4D environment.
currentDirectory	Folder		Working directory in which the process is executed
hideWindow	Boolean	true	(Windows) Hide the application window (if possible) or the Windows console

All callback functions receive two object parameters. Their contents depend on the callback:

Parameter	Typ	onResponse	onData	onDataError	onError	onTerminate
\$param1	Objekt	SystemWorker	SystemWorker	SystemWorker	SystemWorker	SystemWorker
\$param2.type	Text	"response"	"data"	"error"	"error"	"termination"
\$param2.data	Text or Blob		received data	error data		

Here is the sequence of callback calls:

1. `onData` and `onDataError` are executed one or several times
2. if called, `onError` is executed once (stops the system worker processing)
3. if no error occurred, `onResponse` is executed once
4. `onTerminate` is always executed

Rückgabewert

The function returns a system worker object on which you can call functions and properties of the SystemWorker class.

Examples on Windows

1. To open Notepad and open a specific document:

```

var $sw : 4D.SystemWorker
var $options : Object
$options:=New object
$options.hideWindow:= False

$sw:=4D.SystemWorker.new ("C:\\\\WINDOWS\\\\notepad.exe C:\\\\Docs\\\\new folder\\\\res.txt";$options)

```

2. Run npm install in the console:

```

var $folder : 4D.Folder
var $options : Object
var $worker : 4D.SystemWorker

$folder:=Folder(fk database folder)
$options:=New object
$options.currentDirectory:=$folder
$options.hideWindow:=False

$worker:=4D.SystemWorker.new("cmd /c npm install";$options)

```

3. To launch the Microsoft® Word® application and open a specific document:

```

$mydoc:="C:\\Program Files\\Microsoft Office\\Office15\\WINWORD.EXE C:\\Tempo\\output.txt"
var $sw : 4D.SystemWorker
$sw:=4D.SystemWorker.new($mydoc)

```

4. To launch a command with the current directory and post a message:

```

var $param : Object
var $sys : 4D.SystemWorker

$param:=New object
$param.currentDirectory:=Folder(fk database folder)
$sys:=4D.SystemWorker.new("git commit -F -";$param)
$sys.postMessage("This is a postMessage")
$sys.closeInput()

```

5. To allow the user to open an external document on Windows:

```

$docname:=Select document("");"*.*";"Choose the file to open";0
If(OK=1)
    var $sw : 4D.SystemWorker
    $sw:=4D.SystemWorker.new("cmd.exe /C start \"\" \"$docname\"\"")
End if

```

Examples on macOS

1. Edit a text file (`cat` is the macOS command used to edit files). In this example, the full access path of the command is passed:

```

var $sw : 4D.SystemWorker
$sw:=4D.SystemWorker.new("/bin/cat /folder/myfile.txt")
$sw.wait() //synchronous execution

```

2. To launch an independent "graphic" application, it is preferable to use the `open` system command (in this case, the code has the same effect as double-clicking the application):

```

var $sw : 4D.SystemWorker
$sw:=4D.SystemWorker.new ("open /Applications/Calculator.app")

```

3. To get the contents of the "Users" folder (ls -l is the macOS equivalent of the dir command in DOS).

```

var $systemworker : 4D.SystemWorker
var $output : Text
var $errors : Collection

$systemworker:=4D.SystemWorker.new("/bin/ls -l /Users ")
$systemworker.wait(5)
$output:=$systemworker.response
$errors:=$systemworker.errors

```

4. Same command as above, but using a sample "Params" user class to show how to handle callback functions:

```

var $systemworker : 4D.SystemWorker
$systemworker:=4D.SystemWorker.new("/bin/ls -l /Users ";cs.Params.new())

// "Params" class

Class constructor
    This.dataType:="text"
    This.data:=""
    This.dataError:=""

Function onResponse($systemWorker : Object)
    This._createFile("onResponse"; $systemWorker.response)

Function onData($systemWorker : Object; $info : Object)
    This.data+=$info.data
    This._createFile("onData";this.data)

Function onDataError($systemWorker : Object; $info : Object)
    This.dataError+=$info.data
    This._createFile("onDataError";this.dataError)

Function onTerminate($systemWorker : Object)
    var $textBody : Text
    $textBody:="Response: "+$systemWorker.response
    $textBody+="ResponseError: "+$systemWorker.responseError
    This._createFile("onTerminate"; $textBody)

Function _createFile($title : Text; $textBody : Text)
    TEXT TO DOCUMENT(Get 4D folder(Current resources folder)+$title+".txt"; $textBody)

```

.closeInput()

► History

.closeInput() | Parameter | Typ | Beschreibung | | ----- | --- |::| ----- | | | | Does not require any parameters |

Beschreibung

The `.closeInput()` function closes the input stream (`stdin`) of the external process.

When the executable waits for all data to be received through `postMessage()`, `.closeInput()` is useful to indicate to the executable that data sending is finished and that it can proceed.

Beispiel

```
// Create some data to gzip
var $input;$output : Blob
var $gzip : Text
TEXT TO BLOB("Hello, World!";$input)
$gzip:="\"C:\\Program Files (x86)\\GnuWin32\\bin\\gzip.exe\" "

// Create an asynchronous system worker
var $worker : 4D.SystemWorker
$worker:= 4D.SystemWorker.new($gzip;New object("dataType";"blob"))

// Send the compressed file on stdin.
$worker.postMessage($input)
// Note that we call closeInput() to indicate we're done.
// gzip (and most program waiting data from stdin) will wait for more data until the input is explicitly closed
$worker.closeInput()
$worker.wait()

$output:=$worker.response
```

.commandLine

.commandLine : Text

Beschreibung

The `.commandLine` property contains the command line passed as parameter to the `new()` function.

This property is read-only.

.currentDirectory

.currentDirectory : 4D.Folder

Beschreibung

The `.currentDirectory` property contains the working directory in which the external process is executed.

.dataType

.dataType : Text

Beschreibung

The `.dataType` property contains the type of the response body content. Possible values : "text" or "blob".

This property is read-only.

.encoding

`.encoding` : Text

Beschreibung

The `.encoding` property contains the encoding of the response body content. This property is only available if the `dataType` is "text".

This property is read-only.

.errors

`.errors` : Collection

Beschreibung

The `.errors` property contains a collection of 4D errors in case of execution error(s).

Each element of the collection is an object with the following properties:

Property	Typ	Beschreibung
<code>[]errorCode</code>	number	4D error code
<code>[]message</code>	Text	Description of the 4D error
<code>[].componentSignature</code>	Text	Signature of the internal component which returned the error

If no error occurred, `.errors` contains an empty collection.

.exitCode

`.exitCode` : Integer

Beschreibung

The `.exitCode` property contains the exit code returned by the external process. If the process did not terminate normally, `exitCode` is *undefined*.

This property is read-only.

.hideWindow

`.hideWindow` : Boolean

Beschreibung

The `.hideWindow` property can be used to hide the window of the DOS console or the window of the launched executable (Windows only).

This property is read-write.

.pid

`.pid` : Integer

Beschreibung

The `.pid` property contains the process unique identifier of the external process at the system level.

This property is read-only.

.postMessage()

`.postMessage(message : Text)`

`.postMessage(messageBLOB : Blob)`

Parameter	Typ		Beschreibung
message	Text	->	Text to write on the input stream (<code>stdin</code>) of the external process
messageBLOB	Blob	->	Bytes write on the input stream

Beschreibung

The `.postMessage()` function allows you to write on the input stream (`stdin`) of the external process. In the `message` parameter, pass the text to write in `stdin`.

The `.postMessage()` function also accepts a Blob type value in `messageBLOB` to pass in `stdin`, so that you can post binary data.

You can use the `.dataType` property of the [options object](#) to make response body return Blob values.

.response

`.response : Text`

`.response : Blob`

Beschreibung

The `.response` property contains the concatenation of all data returned once the request is terminated, i.e. the full message received from the process output.

The type of the message is defined according to the `dataType` attribute.

This property is read-only.

.responseError

`.responseError : Text`

Beschreibung

The `.responseError` property contains the concatenation of all the errors returned, once the request is terminated.

.terminate()

`.terminate()` | Parameter | Typ | | Beschreibung | | ----- | --- | ::| ----- | | | | Does not require any parameters |

Beschreibung

The `.terminate()` function forces the `SystemWorker` to terminate its execution.

This function sends the instruction to terminate and give control back to the executing script.

.terminated

.terminated : Boolean

Beschreibung

The `.terminated` property contains true if the external process is terminated.

This property is read-only.

.timeout

.timeout : Integer

Beschreibung

The `.timeout` property contains the duration in seconds before the external process will be killed if it is still alive.

This property is read-only.

.wait()

► History

`.wait({timeout : Real}) : 4D.SystemWorker`

Parameter	Typ		Beschreibung
timeout	Zahl	->	Waiting time (in seconds)
Ergebnis	4D.SystemWorker	<-	SystemWorker object

Beschreibung

The `.wait()` function waits until the end of the `SystemWorker` execution or the specified *timeout*.

In *timeout*, pass a value in seconds. The `SystemWorker` script will wait for the external process for the amount of time defined in the *timeout* parameter. If you omit the *timeout* parameter, the script execution will wait indefinitely.

Actually, `.wait()` waits until the end of processing of the `onTerminate` formula, except if the *timeout* is reached. If *timeout* is reached, the `SystemWorker` is not killed.

During a `.wait()` execution, callback functions are executed, especially callbacks from other events or from other `SystemWorker` instances. You can exit from a `.wait()` by calling `terminate()` from a callback.

This function returns the `SystemWorker` object.

This function is not necessary if you created the `SystemWorker` form a 4D worker process.

WebServer

The `WebServer` class API allows you to start and monitor a web server for the main (host) application as well as each hosted component (see the [Web Server object](#) overview). This class is available from the `4D` class store.

Web Server object

Web server objects are instantiated with the `WEB Server` command.

They provide the following properties and functions:

Summary

<code>.accessKeyDefined : Boolean</code>	true if an access key is defined in the settings of the web server
<code>.certificateFolder : Text</code>	folder where the certificate files are located
<code>.characterSet : Number</code> <code>.characterSet : Text</code>	character set that the 4D Web Server should use to communicate with browsers connecting to the application
<code>.cipherSuite : Text</code>	cipher list used for the secure protocol
<code>.CORSEnabled : Boolean</code>	CORS (<i>Cross-origin resource sharing</i>) service status for the web server
<code>.CORSSettings : Collection</code>	list of allowed hosts and methods for the CORS service
<code>.debugLog : Number</code>	status of the HTTP request log file
<code>.defaultHomepage : Text</code>	name of the default home page
<code>.HSTSEnabled : Boolean</code>	HTTP Strict Transport Security (HSTS) status
<code>.HSTSMaxAge : Number</code>	maximum length of time (in seconds) that HSTS is active for each new client connection
<code>.HTTPCompressionLevel : Number</code>	compression level for all compressed HTTP exchanges for the 4D HTTP server (client requests or server replies)
<code>.HTTPCompressionThreshold : Number</code>	size threshold (bytes) for requests below which exchanges should not be compressed
<code>.HTTPEnabled : Boolean</code>	HTTP protocol state
<code>.HTTPPort : Number</code>	port number for the 4D Web Server

listening IP port number for HTTP
.HTTPTrace : Boolean activation of <code>HTTP TRACE</code>
.HTTPSEnabled : Boolean HTTPS protocol state
.HTTPSPort : Number listening IP port number for HTTPS
.inactiveProcessTimeout : Number life duration (in minutes) of the inactive legacy session processes
.inactiveSessionTimeout : Number life duration (in minutes) of inactive legacy sessions (duration set in cookie)
.IPAddressToListen : Text IP address on which the 4D Web Server will receive HTTP requests
.isRunning : Boolean web server running state
.keepSession : Boolean True if legacy sessions are enabled in the web server, False otherwise
.logRecording : Number log requests (<code>logweb.txt</code>) recording value
.maxConcurrentProcesses : Number maximum number of concurrent web processes supported by the web server
.maxRequestSize : Number maximum size (in bytes) of incoming HTTP requests (POST) that the web server is allowed to process
.maxSessions : Number maximum number of simultaneous legacy sessions
.minTLSVersion : Number minimum TLS version accepted for connections
.name : Text name of the web server application
.openSSLVersion : Text version of the OpenSSL library used
.perfectForwardSecrecy : Boolean PFS availability on the server
.rootFolder : Text path of web server root folder
.scalableSession : Boolean True if scalable sessions are used in the web server, and False otherwise

.sessionCookieDomain : Text

"domain" field of the session cookie| | .[sessionCookieName](#) : Text
 name of the cookie used for storing the session ID| | .[sessionCookiePath](#) : Text
 "path" field of the session cookie| | .[sessionCookieSameSite](#) : Text
 "SameSite" session cookie value| | .[sessionIPAddressValidation](#) : Boolean
 IP address validation for session cookies| | .[start\(\)](#) : Object
 .[start\(settings : Object \)](#) : Object
 starts the web server on which it is applied| | .[stop\(\)](#)
 stops the web server on which it is applied|

WEB Server

► History

WEB Server : 4D.WebServer

WEB Server(*option* : Integer) : 4D.WebServer

Parameter	Typ		Beschreibung
option	Ganzzahl	->	Web server to get (default if omitted = Web server database)
Ergebnis	4D.WebServer	<-	Web server object

The WEB Server command returns the default Web server object, or the Web server object defined through the *option* parameter.

By default, if the *option* parameter is omitted, the command returns a reference to the Web server of the database, i.e. the default Web server. To designate the Web server to return, you can pass one of the following constants in the *option* parameter:

Constant	Wert	Kommentar
Web server database	1	Current database Web server (default if omitted)
Web server host database	2	Web server of the host database of a component
Web server receiving request	3	Web server that received the request (target Web server)

The returned Web server object contains the current values of the Web server properties.

Beispiel

From your component, you want to know if the Web server of the host database is started:

```
// Method of a component
var $hostWS : 4D.WebServer
$hostWS:=WEB Server(Web server host database)
If($hostWS.isRunning)
  ...
End if
```

WEB Server list

► History

WEB Server list : Collection

Parameter	Typ		Beschreibung
Ergebnis	Collection	<-	Collection of the available Web server objects

The `WEB Server list` command returns a collection of all Web server objects available in the 4D application.

A 4D application can contain anywhere from one to several Web servers:

- one Web server for the host database (default Web server)
- one Web server for each component.

All available Web servers are returned by the `WEB Server list` command, whether they are actually running or not.

The default Web server object is automatically loaded by 4D at startup. On the other hand, each component Web server that you want to use must be instantiated using the `WEB Server` command.

You can use the `.name` property of the Web server object to identify the project or component to which each Web server object in the list is attached.

Beispiel

We want to know how many running web servers are available:

```
var $wSList : Collection
var $vRun : Integer

$wSList:=WEB Server list
$vRun:=$wSList.countValues(True;"isRunning")
ALERT(String($vRun)+" web server(s) running on "+String($wSList.length)+" available.")
```

.accessKeyDefined

`.accessKeyDefined` : Boolean

The `.accessKeyDefined` property contains true if an access key is defined in the settings of the web server. This property is used by the WebAdmin web server to validate the security configuration of the administration interface.

.certificateFolder

`.certificateFolder` : Text

Path of the folder where the certificate files are located. The path is formatted in POSIX full path using filesystems. When using this property in the `settings` parameter of the `.start()` function, it can be a `Folder` object.

.characterSet

`.characterSet` : Number
`.characterSet` : Text

The character set that the 4D Web Server should use to communicate with browsers connecting to the application. The default value actually depends on the language of the OS. Can be a MIBEnum integer or a Name string, identifiers defined by IANA. Here is the list of identifiers corresponding to the character sets supported by the 4D Web Server:

- 4 = ISO-8859-1
- 12 = ISO-8859-9
- 13 = ISO-8859-10
- 17 = Shift-JIS
- 2024 = Windows-31J
- 2026 = Big5
- 38 = euc-kr
- 106 = UTF-8

- 2250 = Windows-1250
- 2251 = Windows-1251
- 2253 = Windows-1253
- 2255 = Windows-1255
- 2256 = Windows-1256

.cipherSuite

.cipherSuite : Text

The cipher list used for the secure protocol. Sets the priority of ciphering algorithms implemented by the 4D web server. Can be a sequence of strings separated by colons (for example "ECDHE-RSA-AES128-..."). See the [ciphers page](#) on the OpenSSL site.

.CORSEnabled

.CORSEnabled : Boolean

The CORS (*Cross-origin resource sharing*) service status for the web server. For security reasons, "cross-domain" requests are forbidden at the browser level by default. When enabled (True), XHR calls (e.g. REST requests) from Web pages outside the domain can be allowed in your application (you need to define the list of allowed addresses in the CORS domain list, see `CORSSettings` below). When disabled (False, default), all cross site requests sent with CORS are ignored. When enabled (True) and a non-allowed domain or method sends a cross site request, it is rejected with a "403 - forbidden" error response.

Default: False (disabled)

For more information about CORS, please refer to the [Cross-origin resource sharing page](#) on Wikipedia.

.CORSSettings

.CORSSettings : Collection

A list of allowed hosts and methods for the CORS service (see `CORSEnabled` property). Each object must contain a host property and, optionally, a methods property:

- host (text, mandatory): Domain name or IP address from where external pages are allowed to send data requests to the Server via CORS. Multiple domain attributes can be added to create a white list. If *host* is not present or empty, the object is ignored. Several syntaxes are supported:
 - 192.168.5.17:8081
 - 192.168.5.17
 - 192.168.*
 - 192.168.*:8081
 - <http://192.168.5.17:8081>
 - http://*.myDomain.com
 - <http://myProject.myDomain.com>
 - *.myDomain.com
 - myProject.myDomain.com
 - *
- methods (text, optional): Accepted HTTP method(s) for the corresponding CORS host. Separate each method with a ";" (e,g,: "post;get"). If *methods* is empty, null, or undefined, all methods are enabled.

.debugLog

.debugLog : Number

The status of the HTTP request log file (HTTPDebugLog_nn.txt, stored in the "Logs" folder of the application -- nn is the

file number).

- 0 = disabled
- 1 = enabled without body parts (body size is provided in this case)
- 3 = enabled with body parts in response only
- 5 = enabled with body parts in request only
- 7 = enabled with body parts in response and request

.defaultHomepage

.defaultHomepage : Text

The name of the default home page or "" to not send the custom home page.

.HSTSEnabled

.HSTSEnabled : Boolean

The HTTP Strict Transport Security (HSTS) status. HSTS allows the Web server to declare that browsers should only interact with it via secure HTTPS connections. Browsers will record the HSTS information the first time they receive a response from the web server, then any future HTTP requests will automatically be transformed into HTTPS requests. The length of time this information is stored by the browser is specified with the `HSTSMaxAge` property. HSTS requires that HTTPS is enabled on the server. HTTP must also be enabled to allow initial client connections.

.HSTSMaxAge

.HSTSMaxAge : Number

The maximum length of time (in seconds) that HSTS is active for each new client connection. This information is stored on the client side for the specified duration.

Default value: 63072000 (2 years).

.HTTPCompressionLevel

.HTTPCompressionLevel : Number

The compression level for all compressed HTTP exchanges for the 4D HTTP server (client requests or server replies). This selector lets you optimize exchanges by either prioritizing speed of execution (less compression) or the amount of compression (less speed).

Possible values:

- 1 to 9 (where 1 is the fastest compression and 9 the highest).
- -1 = set a compromise between speed and rate of compression.

Default = 1 (faster compression).

.HTTPCompressionThreshold

.HTTPCompressionThreshold : Number

The size threshold (bytes) for requests below which exchanges should not be compressed. This setting is useful in order to avoid losing machine time by compressing small exchanges.

Default compression threshold = 1024 bytes

.HTTPEnabled

.HTTPEnabled : Boolean

The HTTP protocol state.

.HTTPPort

.HTTPPort : Number

The listening IP port number for HTTP.

Default = 80

.HTTPTrace

.HTTPTrace : Boolean

The activation of `HTTP TRACE`. For security reasons, by default the Web server rejects `HTTP TRACE` requests with an error 405. When enabled, the web server replies to `HTTP TRACE` requests with the request line, header, and body.

.HTTPSEnabled

.HTTPSEnabled : Boolean The HTTPS protocol state.

.HTTPSPort

.HTTPSPort : Number The listening IP port number for HTTPS.

Default = 443

.inactiveProcessTimeout

.inactiveProcessTimeout : Number

This property is not returned in [scalable sessions mode](#).

The life duration (in minutes) of the inactive legacy session processes. At the end of the timeout, the process is killed on the server, the `On Web Legacy Close Session` database method is called, then the legacy session context is destroyed.

Default = 480 minutes

.inactiveSessionTimeout

.inactiveSessionTimeout : Number

This property is not returned in [scalable sessions mode](#).

The life duration (in minutes) of inactive legacy sessions (duration set in cookie). At the end of this period, the session cookie expires and is no longer sent by the HTTP client.

Default = 480 minutes

.IPAddressToListen

.IPAddressToListen : Text

The IP address on which the 4D Web Server will receive HTTP requests. By default, no specific address is defined. Both IPv6 string formats and IPv4 string formats are supported.

.isRunning

.isRunning : Boolean

Read-only property

The web server running state.

.keepSession

.keepSession : Boolean

True if legacy sessions are enabled in the web server, False otherwise.

See also:

[.scalableSession](#)

.logRecording

.logRecording : Number

The log requests (logweb.txt) recording value.

- 0 = Do not record (default)
- 1 = Record in CLF format
- 2 = Record in DLF format
- 3 = Record in ELF format
- 4 = Record in WLF format

.maxConcurrentProcesses

.maxConcurrentProcesses : Number

The maximum number of concurrent web processes supported by the web server. When this number (minus one) is reached, 4D will not create any other processes and returns the HTTP status 503 - Service Unavailable to all new requests.

Possible values: 10 - 32000

Default = 100

.maxRequestSize

.maxRequestSize : Number

The maximum size (in bytes) of incoming HTTP requests (POST) that the web server is allowed to process. If a request reaches this limit, the web server rejects it. Passing the maximum value (2147483647) means that, in practice, no limit is set. This limit is used to avoid web server saturation due to incoming requests that are too large.

Possible values: 500000 - 2147483647

.maxSessions

.maxSessions : Number

This property is not returned in [scalable sessions mode](#).

The maximum number of simultaneous legacy sessions. When you reach the limit, the oldest legacy session is closed (and `On Web Legacy Close Session` database method is called) if the web server needs to create a new one. The

number of simultaneous legacy sessions cannot exceed the total number of web processes (`maxConcurrentProcesses` property, 100 by default)

.minTLSVersion

.minTLSVersion : Number

The minimum TLS version accepted for connections. Connection attempts from clients supporting only versions below the minimum will be rejected.

Possible values:

- 1 = TLSv1_0
- 2 = TLSv1_1
- 3 = TLSv1_2 (default)
- 4 = TLSv1_3

If modified, the server must be restarted to use the new value.

.name

.name : Text

Read-only property

The name of the web server application.

.openSSLVersion

.openSSLVersion : Text

Read-only property

The version of the OpenSSL library used.

.perfectForwardSecrecy

.perfectForwardSecrecy : Boolean

Read-only property

The PFS availability on the server.

.rootFolder

.rootFolder : Text

The path of web server root folder. The path is formatted in POSIX full path using filesystems. When using this property in the `settings` parameter, it can be a `Folder` object.

.scalableSession

.scalableSession : Boolean

True if scalable sessions are used in the web server, and False otherwise.

See also:

[.keepSession](#)

.sessionCookieDomain

.sessionCookieDomain : Text

The "domain" field of the session cookie. Used to control the scope of the session cookies. If you set, for example, the value "/*.4d.fr" for this selector, the client will only send a cookie when the request is addressed to the domain ".4d.fr", which excludes servers hosting external static data.

.sessionCookieName

.sessionCookieName : Text

The name of the cookie used for storing the session ID.

Read-only property

.sessionCookiePath

.sessionCookiePath : Text

The "path" field of the session cookie. Used to control the scope of the session cookies. If you set, for example, the value "/4DACTION" for this selector, the client will only send a cookie for dynamic requests beginning with 4DACTION, and not for pictures, static pages, etc.

.sessionCookieSameSite

► History

.sessionCookieSameSite : Text

The "SameSite" session cookie value. Possible values (using constants):

Constant	Wert	Beschreibung
Web SameSite Strict	"Strict"	<i>Default value</i> - Cookies are only sent in a first-party context
Web SameSite Lax	"Lax"	Cookies are also sent on cross-site subrequests but only when a user is navigating to the origin site (i.e. when following a link).
Web SameSite None	"None"	Cookies are sent in all contexts, i.e in responses to both first-party and cross-origin requests.

See the [Session Cookie SameSite](#) description for detailed information.

.sessionIPAddressValidation

.sessionIPAddressValidation : Boolean

This property is not used in [scalable sessions mode](#) (there is no IP address validation).

The IP address validation for session cookies. For security reasons, by default the web server checks the IP address of each request containing a session cookie and rejects it if this address does not match the IP address used to create the cookie. In some specific applications, you may want to disable this validation and accept session cookies, even when their IP addresses do not match. For example when mobile devices switch between WiFi and 3G/4G networks, their IP address will change. In this case, you can allow clients to be able to continue using their web sessions even when the IP addresses change (this setting lowers the security level of your application).

.start()

► History

.start() : Object

.start(*settings* : Object) : Object

Parameter	Typ		Beschreibung
settings	Objekt	->	Web server settings to set at startup
Ergebnis	Objekt	<-	Status of the web server startup

The `.start()` function starts the web server on which it is applied, using properties set in the optional *settings* object parameter.

The web server starts with default settings defined in the settings file of the project or (host database only) using the `WEB SET OPTION` command. However, using the *settings* parameter, you can define customized properties for the web server session.

All settings of [Web Server objects](#) can be customized, except read-only properties (`.isRunning`, `.name`, `.openSSLVersion`, `.perfectForwardSecrecy`, and `[.sessionCookieName(#sessioncookiename)]`).

Customized session settings will be reset when the `.stop()` function is called.

Returned object

The function returns an object describing the Web server launch status. This object can contain the following properties:

Property		Typ	Beschreibung
success		Boolean	True if the web server was correctly started, False otherwise
errors		Collection	4D error stack (not returned if the web server started successfully)
	[].errCode	Zahl	4D error code
	[].message	Text	Description of the 4D error
	[].componentSignature	Text	Signature of the internal component which returned the error

If the Web server was already launched, an error is returned.

Beispiel

```
var $settings;$result : Object
var $webServer : 4D.WebServer

$settings:=New object("HTTPPort";8080;"defaultHomepage";"myAdminHomepage.html")

$webServer:=WEB Server
$result:=$webServer.start($settings)
If($result.success)
  //...
End if
```

.stop()

► History

.stop()

Parameter Typ Beschreibung ----- --- ----- Does not require any parameters
--

The `.stop()` function stops the web server on which it is applied.

If the web server was started, all web connections and web processes are closed, once the currently handled requests are finished. If the web server was not started, the method does nothing.

This function resets the customized web settings defined for the session using the *settings* parameter of the `.start()` function, if any.

Beispiel

To stop the database Web server:

```
var $webServer : 4D.WebServer  
  
$webServer:=WEB Server(Web server database)  
$webServer.stop()
```

ZIPArchive

A 4D ZIP archive is a `File` or `Folder` object containing one or more files or folders, which are compressed to be smaller than their original size. These archives are created with a ".zip" extension and can be used to save disk space or transfer files via mediums which may have size limitations (e.g., email or network).

- You create a 4D ZIP archive with the [ZIP Create archive](#) command.
- 4D `ZIPFile` and `ZIPFolder` instances are available through the `root` property (`ZIPFolder`) of the object returned by [ZIP Read archive](#) command.

Beispiel

To retrieve and view the contents of a ZIP file object:

```
var $path; $archive : 4D.File
var $zipFile : 4D.ZipFile
var $zipFolder : 4D.ZipFolder
var $txt : Text

$path:=Folder(fk desktop folder).file("MyDocs/Archive.zip")
$archive:=ZIP Read archive($path)
$zipFolder:=$archive.root // store the zip main folder
$zipFile:=$zipFolder.files()[0] //read the first zipped file

If($zipFile.extension=".txt")
    $txt:=$zipFile.getText()
End if
```

Summary

`.root : 4D.ZipFolder`
a virtual folder providing access to the contents of the ZIP archive

ZIP Create archive

► History

ZIP Create archive (`fileToZip` : 4D.File ; `destinationFile` : 4D.File) : Object

ZIP Create archive (`folderToZip` : 4D.Folder ; `destinationFile` : 4D.File { ; `options` : Integer }) : Object

ZIP Create archive (`zipStructure` : Object ; `destinationFile` : 4D.File) : Object

Parameter	Typ		Beschreibung
<code>fileToZip</code>	4D.File	->	File or Folder object to compress
<code>folderToZip</code>	4D.Folder	->	File or Folder object to compress
<code>zipStructure</code>	Objekt	->	File or Folder object to compress
<code>destinationFile</code>	4D.File	->	Destination file for the archive
<code>options</code>	Ganzzahl	->	<code>folderToZip</code> option: ZIP Without enclosing folder
<code>Ergebnis</code>	Objekt	<-	Status object

Beschreibung

The `ZIP Create archive` command creates a compressed ZIP archive object and returns the status of the operation.

You can pass a 4D.File, a 4D.Folder, or a zip structure object as first parameter:

- `fileToZip`: You simply pass a `4D.File` to compress.
- `folderToZip`: You pass a `4D.Folder` to compress. In this case, the `options` parameter allows you to compress only the contents of the folder (i.e., exclude the enclosing folder). By default, `ZIP Create archive` will compress the folder and its contents, so that the decompressing operation will recreate a folder. If you want the decompressing operation to restore only the contents of the folder, pass the `ZIP Without enclosing folder` constant in the `options` parameter.
- `zipStructure`: You pass an object describing the ZIP archive object. The following properties are available to define the structure:

Property	Typ	Beschreibung												
compression	Ganzzahl	<ul style="list-style-type: none"> • <code>ZIP Compression standard</code> : Deflate compression (default) • <code>ZIP Compression LZMA</code> : LZMA compression • <code>ZIP Compression XZ</code> : XZ compression • <code>ZIP Compression none</code> : No compression 												
level	Ganzzahl	<p>Compression level. Possible values: 1 to 10. A lower value will produce a larger file, while a higher value will produce a smaller file. Compression level has however an impact on performance. Default values if omitted:</p> <ul style="list-style-type: none"> • <code>ZIP Compression standard</code> : 6 • <code>ZIP Compression LZMA</code> : 4 • <code>ZIP Compression XZ</code> : 4 												
encryption	Ganzzahl	<p>The encryption to use if a password is set:</p> <ul style="list-style-type: none"> • <code>ZIP Encryption AES128</code> : AES encryption using 128-bit key. • <code>ZIP Encryption AES192</code> : AES encryption using 192-bit key. • <code>ZIP Encryption AES256</code> : AES encryption using 256-bit key (default if password is set). • <code>ZIP Encryption none</code> : Data is not encrypted (default if no password is set) 												
password	Text	A password to use if encryption is required.												
files	Collection	<ul style="list-style-type: none"> • a collection of <code>4D.File</code> or <code>4D.Folder</code> objects or • a collection of objects with the following properties: <table border="1"> <thead> <tr> <th>Property</th><th>Typ</th><th>Beschreibung</th></tr> </thead> <tbody> <tr> <td>source</td><td>4D.File or 4D.Folder</td><td>File or Folder</td></tr> <tr> <td>destination</td><td>Text</td><td>(optional) - Specify a relative filepath to change the organization of the contents of the archive</td></tr> <tr> <td>option</td><td>number</td><td>(optional) - <code>ZIP Ignore invisible files</code> or 0 to compress all of the file</td></tr> </tbody> </table>	Property	Typ	Beschreibung	source	4D.File or 4D.Folder	File or Folder	destination	Text	(optional) - Specify a relative filepath to change the organization of the contents of the archive	option	number	(optional) - <code>ZIP Ignore invisible files</code> or 0 to compress all of the file
Property	Typ	Beschreibung												
source	4D.File or 4D.Folder	File or Folder												
destination	Text	(optional) - Specify a relative filepath to change the organization of the contents of the archive												
option	number	(optional) - <code>ZIP Ignore invisible files</code> or 0 to compress all of the file												
callback	4D.Function	A callback formula that will receive the compression progress (0 - 100) in \$1.												

In the `destinationFile` parameter, pass a `4D.File` object describing the ZIP archive to create (name, location, etc.). It is advised to use the ".zip" extension if you want the ZIP archive to be processed automatically by any software.

Once an archive is created, you can use the `ZIP Read archive` command to access it.

Status object

The returned status object contains the following properties:

Property	Typ	Beschreibung
statusText	Text	Error message (if any): <ul style="list-style-type: none"> • Cannot open ZIP archive • Cannot create ZIP archive • Password is required for encryption
status	Ganzzahl	Status code
success	Boolean	True if archive created successfully, else false

Beispiel 1

To compress a `4D.File`:

```
var $file; $destination : 4D.File
var $status : Object

$destination:=Folder(fk desktop folder).file("MyDocs/file.zip")
$file:=Folder(fk desktop folder).file("MyDocs/text.txt")

$status:=ZIP Create archive($file;$destination)
```

Beispiel 2

To compress a `4D.Folder` without the folder itself:

```
var $folder : 4D.Folder
var $destination : 4D.File
var $status : Object

$destination:=Folder(fk desktop folder).file("MyDocs/Images.zip")
$folder:=Folder(fk desktop folder).folder("MyDocs/Images")

$status:=ZIP Create archive($folder;$destination;ZIP Without enclosing folder)
```

Example 3

To compress a ZIP archive structure with a password and progress bar:

```
var $destination : 4D.File
var $zip;$status : Object
var progID : Integer

$destination:=Folder(fk desktop folder).file("MyDocs/Archive.zip")

$zip:=New object
$zip.files:=Folder(fk desktop folder).folder("MyDocs/Resources").folders()
$zip.password:="password"
$zip.callback:=Formula(myFormulaCompressingMethod($1))

progID:=Progress New //we use the 4D Progress component

$status:=ZIP Create archive($zip;$destination)

Progress QUIT(progID)
```

`myFormulaCompressingMethod :`

```
var $1 : Integer
Progress SET PROGRESS(progID;Num($1/100))
```

Example 4

You want to pass a collection of folders and files to compress to the `zipStructure` object:

```
var $destination : 4D.File
var $zip;$err : Object
$zip:=New object
$zip.files:=New collection
$zip.files.push(New object("source";Folder(fk desktop folder).file("Tests/text.txt")))
$zip.files.push(New object("source";Folder(fk desktop folder).file("Tests/text2.txt")))
$zip.files.push(New object("source";Folder(fk desktop folder).file("Images/image.png")))

$destination:=Folder(fk desktop folder).file("file.zip")
$err:=ZIP Create archive($zip;$destination)
```

Example 5

You want to use an alternative compression algorithm with a high compression level:

```
var $destination : 4D.File
var $zip; $err : Object

$zip:=New object
$zip.files:=New collection
$zip.files.push(Folder(fk desktop folder).folder("images"))
$zip.compression:=ZIP Compression LZMA
$zip.level:=7 //default is 4

$destination:=Folder(fk desktop folder).file("images.zip")
$err:=ZIP Create archive($zip; $destination)
```

ZIP Read archive

► History

ZIP Read archive (`zipFile` : 4D.File { ; `password` : Text }) : 4D.ZipArchive

Parameter	Typ		Beschreibung
<code>zipFile</code>	4D.File	->	Zip archive file
<code>password</code>	Text	->	ZIP archive password if any
Ergebnis	4D.ZipArchive	<-	Archive object

Beschreibung

The `ZIP Read archive` command retrieves the contents of `zipFile` and returns it as a `4D.ZipArchive` object.

This command does not uncompress the ZIP archive, it only provides a view of its contents. To extract the contents of an archive, you need to use methods such as `file.copyTo()` or `folder.copyTo()`.

Pass a `4D.File` object referencing the compressed ZIP archive in the `zipFile` parameter. The target archive file will be opened until the `ZIP Read archive` has finished executing and all contents/references have been extracted/released, then it will be closed automatically.

If the `zipFile` is password protected, you need to use the optional `password` parameter to provide a password. If a password is required but not passed when trying to read the contents of the archive, an error is generated.

Archive object

The returned `4D.ZipArchive` object contains a single `root` property whose value is a `4D.ZipFolder` object. This folder describes the whole contents of the ZIP archive.

Beispiel

To retrieve and view the contents of a ZIP file object:

```
var $archive : 4D.ZipArchive
var $path : 4D.File

$path:=Folder(fk desktop folder).file("MyDocs/Archive.zip")
$archive:=ZIP Read archive($path)
```

To retrieve the list of the files and folders in the archive:

```
$folders:=$archive.root.folders()
$files:=$archive.root.files()
```

To read the contents of a file without extracting it from the root folder:

```
If($files[$i].extension=".txt")
    $txt:=$files[$i].getText()
Else
    $blob:=$files[$i].getContent()
End if
```

To extract from the root folder:

```
//extract a file
$folderResult:=$files[$i].copyTo(Folder(fk desktop folder).folder("MyDocs"))

//extract all files
$folderResult:=$archive.root.copyTo(Folder(fk desktop folder).folder("MyDocs"))
```

.root

`.root` : `4D.ZipFolder`

Beschreibung

The `.root` property contains a virtual folder providing access to the contents of the ZIP archive.

The `root` folder and its contents can be manipulated with the `ZipFile` and `ZipFolder` functions and properties.

This property is read-only.

ZIPFile

The following properties and functions from the [File](#) class are available to `ZIPFile` objects:

Available File APIs for ZIPFile	Kommentar
<code>.copyTo(destinationFolder : 4D.Folder { ; newName : Text } { ; overwrite : Integer }) : 4D.File</code>	
<code>.creationDate : Date</code>	
<code>.creationTime : Time</code>	
<code>.exists : Boolean</code>	
<code>.extension : Text</code>	
<code>.fullName : Text</code>	
<code>.getContent() : 4D.Blob</code>	
<code>.getIcon({ size : Integer }) : Picture</code>	
<code>.getText({ charSetName : Text { ; breakMode : Integer } }) : Text</code> <code>.getText({ charSetNum : Integer { ; breakMode : Integer } }) : Text</code>	
<code>.hidden : Boolean</code>	
<code>.isAlias : Boolean</code>	
<code>.isFile : Boolean</code>	
<code>.isFolder : Boolean</code>	
<code>.isWritable : Boolean</code>	Always false with ZIP archive
<code>.modificationDate : Date</code>	
<code>.modificationTime : Time</code>	
<code>.name : Text</code>	
<code>.original : 4D.File</code> <code>.original : 4D.Folder</code>	
<code>.parent : 4D.Folder</code>	
<code>.path : Text</code>	Returns a path relative to the archive
<code>.platformPath : Text</code>	

ZIPFolder

The following properties and functions from the [Folder](#) class are available to `ZIPFolder` objects:

Available Folder APIs for ZIPFolder	Kommentar
<code>.copyTo(destinationFolder : 4D.Folder { ; newName : Text } { ; overwrite : Integer }) : 4D Folder</code>	
<code>.creationDate : Date</code>	Date may be different for the <code>root</code> folder from a folder within the archive
<code>.creationTime : Time</code>	Time may be different for the <code>root</code> folder from a folder within the archive
<code>.exists : Boolean</code>	
<code>.extension : Text</code>	
<code>.file(path : Text) : 4D.File</code>	
<code>.files({ options : Integer }) : Collection</code>	
<code>.folder(path : Text) : 4D.Folder</code>	
<code>.folders({ options : Integer }) : Collection</code>	
<code>.fullName : Text</code>	
<code>.getIcon({ size : Integer }) : Picture</code>	
<code>.hidden : Boolean</code>	
<code>.isAlias : Boolean</code>	
<code>.isFile : Boolean</code>	
<code>.isFolder : Boolean</code>	
<code>.isPackage : Boolean</code>	
<code>.modificationDate : Date</code>	Date may be different for the <code>root</code> folder from a folder within the archive
<code>.modificationTime : Time</code>	Time may be different for the <code>root</code> folder from a folder within the archive
<code>.name : Text</code>	
<code>.original : 4D.Folder</code>	
<code>.parent : 4D.Folder</code>	The archive's virtual <code>root</code> folder has no parent. However, the folders within the archive may have a parent other than the root.
<code>.path : Text</code>	Returns a path relative to the archive
<code>.platformPath : Text</code>	

Navigation dropdown

The navigation dropdown helps you organize your code and navigate more easily inside your classes and methods:

A screenshot of a code editor interface. On the left, there is a code snippet:

```
1  v Class constructor($firstname : Text; $lastname : Text)
2    This.firstName:=$firstname
3    This.lastName:=$lastname
4
5  v Function get fullName () ->$fullName : Text
6    $fullName:=This.firstName+" "+This.lastName
7
```

To the right of the code, a navigation dropdown menu is displayed, enclosed in a red box. The menu items are:

- set fullName
- constructor (highlighted)
- get fullName
- set fullName
- Fix following lines
- Functions
- doSomething

Some tags are added automatically, and you can complement the dropdown list using [markers](#).

Code navigation

Click an item in the dropdown list to go to its first line in the code. You can also navigate with arrow-keys and press Enter.

Automatic tagging

Constructors, method declarations, functions and computed attributes are automatically tagged and added to the dropdown list.

When there is no tag in the class/method, the tool displays "No tag".

The following items are added automatically:

Icon	Item
∅	No tag
🎯	Class constructor or method declaration
⌚	Computed attribute (get, set, orderBy and query)
f	Class function name

Manual tagging

By adding markers in your code, you can add the following tags to the dropdown:

Icon	Item
🔖	MARK: tag
📝	TODO: tag
🔧	FIXME: tag

You declare them by adding comments such as:

```
// FIXME: Fix following items
```

Declarations are not case-sensitive; writing `fixme:` has the same effect.

Adding a hyphen after the `MARK:` tag draws a separating line in the code editor and the dropdown menu. So writing this:

```
// FIXME: Fix following lines

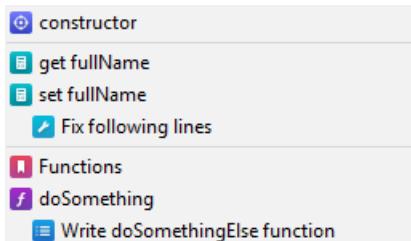
This.firstName:=Substring($fullName; 1; $p-1)
This.lastName:=Substring($fullName; $p+1)

//MARK:- Functions []

Function doSomething

// TODO: Write doSomethingElse function
```

Results in this:



All markers located inside functions are indented in the dropdown list, except for the `MARK:` tags located at the end of functions and not followed by instructions. Those will appear at the first level.

Display order

Tags are displayed in their appearing order inside the method/class.

To display the tags of a method or class in alphabetical order, do one of the following:

- right-click the dropdown tool
- hold Cmd on macOS or Alt on Windows, and click the dropdown tool

Tags inside functions move with their parent items.

Basics

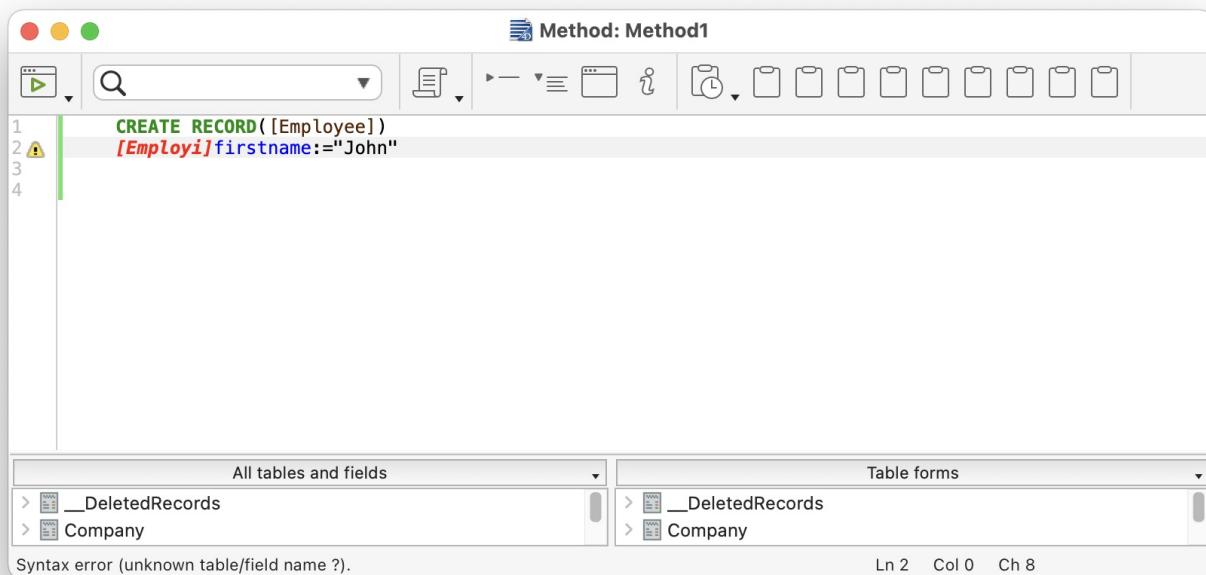
Errors are common. It would be unusual to write a substantial number of lines of code without generating any errors. Conversely, treating and/or fixing errors is normal, too!

The 4D development environment provides several debugging tools for all types of errors.

Error types

Typing errors

Typing errors are detected by the Method editor. They are displayed in red and additional information is provided at the bottom of the window. Here's a typing error:



The screenshot shows the 4D Method editor window titled "Method: Method1". The code area contains the following lines:

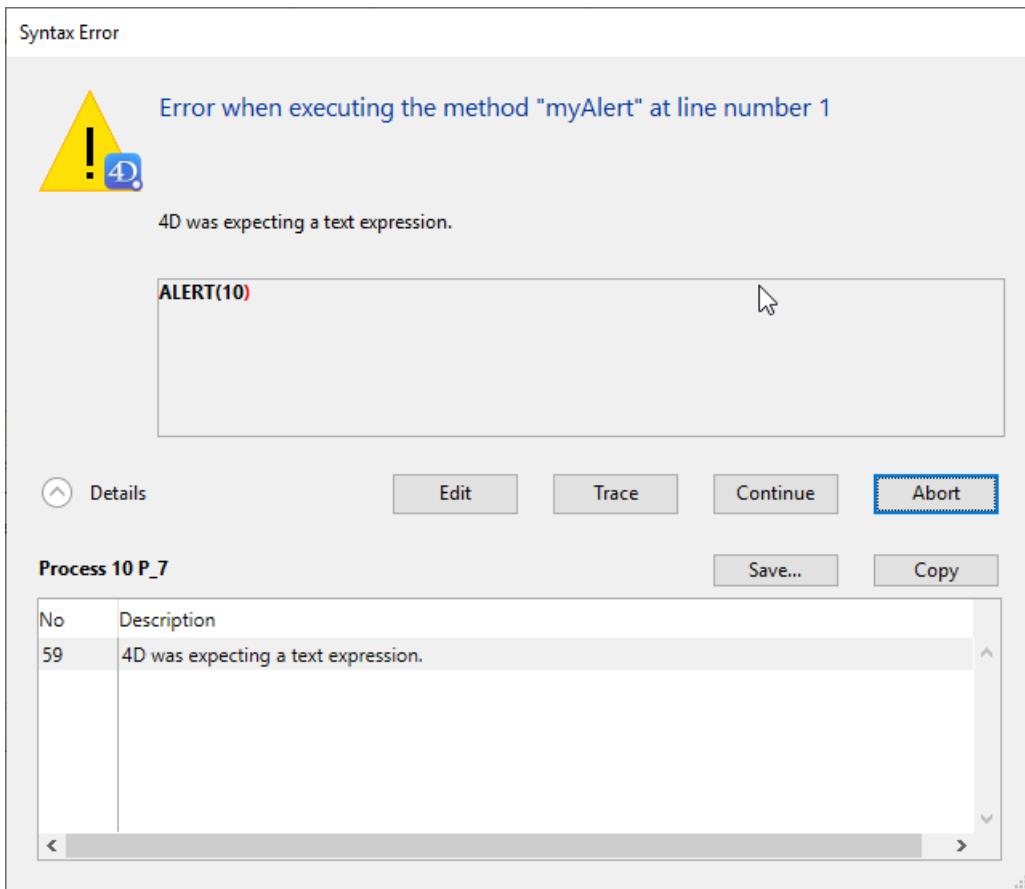
```
1 CREATE RECORD([Employee])
2 [Employi]firstname := "John"
```

Line 2 has a red squiggle under "Employ*i*", indicating a spelling error. The status bar at the bottom left shows the error message: "Syntax error (unknown table/field name ?)." The status bar at the bottom right shows "Ln 2 Col 0 Ch 8".

Such typing errors usually cause syntax errors (in the above image, the name of the table is unknown). You get the description of the error when you validate the line of code. When this occurs, fix the typing error and type Enter to validate the fix.

Syntax Errors

Some errors can be caught only when you execute the method. The [Syntax Error Window](#) appears when an error occurs during code execution. Beispiel:



Expand the Details area to display the last error and its number.

Environmental Errors

Occasionally, there may not be enough memory to create a BLOB. Or, when you access a document on disk, the document may not exist or may already be opened by another application. These environmental errors do not directly occur because of your code or the way you wrote it. Most of the time, these errors are easy to treat with an [error catching method](#) installed using the `ON ERR CALL` command.

Design or Logic Errors

These are generally the most difficult type of error to find. Except for typing errors, all the error types listed above are to a certain extent covered by the expression "Design or logic error". Use the [Debugger](#) to detect them. Beispiel:

- A *syntax error* may occur when you try to use a variable that is not yet initialized.
- An *environmental error* can occur when you try to open a document, because that document's name is received by a subroutine that did not get the right value as a parameter.

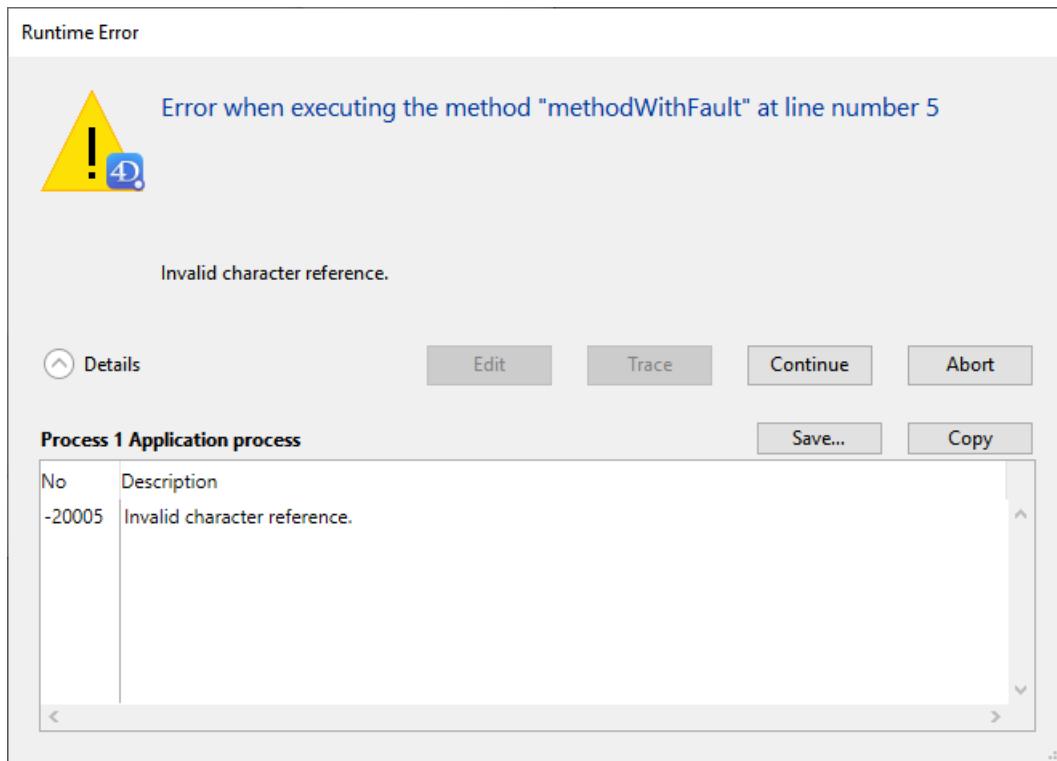
Design or logic errors also include such situations as:

- A record is not properly updated because, while calling `SAVE RECORD`, you forgot to first test whether or not the record was locked.
- A method does not do exactly what you expect, because the presence of an optional parameter is not tested.

Sometimes the piece of code that displays the error may be different than the code that is actually the origin of the problem.

Runtime Errors

In Application mode, you might obtain errors that you don't see in interpreted mode. Here's an example:

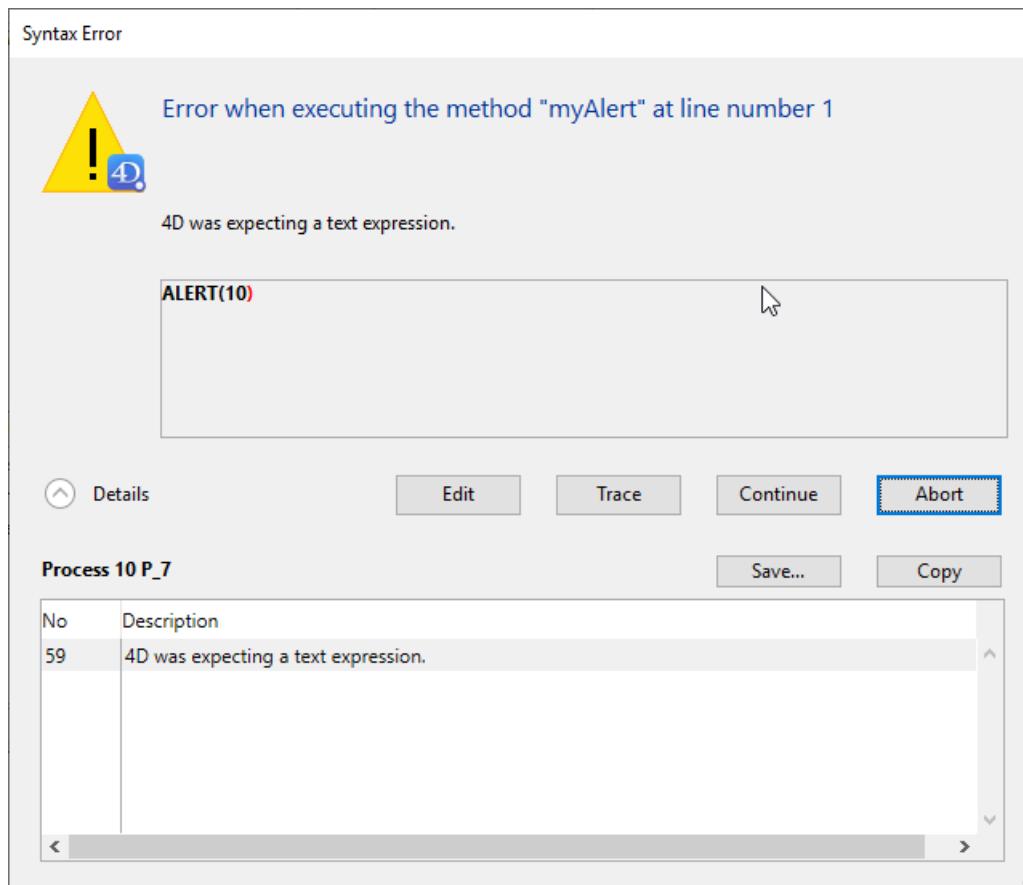


To quickly find the origin of the problem, reopen the interpreted version of the structure file, open the method and go to the corresponding line.

Syntax Error Window

The Syntax error window automatically appears when the execution of a method is interrupted. This can happen when:

- an error prevents further code execution
- the method produces a false assertion (see the `ASSERT` command)



The upper text area displays a message describing the error. The lower text area shows the line that was executing

when the error occurred; the area where the error occurred is highlighted. The expanded Details section contains the "stack" of errors related to the process.

The syntax error window proposes several options:

- Edit: Stops all method execution. 4D switches to the Design environment and the method with the error opens in the Method editor, allowing you to fix it. Use this option when you immediately recognize the mistake and can fix it without further investigation.
- Trace: Enters Trace/Debugger mode. The [Debugger](#) window is displayed. If the current line has only executed partially, you may have to click the Trace button several times.
- Continue: Execution continues. The line with the error may be partially executed, depending on where the error is located. Continue with caution: the error may prevent the rest of your method from executing properly. We recommend clicking Continue only if the error is in a trivial call (such as `SET WINDOW TITLE`) that does not prevent executing and testing the rest of your code.

Tip: To ignore an error that occurs repeatedly (for example, in loops), you can turn the Continue button into an Ignore button. Hold down Alt (Windows) or Option (macOS) key and click the Continue button the first time it appears. The button label changes to Ignore if the dialog is called again for the same error.

- Abort: Stops method execution and returns to the state before the method started executing:
 - If a form method or object method is executing in response to an event, it is stopped and you return to the form.
 - If the method is executing from within the Application environment, you return to that environment.
- Copy: Copies the debugging information into the clipboard. The info describes the internal environment of the error (number, internal component, etc.). It is formatted as tabbed text.
- Save...: Saves the contents of the syntax error window and the call chain in a `.txt` file.

Debugger

A common beginner mistake in dealing with error detection is to click Abort in the Syntax Error Window, go back to the Method Editor, and try to figure out what's going by looking at the code. Do not do that! You will save plenty of time and energy by always using the Debugger.

The Debugger allows you to step through methods slowly. It displays all the information you need in order to understand why an error occurred. Once you have this information, you know how to fix the error.

Another reason to use the Debugger is for developing code. Sometimes you may write an algorithm that is more complex than usual. Despite all feelings of accomplishment, you can't be totally sure that your coding is 100% correct. Instead of running it "blind", you can use the `TRACE` command at the beginning of your code, then execute it step by step to keep an eye on what happens.

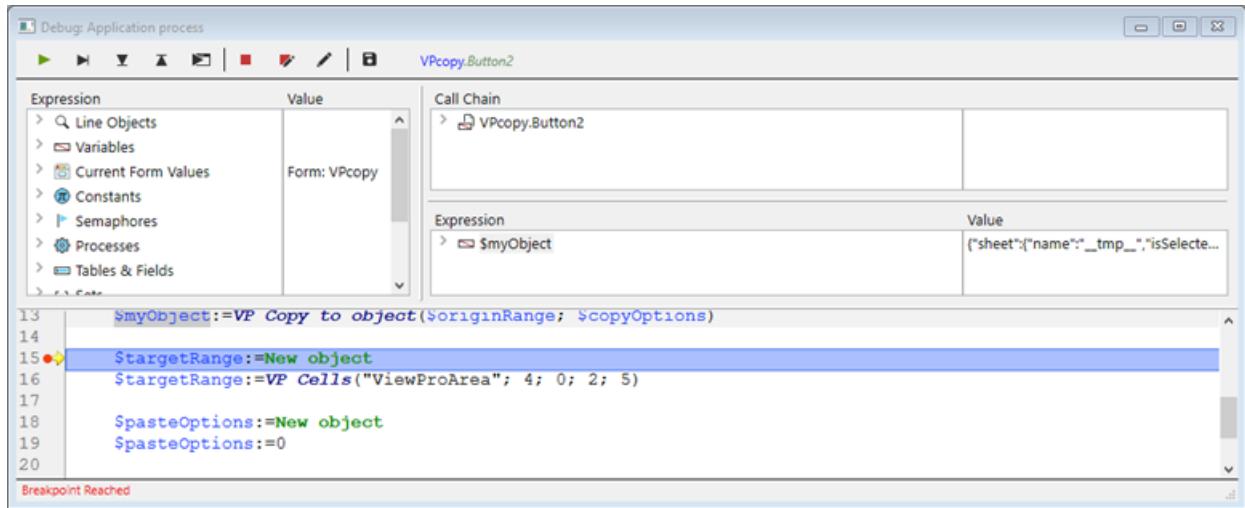
Breaks

In the debugging process, you may need to skip the tracing of some parts of the code until a certain line. Or, you may want to trace the code when a given expression has a certain value (e.g. `"$myVar > 1000"`), or every time a specific 4D command is called.

These needs are covered by breakpoints and command catching features. They can be configured from the method editor, the debugger, or the Runtime Explorer.

Debugger

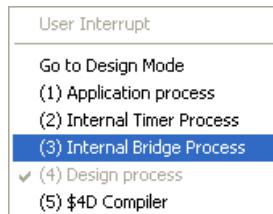
The debugger is useful when you need to spot errors or monitor the execution of methods. It allows you to step through your code slowly and examine the information. This process is called "tracing".



Calling the Debugger

There are multiple ways to get the Debugger to display:

- Clicking the Trace button in the [Syntax Error window](#)
- Using the `TRACE` command
- Clicking the Debug button in the Execute Method window or selecting Run and debug... button in the Method editor
- Using Alt+Shift+Right click (Windows) or Ctrl+Option+Cmd+Click (macOS) while a method is executing, then selecting the process to trace in the pop-up menu:



- Clicking the Trace button when a process is selected in the Process page of the Runtime Explorer.
- Adding a break point in the Method Editor window or in the Break and Catch pages of the Runtime Explorer.

When called, the debugger window provides the name of the method or class function you're currently tracing, and the action causing the initial appearance of the Debugger window. For example, in the above debugger window:

- `Clients_BuildLogo` is the method being traced
- The debugger window appeared because it detected a call to the `C_PICTURE` command and this command was one of the commands to be caught

Displaying a new debugger window uses the same configuration as the last window displayed in the same session. If you run several user processes, you can trace them independently and have one debugger window open for each process.

The Debugger window is usually displayed on the machine where the code is executed. With a single-user application, it is always displayed on the machine running the application. With a client/server application, it is displayed:

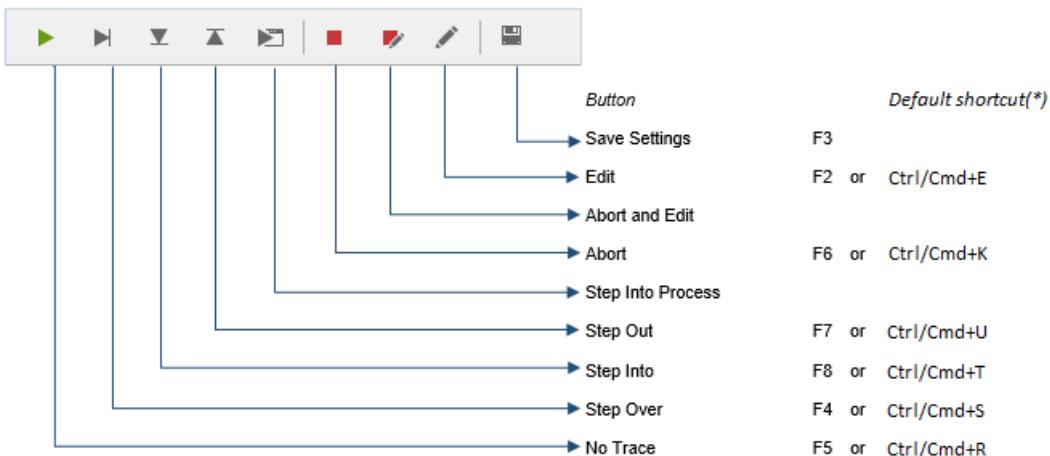
- on the remote 4D for code running locally
- on the server machine for code running on the server (for example, a method with the execute on server option).

If the server is running headless, no debugger window can be displayed on the server, you need to use the

remote debugger. See [Debugging from remote machines](#).

Tool bar Buttons

The debugger's tool bar includes several buttons, associated with default shortcuts:



Default shortcuts can be customized in the Shortcuts Page of the Preferences dialog box.

No Trace

Tracing stops and normal method execution resumes.

Shift + F5 or Shift + clicking the No Trace button resumes execution. It also disables all the subsequent TRACE calls for the current process.

Step Over

Executes the current method line, indicated by the program counter (the yellow arrow). The Debugger steps to the next line.

The Step Over button does not step into subroutines and functions, it stays at the level of the method you're currently tracing. If you want to also trace subroutines and functions calls, use the Step Into button.

In remote debugging, if the method executes on the server, the parent method is called after the last line of the child method executes. If the parent method is executed on the remote side, the Step Over button has the same effect as the No Trace button.

Step Into

When a line that calls another method (subroutine or function) is executed, click this button to display the other method and step through it.

The new method becomes the current (top) method in the [Call Chain Pane](#) of the Debugger window.

When executing a line that does not call another method, this button has the same effect as the Step Over button.

Abort

Stops method execution, and returns to the state before the method started executing:

- When tracing a form or object method executing in response to an event: Stops and returns to the form.
- When tracing a method executing from within the Application environment: Stops and returns to the environment.

Abort and Edit

Pauses method execution. The method that is executing when you click the Abort and Edit button opens in the Method

Editor

Tip: Use this button when you know which changes are required in your code, and when these changes are required to pursue the testing of your methods. After you're finished with the changes, rerun the method.

Edit

Pauses method execution. The method that is executing at the time you click the Edit button opens in the Method Editor.

If you use this button to modify a method, the modifications are only effective the next time it executes.

Tip: Use this button when you know which changes are required in your code and when they don't interfere with the rest of the code to be executed or traced.

Save Settings

Saves the current configuration of the debugger window and makes it the default configuration. This includes:

- the size and position of the window
- the position of the division lines and the contents of the area that evaluates the expressions

These parameters are stored in the project.

This action is not available in remote debugging mode (see [Debugging from Remote Machines](#)).

Watch Pane

The Watch pane is displayed in the top left corner of the Debugger window, below the Execution Control Tool Bar. Hier ein Beispiel:

Expression	Value
▶ 🔎 Line Objects	
◀ 📂 Variables	
▶ 📂 Interprocess	
◀ 📂 Process	
▶ 📂 Document	""
▶ 📂 Error	0
▶ 📂 FldDelimit	9
▶ 📂 OK	0
▶ 📂 RecDelimit	13
▶ 📂 Local	
▶ 📂 Parameters	
▶ 📂 Self	Nil
▶ 📄 Current Form Values	
▶ ⚙ Constants	
▶ 🛡 Semaphores	
▶ 🖥 Processes	
▶ 📊 Tables & Fields	
▶ 📁 Sets	
▶ 📜 Named Selections	
▶ 🌐 Information	
▶ 🌐 Web	

This pane is not available in remote debugging mode.

The Watch Pane displays useful general information about the system, the 4D environment, and the execution environment.

The Expression column displays the names of the objects and expressions. The Value column displays their current corresponding values. Clicking on any value on the right side of the pane allows you to modify the value of the object, if

this is permitted for that object.

At any point, you can drag and drop themes, theme sublists (if any), and theme items to the [Custom Watch Pane](#).

Expression list

Line Objects

This theme lets you keep track of the values of the objects or expressions:

- used in the line of code to be executed (the one marked with the program counter—the yellow arrow in the [Source Code Pane](#)),
- used in the previous line of code

Since the previous line of code is the one that was just executed before, this theme therefore shows the objects or expressions of the current line before and after that the line was executed. Let's say you execute the following method:

```
TRACE
$a:=1
$b:=a+1
$c:=a+b
```

1. A Debugger window opens with the program counter set to the line with `a:=1`. At this point the Line Objects theme displays:

\$a	Undefiniert
-----	-------------

The `$a` variable is not yet initialized, but it is displayed because it is used in the line to be executed.

2. You click the Step Over button. The program counter is now set to the line `b:=a+1`. At this point, the theme displays:

\$a	1
\$b	Undefiniert

The value of the `$a` variable is now 1. The `$b` variable is not yet initialized, but it is displayed because it is used in the line to be executed.

3. You click the Step Over button again. The program counter is now set on the line with `c:=a+b`. At this point the Line Objects theme displays:

\$c	Undefiniert
\$a	1
\$b	2

The value of the `$b` variable is now 2. The `$c` variable is not yet initialized, but it is displayed because it is used in the line to be executed.

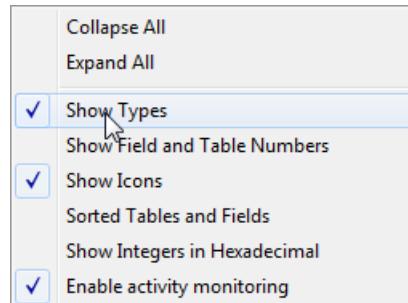
Variablen

This theme is composed of the following subthemes:

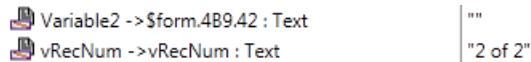
Subtheme	Beschreibung	Can the values be modified?
Interprocess	List of interprocess variables being used at this point	Ja
Process	List of process variables used by the current process	Ja
Local	List of local variables used by the method being traced	Ja
Parameter	List of parameters received by the method	Ja
Self	Pointer to the current object, when tracing an Object Method	Nein

Arrays, like other variables, appear in the Interprocess, Process, and Local subthemes, depending on their scope. The debugger displays the first 100 elements. Inside the Value column, you can modify the values of array elements, but not the size of the arrays.

To display the variable types and their internal names, right click and check the Show Types option in the context menu:



Here's the result:



Current Form Values

This theme contains the name of each dynamic object included in the current form, as well as the value of its associated variable:

Current Form Values		Form: debugger
bCancel		0
bDelete		0
Button3		1
bValidate		0
FirstName		"Tony"
ID		"2"
List Box1	0 elements	
List Box1	Listbox sub objects	

Some objects, such as list box arrays, can be presented as two distinct objects, the variable of the object itself and its data source.

Konstanten

Like the Constants page of the Explorer window, this theme displays predefined constants provided by 4D. The expressions from this theme cannot be modified.

Semaphores

This theme lists the local semaphores currently being set. For each semaphore, the Value column provides the name of the process that sets the semaphore. The expressions from this theme cannot be modified. Global semaphores are not displayed.

Prozesse

This theme lists the processes started since the beginning of the working session. The value column displays the time used and the current state for each process (i.e., Executing, Paused, and so on). The expressions from this theme

cannot be modified.

Tabellen und Felder

This theme lists the tables and fields in the 4D database. For each Table item, the Value column displays the size of the current selection for the current process as well as the number of locked records.

For each Field item, the Value column displays the value of the field for the current record (except picture and BLOB). You can modify the field values but not the the tables' information.

Mengen

This theme lists the sets defined in the current process (the one you're currently tracing) and the interprocess sets. For each set, the Value column displays the number of records and the table name. The expressions from this theme cannot be modified.

Temporäre Auswahlen

This theme lists the named selections that are defined in the current process (the one you're currently tracing); it also lists the interprocess named selections. For each named selection, the Value column displays the number of records and the table name. The expressions from this theme cannot be modified.

Information

This theme contains general information regarding database operation, such as the current default table (if one exists), physical, virtual, free and used memory space, query destination, etc.

Web

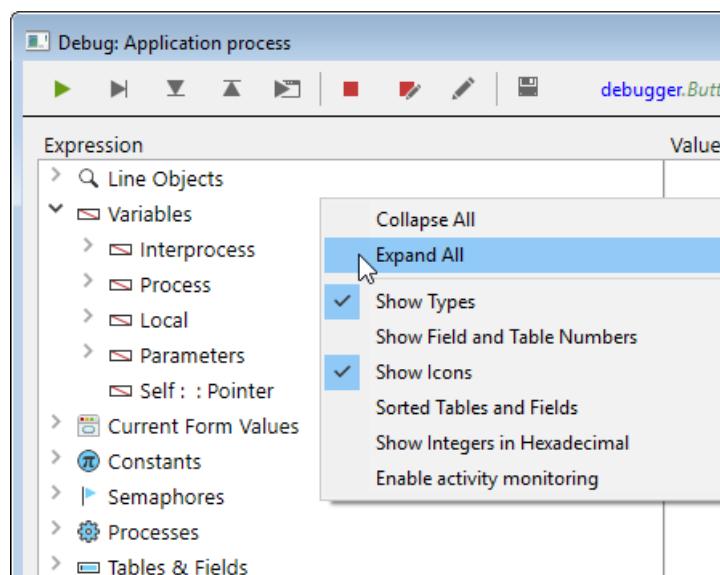
This theme displays information regarding the main Web server of the application (only available if the Web server is active):

- Web File To Send: name of Web file waiting to be sent (if any)
- Web Cache Usage: number of pages present in Web cache as well as its use percentage
- Web Server Elapsed Time: duration of Web server use in hours:minutes:seconds format
- Web Hits Count: total number of HTTP requests received since Web server launch, as well as the instantaneous number of requests per second
- Number of active Web processes: number of active Web processes, all Web processes together

The expressions contained within this theme cannot be modified.

Contextual Menu

Additional options are available from the contextual menu of the Watch pane.



- Collapse All: Collapses all levels of the hierarchical list.
- Expand All: Expand all levels of the hierarchical list.
- Show Types: Displays the type of each item (when appropriate).
- Show Field and Table Numbers: Displays the number of each table or field. Useful if you work with table or field numbers, or with pointers using commands such as `Table` or `Field`.
- Show Icons: Displays an icon denoting the object type for each object. You can turn this option off in order to speed up the display, or just because you prefer to use only the Show Types option.
- Sorted Tables and Fields: Sorts the tables and fields in alphabetical order within their respective lists.
- Show Integers in Hexadecimal: Numbers are usually displayed in decimal notation. This option displays them in hexadecimal notation. Note: To enter a numeric value in hexadecimal, type `0x` (zero + "x"), followed by the hexadecimal digits.
- Enable activity monitoring: Activates the monitoring of activity (advanced checking of internal activity of the application) and displays the information retrieved in the additional themes: Scheduler, Web and Network.

Call Chain Pane

A method may call other methods or class functions, which may call other methods or functions. The Call Chain pane lets you keep track of that hierarchy.

Method / Parameter	Type
\$0	Undefined
\$1	Undefined -> [Employee]
\$2	Undefined -> [Employee]ID
\$3	Z

Each main level item is the name of a method or class function. The top item is the one you are currently tracing, the next main level item is the name of the caller (the method or function that called the one you are currently tracing), the next one is the caller's caller, and so on.

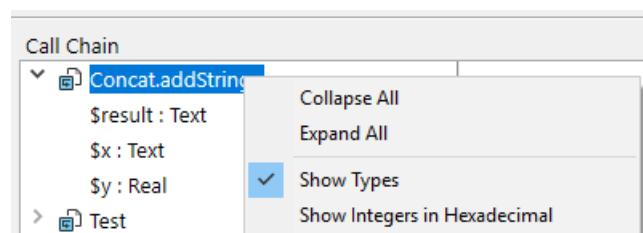
In the image above:

- `thirdMethod` has not received any parameter
- `$0` is currently undefined, as the method did not assign any value to `$0` (because it has not executed this assignment yet or because the method is a subroutine and not a function)
- `secondMethod` has received three parameters from `firstMethod` :
 - `$1` is a pointer to the `[Employee]` table
 - `$2` is a pointer to the `ID` field in the `[Employee]` table
 - `$3` is an alphanumeric parameter whose value is "Z"

You can double-click the name of any method to display its contents in the [Source Code Pane](#).

Clicking the icon next to a method or function name expands or collapses the parameters and the result (if any). Values appear on the right side of the pane. Clicking on any value on the right side allows you to change the value of any parameter or function result.

To display the parameter type, check the Show types option in the contextual menu:



After you deploy the list of parameters, you can drag and drop parameters and function results to the [Custom Watch Pane](#).

You can also use the [Get call chain](#) command to retrieve the call chain programmatically.

Custom Watch Pane

The Custom Watch Pane is useful for evaluating expressions. It is similar to the [Watch Pane](#), except here you decide which expressions are displayed. Any type of expression can be evaluated:

- field
- variable
- pointer
- calculation
- 4D command
- method
- and anything else that returns a value

Expression	Value
\$text	"Hello, World!"
\$calcResult	3
\$pField	->[Employee]ID
\$myBlob	10 Ko

You can evaluate any expression that can be shown in text form. This does not cover picture and BLOB fields or variables. To display BLOB contents, you can use BLOB commands, such as [BLOB to text](#).

Handling expressions

There are several ways to add expressions to the list:

- Drag and drop an object or expression from the Watch Pane or the Call Chain Pane
- Select an expression in the [Source Code pane](#) and press `ctrl+D` (Windows) or `cmd+D` (macOS)
- Double-click somewhere in the empty space of the Custom Watch Pane (adds an expression with a placeholder name that you can edit)

You can enter any formula that returns a result.

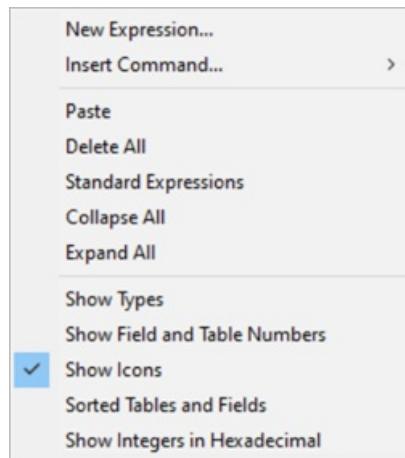
To edit an expression, click on it to select it, then click again or press `Enter` on your keyboard.

To delete an expression, click on it to select it, then press `Backspace` or `Delete` on your keyboard.

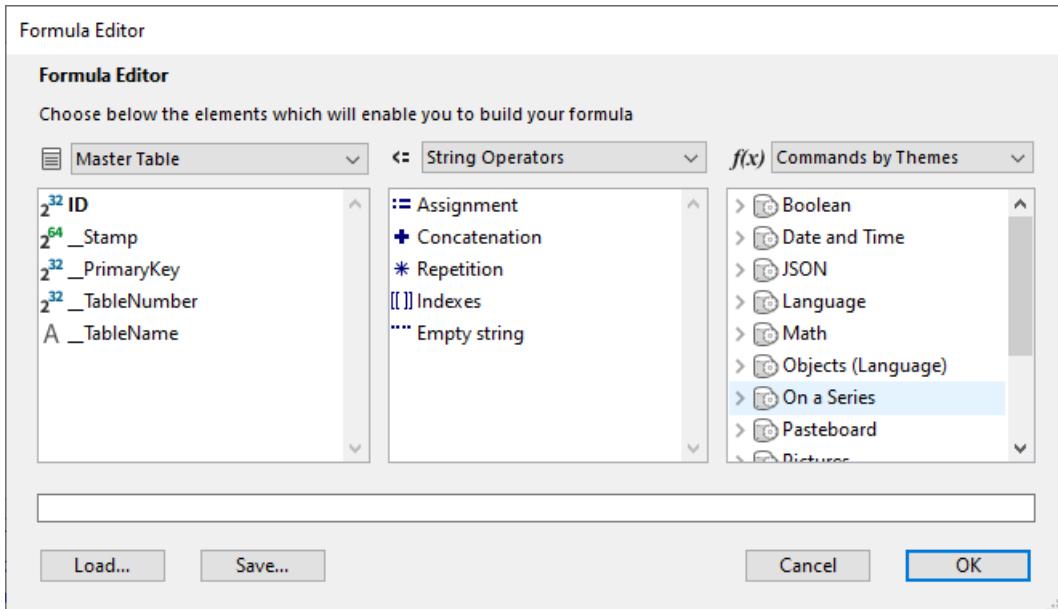
Warning: Be careful when you evaluate a 4D expression modifying the value of one of the System Variables (for instance, the `OK` variable) because the execution of the rest of the method may be altered.

Contextual Menu

The Custom Watch Pane's context menu gives you access the 4D formula editor and other options:



New Expression : This inserts a new expression and displays the 4D Formula Editor.



For more information on the Formula Editor, see the [4D Design Reference manual](#).

- Insert Command: Shortcut for inserting a 4D command as a new expression.
- Delete All: Removes all expressions from the Custom Watch Pane.
- Standard Expressions: Copies the Watch Pane's list of expressions.

This option is not available in remote debugging mode (see [Debugging from Remote Machines](#)).

- Collapse All/Expand All: Collapses or Expands all the hierarchical lists.
- Show Types: Displays the type of each item in the list (when appropriate).
- Show Field and Table Numbers : Displays the number of each table or field of the Fields. Useful if you work with tables, field numbers or pointers using the commands such as `Table` or `Field` .
- Show Icons: Displays an icon denoting the type of each item.
- Sorted Tables and Fields: Displays the table and fields in alphabetical order.
- Show Integers in Hexadecimal: Displays numbers using hexadecimal notation. To enter a numeric value in hexadecimal, type 0x (zero + "x"), followed by the hexadecimal digits.

Source Code Pane

The Source Code Pane shows the source code of the method or function currently being traced.

This area also allows you to add or remove [break points](#).

Tool tip

Hover your pointer over any expression to display a tool tip that indicates:

- the declared type of the expression
- the current value of the expression

The screenshot shows a code editor window with several lines of pseudocode. Line 7 contains the highlighted expression `QUERY([Employee];[Employee]managerID;=;[Employee]ID)`. A yellow arrow in the left margin points to this line, indicating it is the current program counter. A tooltip box appears above the line, containing the text `$2: Pointer = ->$reportingEmps (Get All Reporting Emps)`. The code itself includes comments explaining the purpose of each step, such as finding an employee by ID and appending their first and last names.

```
1 // $1 contains the primary key of the manager
2 // $2 is a pointer to the resulting array
3
4 QUERY([Employee];[Employee]ID;=;$1) // finds the employee whose primary key w
5 APPEND TO ARRAY($2->,[Employee]firstname+" "+[Employee]lastname) // and adds
6
7 QUERY([Employee];[Employee]managerID;=;[Employee]ID) // now finds all direct
8
9 If (Records in selection([Employee])>0) // if there are some
10
11 C_LONGINT($i)
12 ARRAY LONGINT($IDS;0)
13 SELECTION TO ARRAY([Employee]ID;$IDS)
```

This also works with selections:

The screenshot shows the same code editor window with the same pseudocode. The expression `QUERY([Employee];[Employee]managerID;=;[Employee]ID)` is highlighted and has a yellow arrow in the left margin pointing to it. A tooltip box appears above the line, containing the text `Records in selection([Employee]): Long Integer = 1`. This indicates that the selection condition is true, resulting in one record.

```
1 // $1 contains the primary key of the manager
2 // $2 is a pointer to the resulting array
3
4 QUERY([Employee];[Employee]ID;=;$1) // finds the employee whose primary key w
5 APPEND TO ARRAY($2->,[Employee]firstname+" "+[Employee]lastname) // and adds
6
7 QUERY([Employee];[Employee]managerID;=;[Employee]ID) // now finds all direct
8
9 If (Records in selection([Employee])>0) // if there are some
10
11 C_LONGINT($i)
12 ARRAY LONGINT($IDS;0)
13 SELECTION TO ARRAY([Employee]ID;$IDS)
```

Adding expressions to the Custom Watch Pane

You can copy any selected expression from the Source Code pane to the [Custom Watch Pane](#).

1. In the Source code pane, select the expression to evaluate
2. Do one of the following:
 - Drag and drop the selected text to the Expression area of the Custom Watch Pane
 - Press Ctrl+D (Windows) or Cmd+D (macOS)
 - Right-click the selected text > Copy to Expression Pane

Program Counter

The yellow arrow in the left margin of the Source Code pane is called the program counter. It marks the next line to be executed.

By default, the program counter line (also called the running line) is highlighted in the debugger. You can customize the highlight color in the [Methods page of the Preferences](#).

Moving the program counter

For debugging purposes, you can move the program counter for the method at the top of the call chain (the method currently executing). To do so, click and drag the yellow arrow to another line.

This only tells the debugger to pursue tracing or executing from a different point. It does not execute lines or cancel their execution. All current settings, fields, variables, etc. are not impacted.

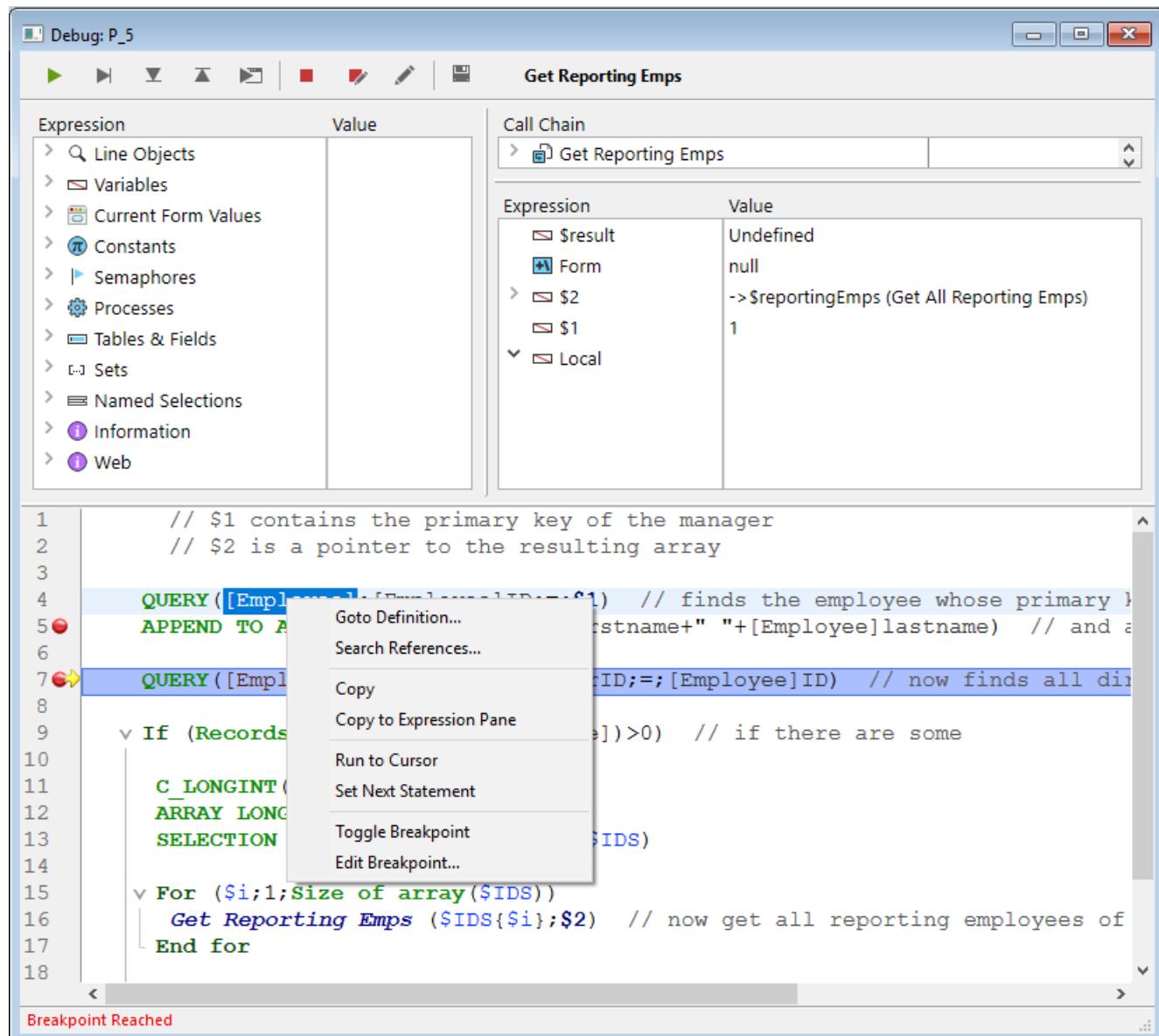
Beispiel:

```
// ...
If(This condition)
    DO_SOMETHING
Else
    DO_SOMETHING_ELSE
End if
// ...
```

Say the program counter is set to the line `If (This condition)`. When you click the Step over button, the program counter moves directly to the `DO_SOMETHING_ELSE` line. To examine the results of the `DO_SOMETHING` line, you can move the program counter to that line and execute it.

Contextual menu

The contextual menu of the Source Code Pane provides access to several functions that are useful when executing methods in Trace mode:



- **Goto Definition:** Goes to where the selected object is defined. This command is available for:
 - *Project methods:* displays method contents in a new window of the Method editor
 - *Fields:* Displays field properties in the inspector of the Structure window
 - *Tables:* Displays table properties in the inspector of the Structure window
 - *Forms:* Displays form in the Form editor
 - *Variables* (local, process, interprocess or \$n parameter): displays the line in the current method or among the compiler methods where the variable is declared

- Search References (also available in Method editor): Searches all project objects (methods and forms) in which the current element of the method is referenced. The current element is the one selected or the one where the cursor is located. This can be the name of a field, variable, command, string, and so on. Search results are displayed in a new standard results window.
- Copy: Standard copy of the selected expression to the pasteboard.
- Copy to Expression Pane : Copy the selected expression to the Custom Watch Pane.
- Run to Cursor: Executes statements found between the program counter and the selected line of the method (where the cursor is found).
- Set Next Statement: Moves program counter to the selected line without executing this line or any intermediate ones. The designated line is only run if the user clicks on one of the execution buttons.
- Toggle Breakpoint (also available in Method editor): Alternately inserts or removes the breakpoint corresponding to the selected line. This modifies the breakpoint permanently: for instance, if you remove a breakpoint in the debugger, it no longer appears in the original method.
- Edit Breakpoint (also available in Method editor): Displays the Breakpoint Properties dialog box. Any changes made modify the breakpoint permanently.

Find Next/Previous

Specific shortcuts allow you to find strings identical to the one selected:

- To search for the next identical strings, press Ctrl+E (Windows) or Cmd+E (macOS)
- To search for the previous identical strings, press Ctrl+Shift+E (Windows) or Cmd+Shift+E (macOS)

The search is carried out only if you select at least one character in the Source code pane.

Shortcuts

This section lists all the shortcuts available in the debugger window.

The tool bar also has [shortcuts](#).

Watch Pane & Custom Watch Pane

- Double-click an item in the Watch Pane to copy it to the Custom Watch Pane
- Double-Click in the Custom Watch Pane to create a new expression

Source Code Pane

- Click in the left margin to set or remove break points.
- Alt+Shift+Click (Windows) or Option+Shift+Click (macOS) sets a temporary break point.
- Alt-Click (Windows) or Option-Click displays the Edit Break window for a new or existing break point.
- A selected expression or object can be copied to the Custom Watch Pane by simple drag and drop.
- Ctrl+D (Windows) or Cmd+D (macOS) key combinations copy the selected text to the Custom Watch Pane.
- Ctrl+E (Windows) or Cmd+E (macOS) key combinations find the next strings identical to the one selected.
- Ctrl+Shift+E (Windows) or Cmd+Shift+E (macOS) key combinations find the previous strings identical to the one selected.

All Panes

- Ctrl + +/- (Windows) or Command + +/- (macOS) increases or decreases the font size for a better readability. The modified font size is also applied to the Method editor and is stored in the Preferences.
- Ctrl + * (Windows) or Command + * (macOS) forces the updating of the Watch Pane.
- When no item is selected in any pane, press Enter to step over.
- When an item value is selected, use the arrows keys to navigate through the list.
- When editing an item, use the arrow keys to move the cursor. Use Ctrl-A/X/C/V (Windows) or Command-A/X/C/V (macOS) as shortcuts to the Select All/Cut/Copy/Paste menu commands of the Edit menu.

Breakpoints and Command Catching

Überblick

Breakpoints and command catching are very efficient debugging techniques. Both have the same effect: they pause the code execution (and display the debugger window if not already displayed) at a desired step.

You set breakpoints on any line of code where you want the execution to be paused. You can associate a condition to the break point.

Catching a command enables you to start tracing the execution of any process as soon as a command is called by that process.

Breakpoints

To create a break point, click in the left margin of the Source Code pane in the debugger or in the Method editor.

In the following example, a break point (the red bullet) has been set, in the debugger, on the line `If ($in.dataClass#Null)` :

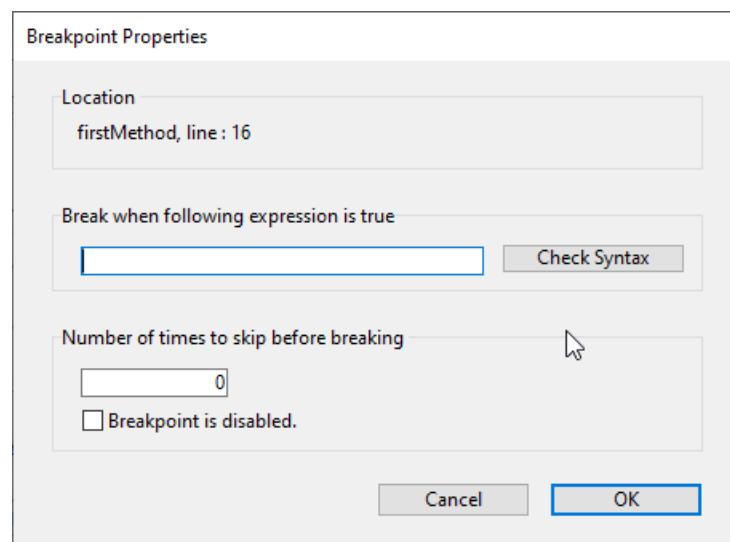
```
1 C_OBJECT($0)
2 C_OBJECT($1)
3
4 C_OBJECT($entity; $in; $out)
5
6 $in:=$1
7 $out:=New object("success"; False)
8
9 If ($in.dataClass#Null)
10
11 $entity:=ds[$in.dataClass].new() //create a reference
12
```

In the above example, clicking the `No Trace` button resumes normal execution up to the line marked with the break point. That line is not executed itself — you are taken back to trace mode. Setting a break point beyond the program counter and clicking the `No Trace` button allows you to skip portions of the method being traced.

To remove a break point, click the corresponding bullet.

Breakpoint Properties

You can edit the behavior of a breakpoint using the Breakpoint Properties window:



This window is available from the Method Editor or the [Source Code Pane](#). You can:

- right-click a line and select `Edit Breakpoint` in the contextual menu, or
- `Alt+click` (Windows) or `Option+click` (macOS) in the left margin.

If a break point already exists, the window is displayed for that break point. Otherwise, a break point is created and the window is displayed for the newly created break point.

Here is a description of the properties:

- Location: indicates the name of the method and the line number attached to the breakpoint.
- Break when following expression is true : You can create conditional breakpoints by entering a 4D formula that returns `True` or `False`. For example, insert `Records in selection(\[aTable]\)=0` to make sure the break occurs only if there no record selected for the table `[aTable]`. Breakpoint conditions are available in the Condition column of the [Break list](#).
- Number of times to skip before breaking : You can attach a breakpoint to a line located in a loop structure (While, Repeat, or For) or located in subroutine or function called from within a loop.
- Breakpoint is disabled: If you currently do not need a break point, but might need it later, you can temporarily disable it. A disabled break point appears as a dash (-) instead of a bullet (•)|

Breakpoints in remote debugging

The break point list is stored locally. In remote debugging mode, if the attached debugger is a remote 4D, the remote break point list replaces temporarily the server break point list during the debugging session.

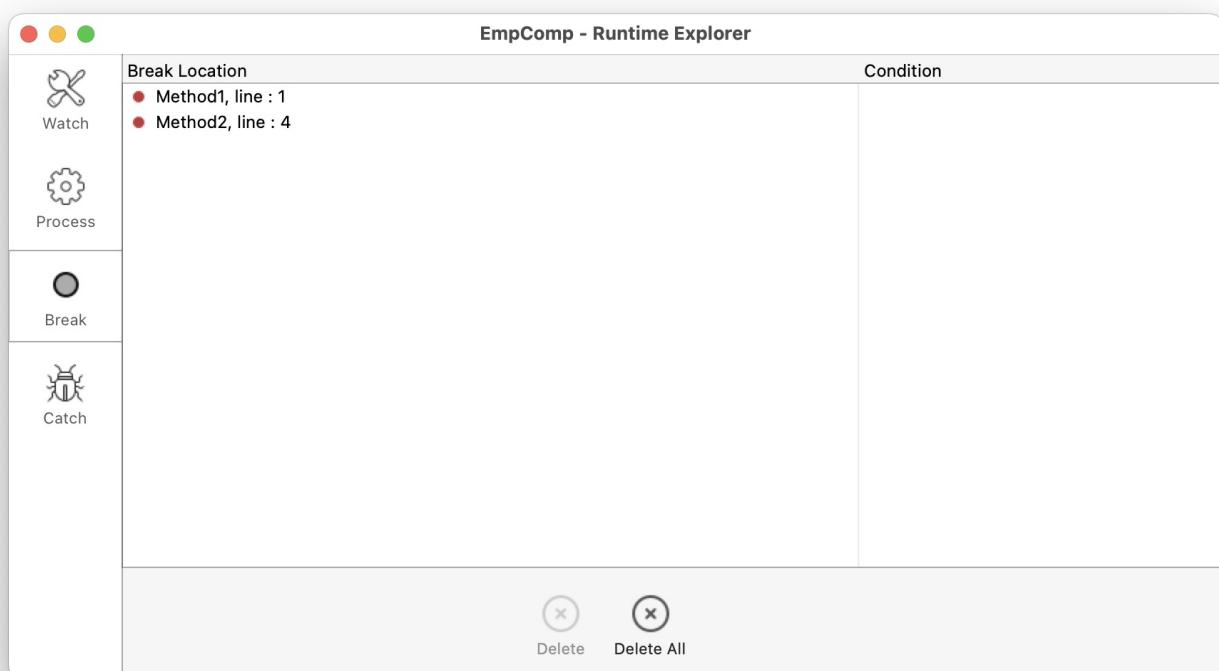
The server break point list is automatically restored if it becomes again the attached debugger.

Break List

The Break list is a page of the Runtime Explorer that lets you manage the breakpoints created in the Debugger Window or in the Method Editor. For more information on the Runtime Explorer, see its dedicated page in [the Design reference manual](#).

To open the Break list page:

1. From the Run menu, click Runtime Explorer...
2. Click the Break tab to display the Break list:



Using this window, you can:

- Set conditions for breakpoints in the Conditions column
- Enable or disable breakpoints by clicking the bullets in the margin. Disabled breakpoints display transparent bullets
- Delete breakpoints by pressing the **Delete** or **Backspace** key, or click on the Delete button below the list.
- Open the methods where the breakpoint are located by double-clicking any line in the list

You cannot add new breakpoints from this window. Breakpoints can only be created from within the Debugger window or the Method Editor.

Catching Commands

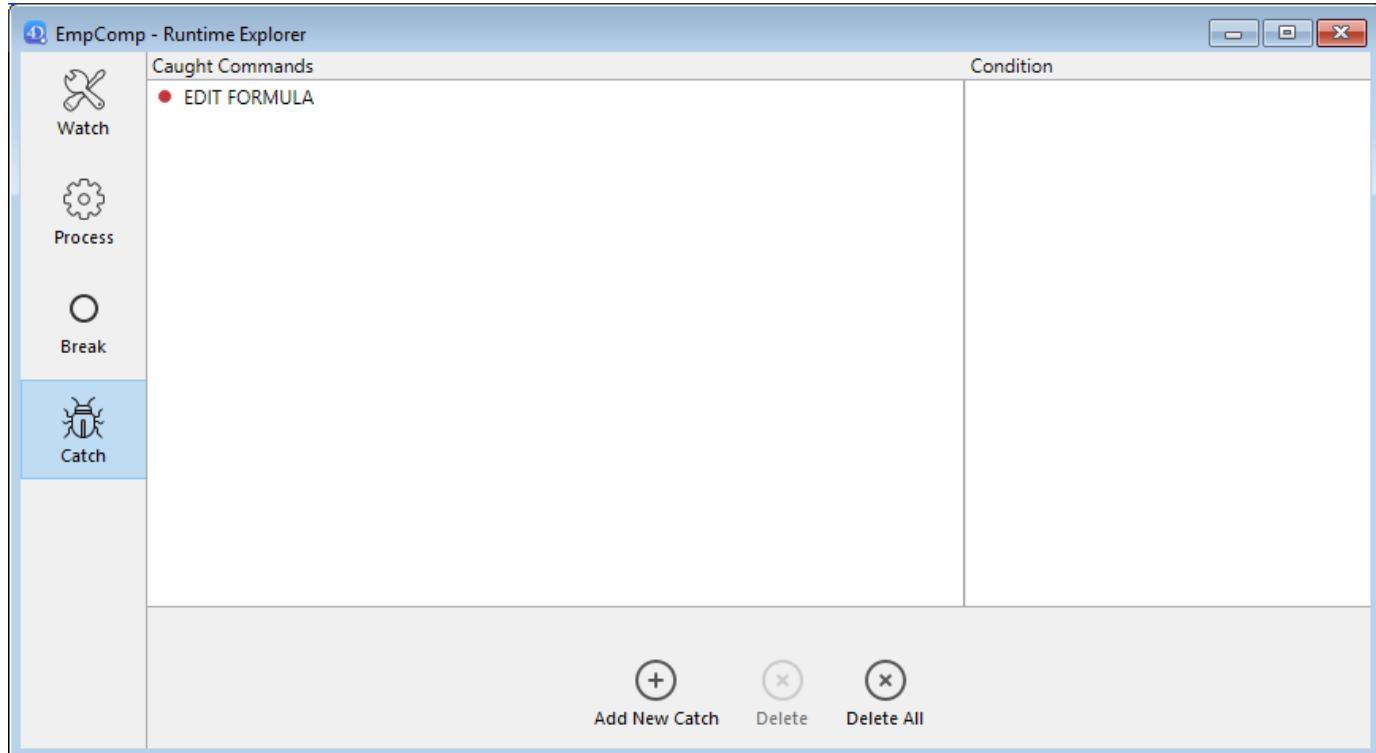
The Catch tab of the Runtime Explorer lets you add additional breaks to your code by catching calls to 4D commands. Unlike a break point, which is located in a particular project method (and therefore triggers a trace exception only when it is reached), the scope of catching a command includes all the processes that execute 4D code and call that command.

Catching a command is a convenient way to trace large portions of code without setting break points at arbitrary locations. For example, if a record that should not be deleted is deleted after you've executed one or several processes, you can try to reduce the field of your investigation by catching commands such as **DELETE RECORD** and **DELETE SELECTION**. Each time these commands are called, you can check if the record in question has been deleted, and thus isolate the faulty part of the code.

Feel free to combine breakpoints and command catching.

To open the Caught Commands page:

1. Choose Run > Runtime explorer... to open the Runtime Explorer.
2. Click Catch to display the Caught Commands List:



This page lists the commands to be caught during execution. It is composed of two columns:

- The left column displays the Enable/Disable status of the caught command, followed by the name of the command
- The right column displays the condition associated with the caught command, if any

To add a command to be caught:

1. Click on the Add New Catch button (in the shape of a +) located below the list. A new entry is added to the list with the **ALERT** command as default
2. Click the **ALERT** label, type the name of the command you want to catch, then press Enter.

To enable or disable a caught command, click on the bullet (•) in front of the command label. The bullet is transparent when the command is disabled.

Disabling a caught command has almost the same effect as deleting it. During execution, the debugger spends almost no time on the entry. The advantage of disabling an entry is that you do not have to recreate it when you need it again.

To delete a caught command:

1. Select a command in the list.
2. Press Backspace or Delete on your keyboard or click on the Delete button beneath the list (Delete All removes all commands in the list).

Setting a Condition for catching a command

1. Click on the entry in the right column
2. Enter a 4D formula (expression, command call or project method) that returns a Boolean value.

To remove a condition, delete its formula.

Adding conditions allows you to stop execution when the command is invoked only if the condition is met. For example, if you associate the condition `Records in selection(\[Emp]>10)` with the break point on the `DELETE SELECTION` command, the code will not be stopped during execution of the `DELETE SELECTION` command if the current selection of the [Emp] table only contains 9 records (or less).

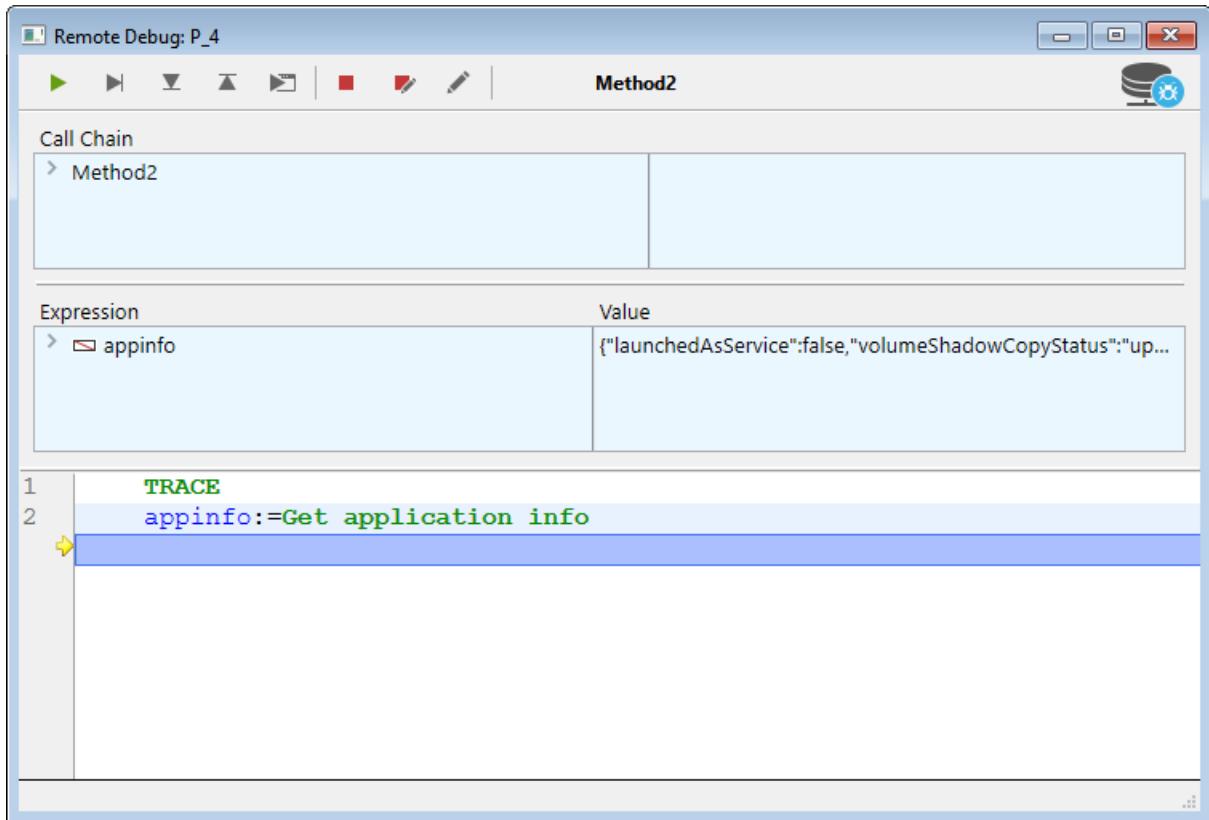
Adding conditions to caught commands slows the execution, because the condition has to be evaluated each time an exception is met. On the other hand, adding conditions accelerates the debugging process, because 4D automatically skips occurrences that do not match the conditions.

Debugging from remote machines

Überblick

When a 4D database is running on 4D Server in interpreted mode, you can debug the 4D code running on the server from a remote 4D client logged to the project. You just need to attach the debugger to a specific remote machine, and the code execution can be monitored in the debugger directly on the remote machine.

On a remote machine, the [debugger window](#) displays a specific server icon and a blue background color to indicate that you are debugging server code:



This feature is particularly useful when 4D Server runs in headless mode (see [Command Line Interface](#)), or when access to the server machine is not easy.

Attached debugger

Only one debugger can debug a 4D Server application at a given time. It is called the [attached debugger](#). The attached debugger can be:

- the local 4D Server debugger (default) - if the server is not running headless.
- the debugger of a remote 4D client - if the remote session has access to Design mode.

The attached debugger is called whenever a 4D Server encounters:

- a break point
- a `TRACE` command
- a caught command
- an error

Keep in mind that error messages are sent to the attached debugger machine. This means that in the case of a remote debugger, server error messages are displayed on the remote 4D client.

Note that:

- The code executed in the `On Server Startup Database` Method cannot be debugged remotely. It can only be debugged on the server side
- If no debugger is attached, the running code is not stopped by debugging commands

Attaching the debugger

By default when you start an interpreted application:

- if 4D Server is not running headless, the debugger is attached to the server,
- if 4D Server is running headless, no debugger is attached.

You can attach the debugger to any remote 4D client allowed to connect to the 4D Server application.

The remote 4D client's user session must have access to the Design environment of the database.

To attach the debugger to a remote 4D client:

1. In the 4D Server menu bar, select Edit > Detach Debugger so that the debugger becomes available to remote machines (this step is useless if the 4D Server is running headless).
2. In a remote 4D client connected to the server, select Run > Attach Remote Debugger

If the attachment is accepted (see [Rejected attachment requests](#)), the menu command becomes Detach Remote Debugger.

The debugger is then attached to the remote 4D client:

- until the end of the user session
- until you select `Detach Remote Debugger`

To attach the debugger back to the server:

1. On the remote 4D client that has the debugger attached, select Run > Detach Remote Debugger.
2. In the 4D Server menu bar, select Edit > Attach debugger.

When the debugger is attached to the server (default), all server processes are automatically executed in cooperative mode to enable debugging. This can have a significant impact on performance. When you don't need to debug on the server machine, it is recommended to detach the debugger and attach it to a remote machine if necessary.

Attaching debugger at startup

4D allows you to automatically attach the debugger to a remote 4D client or the server at startup:

- On the server (if not headless), this option is named `Attach Debugger At Startup`. When the server is started, it automatically attaches the debugger (default).

Warning: If this option is selected for a server which is subsequently launched in headless mode, the debugger won't be available for this server.

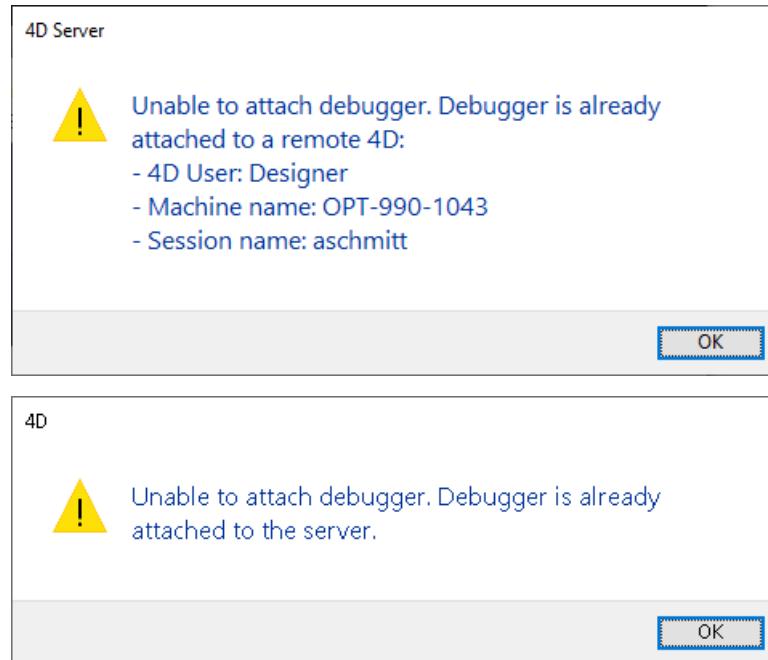
- On a remote 4D client, this option is named `Attach Remote Debugger At Startup`. When selected, the remote 4D client will automatically try to attach the remote debugger at each subsequent connection to the same 4D Server database. If the attachment is accepted (see [Rejected attachment requests](#)), the remote debugger is automatically attached to the remote 4D client and the `Detach Remote Debugger` option is displayed.

This setting is applied per project and is stored locally in the `.4DPreferences` file.

Rejected attachment requests

While the debugger is already attached to a remote 4D client or to 4D Server, no other machine can attach the debugger.

If a machine tries to attach the debugger while it is already attached, the attachment is rejected and a dialog box appears:



Attaching the debugger in this case requires that:

- the attached debugger is detached from the server or from the remote 4D client using respectively the Detach debugger or Detach remote debugger menu command,
- the attached remote 4D client session is closed.

Description of log files

4D applications can generate several log files that are useful for debugging or optimizing their execution. Logs are usually started or stopped using selectors of the **SET DATABASE PARAMETER** or **WEB SET OPTION** commands and are stored in the [Logs folder](#) of the project.

Information logged needs to be analyzed to detect and fix issues. This section provides a comprehensive description of the following log files:

- [4DRequestsLog.txt](#)
- [4DRequestsLog_ProcessInfo.txt](#)
- [HTTPDebugLog.txt](#)
- [4DDebugLog.txt \(standard & tabular\)](#)
- [4DDiagnosticLog.txt](#)
- [4DIMAPLog.txt](#)
- [4DPOP3Log.txt](#)
- [4DSMTPLog.txt](#)
- [ORDA client requests log file](#)

When a log file can be generated either on 4D Server or on the remote client, the word "Server" is added to the server-side log file name, for example "4DRequestsLogServer.txt"

Log files share some fields so that you can establish a chronology and make connections between entries while debugging:

- `sequence_number` : this number is unique over all debug logs and is incremented for each new entry whatever the log file, so that you can know the exact sequence of the operations.
- `connection_uuid` : for any 4D process created on a 4D client that connects to a server, this connection UUID is logged on both server and client side. It allows you to easily identify the remote client that launched each process.

4DRequestsLog.txt

This log file records standard requests carried out by the 4D Server machine or the 4D remote machine that executed the command (excluding Web requests).

How to start this log:

- on the server:

```
SET DATABASE PARAMETER(4D Server log recording;1)
//server side
```

- on a client:

```
SET DATABASE PARAMETER(Client Log Recording;1)
//remote side
```

This statement also starts the [4DRequestsLog_ProcessInfo.txt](#) log file.

Headers

This file starts with the following headers:

- Log Session Identifier

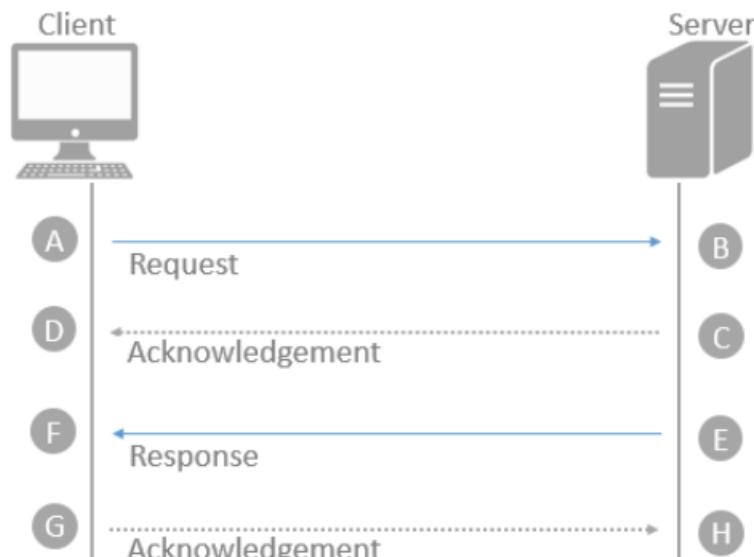
- Hostname of the server that hosts the application
- User Login Name: login on the OS of the user that ran the 4D application on the server.

Inhalt

For each request, the following fields are logged:

Field name	Beschreibung
sequence_number	Unique and sequential operation number in the logging session
time	Date and time using ISO 8601 format: 'YYYY-MM-DDTHH:MM:SS.mmm'
systemid	System ID
component	Component signature (e.g., '4SQLS' or 'dbmg')
process_info_	index Corresponds to the "index" field in 4DRequestsLog_ProcessInfo.txt log, and permits linking a request to a process.
request	Request ID in C/S or message string for SQL requests or LOG EVENT messages
bytes_in	Number of bytes received
bytes_out	Number of bytes sent
server_duration exec_duration	Depends on where the log is generated: <ul style="list-style-type: none"> • <i>server_duration</i> when generated on the client --Time taken in microseconds for the server to process the request and return a response. B to F in image below, OR • <i>exec_duration</i> when generated on the server --Time taken in microseconds for the server to process the request. B to E in image below.
write_duration	Time taken in microseconds for sending the: <ul style="list-style-type: none"> • Request (when run on the client). A to B in image below. • Response (when run on the server). E to F in image below.
task_kind	Preemptive or cooperative (respectively 'p' or 'c')
rtt	Time estimate in microseconds for the client to send the request and the server to acknowledge it. A to D and E to H in image below. <ul style="list-style-type: none"> • Only measured when using the ServerNet network layer, returns 0 when used with the legacy network layer. • For Windows versions prior to Windows 10 or Windows Server 2016, the call will return 0.

Request flow:



4DRequestsLog_ProcessInfo.txt

This log file records information on each process created on the 4D Server machine or the 4D remote machine that executed the command (excluding Web requests).

How to start this log:

- on the server:

```
SET DATABASE PARAMETER(4D Server log recording;1) //server side
```

- on a client:

```
SET DATABASE PARAMETER(Client Log Recording;1) //remote side
```

This statement also starts the [4DRequestsLog.txt](#) log file.

Headers

This file starts with the following headers:

- Log Session Identifier
- Hostname of the server that hosts the application
- User Login Name: login on the OS of the user that ran the 4D application on the server.

Inhalt

For each process, the following fields are logged:

Field name	Beschreibung
sequence_number	Unique and sequential operation number in the logging session
time	Date and time using ISO 8601 format: "YYYY-MM-DDTHH:MM:SS.mmm"
process_info_index	Unique and sequential process number
CDB4DBaseContext	DB4D component database context UUID
systemid	System ID
server_process_id	Process ID on Server
remote_process_id	Process ID on Client
process_name	Process name
cID	Identifier of 4D Connection
uID	Identifier of 4D Client
IP Client	IPv4/IPv6 address
host_name	Client hostname
user_name	User Login Name on client
connection_uuid	UUID identifier of process connection
server_process_unique_id	Unique process ID on Server

HTTPDebugLog.txt

This log file records each HTTP request and each response in raw mode. Whole requests, including headers, are logged;

optionally, body parts can be logged as well.

How to start this log:

```
WEB SET OPTION(Web debug log;wdl enable without body)
//other values are available
```

The following fields are logged for both Request and Response:

Field name	Beschreibung
SocketID	ID of socket used for communication
PeerIP	IPv4 address of host (client)
PeerPort	Port used by host (client)
TimeStamp	Timestamp in milliseconds (since system startup)
ConnectionID	Connection UUID (UUID of VTCPSocket used for communication)
SequenceNumber	Unique and sequential operation number in the logging session

4DDebugLog.txt (standard)

This log file records each event occurring at the 4D programming level. Standard mode provides a basic view of events.

How to start this log:

```
SET DATABASE PARAMETER(Debug Log Recording;2)
//standard, all processes

SET DATABASE PARAMETER(Current process debug log recording;2)
//standard, current process only
```

The following fields are logged for each event:

Column #	Beschreibung
1	Unique and sequential operation number in the logging session
2	Date and time in ISO 8601 format (YYYY-MM-DDThh:mm:ss.mmm)
3	Process ID (p=xx) and unique process ID (puid=xx)
4	Stack level
5	Can be Command Name/ Method Name/Message/ Task Start Stop info/Plugin Name, event or Callback/Connection UUID
6	Time taken for logging operation in milliseconds

4DDebugLog.txt (tabular)

This log file records each event occurring at the 4D programming level in a tabbed, compact format that includes additional information (compared to the standard format).

How to start this log:

```
SET DATABASE PARAMETER(Debug Log Recording;2+4)
//extended tabbed format, all processes

SET DATABASE PARAMETER(Current process debug log recording;2+4)
//extended, current process only
```

The following fields are logged for each event:

Column #	Field name	Beschreibung
1	sequence_number	Unique and sequential operation number in the logging session
2	time	Date and time in ISO 8601 format (YYYY-MM-DDThh:mm:ss.mmm)
3	ProcessID	Process ID
4	unique_processID	Unique process ID
5	stack_level	Stack level
6	operation_type	<p>Log operation type. This value may be an absolute value:</p> <ol style="list-style-type: none"> 1. Command 2. Method (project method, database method, etc.) 3. Message (sent by LOG EVENT command only) 4. PluginMessage 5. PluginEvent 6. PluginCommand 7. PluginCallback 8. Task 9. Member method (method attached to a collection or an object) <p>When closing a stack level, the <code>operation_type</code>, <code>operation</code> and <code>operation_parameters</code> columns have the same value as the opening stack level logged in the <code>stack_opening_sequence_number</code> column. Beispiel:</p> <ol style="list-style-type: none"> 1. 121 15:16:50:777 5 8 1 2 CallMethod Parameters 0 2. 122 15:16:50:777 5 8 2 1 283 0 3. 123 15:16:50:777 5 8 2 1 283 0 122 3 4. 124 15:16:50:777 5 8 1 2 CallMethod Parameters 0 121 61 <p>The 1st and 2nd lines open a stack level, the 3rd and 4th lines close a stack level. Values in the columns 6, 7 and 8 are repeated in the closing stack level line. The column 10 contains the stack level opening sequence numbers, i.e. 122 for the 3rd line and 121 for the 4th.</p>
7	operation	<p>May represent (depending on operation type):</p> <ul style="list-style-type: none"> • a Language Command ID (when type=1) • a Method Name (when type=2) • a combination of pluginIndex;pluginCommand (when type=4, 5, 6 or 7). May contain something like '3;2' • a Task Connection UUID (when type=8)
8	operation_parameters	Parameters passed to commands, methods, or plugins
9	form_event	Form event if any; empty in other cases (suppose that column is used when code is executed in a form method or object method)
10	stack_opening_sequence_number	Only for the closing stack levels: Sequence number of the corresponding opening stack level
11	stack_level_execution_time	Only for the closing stack levels: Elapsed time in micro seconds of the current logged action; only for the closing stack levels (see 10th columns in lines 123 and 124 in the log above)

4DDiagnosticLog.txt

This log file records many events related to the internal application operation and is human-readable. You can include custom information in this file using the [LOG EVENT](#) command.

How to start this log:

```
SET DATABASE PARAMETER(Diagnostic log recording;1) //start recording
```

The following fields are logged for each event:

Field Name	Beschreibung
sequenceNumber	Unique and sequential operation number in the logging session
timestamp	Date and time in ISO 8601 format (YYYY-MM-DDThh:mm:ss.mmm)
loggerID	Optional
componentSignature	Optional - internal component signature
messageLevel	Info, Warning, Error
message	Description of the log entry

Depending on the event, various other fields can also be logged, such as task, socket, etc.

Diagnostic log levels

The `4DDiagnosticLog.txt` file can log different levels of messages, from `ERROR` (most important) to `TRACE` (less important). By default, the `INFO` level is set, which means that the file will log only important events, including errors and unexpected results (see below).

You can select the level of messages using the `Diagnostic log level` selector of the [SET DATABASE PARAMETER](#) command, depending on your needs. When you select a level, levels above (which are more important) are implicitly selected also. The following levels are available:

Message level	Beschreibung	When selected, includes
ERROR	A part of the application does not work	ERROR
WARN	Potential error, use of a deprecated function, poor uses, undesirable or unexpected situation	ERROR, WARN
INFO	<i>Default level</i> - Important application event	ERROR, WARN, INFO
DEBUG	Detail of application flow (for 4D technical services)	ERROR, WARN, INFO, DEBUG
TRACE	Other internal information (for 4D technical services)	ERROR, WARN, INFO, DEBUG, TRACE

4DSMTPLLog.txt, 4DPOP3Log.txt, and 4DIMAPLog.txt

These log files record each exchange between the 4D application and the mail server (SMTP, POP3, IMAP) that has been initiated by the following commands:

- SMTP - [SMTP New transporter](#)
- POP3 - [POP3 New transporter](#)
- IMAP - [IMAP New transporter](#)

The log files can be produced in two versions:

- a regular version:
 - named 4DSMTPLLog.txt, 4DPOP3Log.txt, or 4DIMAPLog.txt
 - no attachments
 - uses an automatic circular file recycling each 10 MB

- o intended for usual debugging

To start this log:

```
SET DATABASE PARAMETER(SMTP Log;1) //start SMTP log
SET DATABASE PARAMETER(POP3 Log;1) //start POP3 log
SET DATABASE PARAMETER(IMAP Log;1) //start IMAP log
```

4D Server: Click on the Start Request and Debug Logs button in the [Maintenance Page](#) of the 4D Server administration window.

This log path is returned by the `Get 4D file` command.

- an extended version:

- o attachment(s) included no automatic recycling
- o custom name
- o reserved for specific purposes

To start this log:

```
$server:=New object
...
$server:=New object
...
//SMTP
$server.logFile:="MySMTPAuthLog.txt"
$transporter:=SMTP New transporter($server)

// POP3
$server.logFile:="MyPOP3AuthLog.txt"
$transporter:=POP3 New transporter($server)

//IMAP
$server.logFile:="MyIMAPAuthLog.txt"
$transporter:=IMAP New transporter($server)
```

Inhalt

For each request, the following fields are logged:

Column #	Beschreibung
1	Unique and sequential operation number in the logging session
2	Date and time in RFC3339 format (yyyy-mm-ddThh:mm:ss.ms)
3	4D Process ID
4	Unique process ID
5	<ul style="list-style-type: none"> • SMTP,POP3, or IMAP session startup information, including server host name, TCP port number used to connect to SMTP,POP3, or IMAP server and TLS status,or • data exchanged between server and client, starting with "S <" (data received from the SMTP,POP3, or IMAP server) or "C >" (data sent by the SMTP,POP3, or IMAP client): authentication mode list sent by the server and selected authentication mode, any error reported by the SMTP,POP3, or IMAP Server, header information of sent mail (standard version only) and if the mail is saved on the server,or • SMTP,POP3, or IMAP session closing information.

ORDA client requests

This log records each ORDA request sent from a remote machine. You can direct log information to memory or to a file on disk. The name and location of this log file are your choice.

How to start this log:

```
//to be executed on a remote machine
ds.startRequestLog(File("/PACKAGE/Logs/ordaLog.txt"))
//can be also sent to memory
```

If you want to use the unique sequence number in ORDA request log, you need to trigger it:

```
//to be executed on a remote machine

SET DATABASE PARAMETER(Client Log Recording;1)
//to enable log sequence number

ds.startRequestLog(File("/PACKAGE/Logs/ordaLog.txt"))
//can be also sent to memory

SET DATABASE PARAMETER(Client Log Recording;0)
//disabling sequence number
```

The following fields are logged for each request:

Field name	Beschreibung	Beispiel
sequenceNumber	Unique and sequential operation number in the logging session	104
url	Client ORDA request URL	"rest/Persons(30001)"
startTime	Starting date and time using ISO 8601 format	"2019-05-28T08:25:12.346Z"
endTime	Ending date and time using ISO 8601 format	"2019-05-28T08:25:12.371Z"
duration	Client processing duration (ms)	25
response	Server response object	{"status":200,"body": {"__entityModel":"Persons",[...]} }

Using a log configuration file

You can use a log configuration file to easily manage log recording in a production environment. This file is preconfigured by the developer. Typically, it can be sent to customers so that they just need to select it or copy it in a local folder. Once enabled, the log configuration file triggers the recording of specific logs.

How to enable the file

There are several ways to enable the log configuration file:

- On 4D Server with interface, you can open the Maintenance page and click on the [Load logs configuration file](#) button, then select the file. In this case, you can use any name for the configuration file. It is immediately enabled on the server.
- You can copy the log configuration file in the [Settings folder](#) of the project. In this case, the file must be named `logConfig.json`. It is enabled at project startup (only on the server in client/server).
- With a built application, you can copy the `logConfig.json` file in the following folder:
 - Windows: `Users\[userName]\AppData\Roaming\[application]`
 - macOS: `/Users/[userName]/Library/ApplicationSupport/[application]`

If you want to enable the log configuration file for all projects in stand-alone, server and remote 4D applications, you can copy the `logConfig.json` file in the following folder: - Windows: `Users\[userName]\AppData\Roaming\4D` or `\4D Server` - macOS:

`/Users/[userName]/Library/ApplicationSupport/4D` or `/4D Server`

JSON file description

The log configuration file is a `.json` file that can contain the following properties:

```
{  
    "$schema": "http://json-schema.org/draft-07/schema",  
    "title": "Logs Configuration File",  
    "description": "A file that controls the state of different types of logs in 4D clients and servers",  
    "type": "object",  
    "properties": {  
        "forceLoggingConfiguration": {  
            "description": "Forcing the logs configuration described in the file ingoring changes coming",  
            "type": "boolean",  
            "default": true  
        },  
        "requestLogs": {  
            "description": "Configuration for request logs",  
            "type": "object",  
            "properties": {  
                "clientState": {  
                    "description": "Enable/Disable client request logs (from 0 to N)",  
                    "type": "integer",  
                    "minimum": 0  
                },  
                "serverState": {  
                    "description": "Enable/Disable server request logs (from 0 to N)",  
                    "type": "integer",  
                    "minimum": 0  
                }  
            }  
        },  
        "debugLogs": {  
            "description": "Configuration for debug logs",  
            "type": "object",  
            "properties": {  
                "commandList": {  
                    "description": "Commands to log or not log".  
                }  
            }  
        }  
    }  
}
```

```
        "type": "array",
        "items": {
            "type": "string"
        },
        "minItems": 1,
        "uniqueItems": true
    },
    "state": {
        "description": "integer to specify type of debuglog and options",
        "type": "integer",
        "minimum": 0
    }
}
},
"diagnosticLogs": {
    "description": "Configuration for debug logs",
    "type": "object",
    "properties": {
        "state": {
            "description": "Enable/Disable diagnostic logs 0 or 1 (0 = do not record, 1 = record",
            "type": "integer",
            "minimum": 0
        }
    }
},
"httpDebugLogs": {
    "description": "Configuration for http debug logs",
    "type": "object",
    "properties": {
        "level": {
            "description": "Configure http request logs",
            "type": "integer",
            "minimum": 0,
            "maximum": 7
        },
        "state": {
            "description": "Enable/Disable recording of web requests",
            "type": "integer",
            "minimum": 0,
            "maximum": 4
        }
    }
},
"POP3Logs": {
    "description": "Configuration for POP3 logs",
    "type": "object",
    "properties": {
        "state": {
            "description": "Enable/Disable POP3 logs (from 0 to N)",
            "type": "integer",
            "minimum": 0
        }
    }
},
"SMTPLogs": {
    "description": "Configuration for SMTP logs",
    "type": "object",
    "properties": {
        "state": {
            "description": "Enable/Disable SMTP log recording (form 0 to N)",
            "type": "integer",
            "minimum": 0
        }
    }
}
```

```
},
"IMAPLogs": {
    "description": "Configuration for IMAP logs",
    "type": "object",
    "properties": {
        "state": {
            "description": "Enable/Disable IMAP log recording (form 0 to N)",
            "type": "integer"
        }
    }
},
"ORDALogs": {
    "description": "Configuration for ORDA logs",
    "type": "object",
    "properties": {
        "state": {
            "description": "Enable/Disable ORDA logs (0 or 1)",
            "type": "integer"
        },
        "filename": {
            "type": "string"
        }
    }
}
}
```

Beispiel

Here is an example of log configuration file:

```
{  
    "forceLoggingConfiguration": false,  
    "requestLogs": {  
        "clientState": 1,  
        "serverState": 1  
    },  
    "debugLogs": {  
        "commandList": ["322", "311", "112"],  
        "state": 4  
    },  
    "diagnosticLogs": {  
        "state" : 1  
    },  
    "httpDebugLogs": {  
        "level": 5,  
        "state" : 1  
    },  
    "POP3Logs": {  
        "state" : 1  
    },  
    "SMTPLogs": {  
        "state" : 1  
    },  
    "IMAPLogs": {  
        "state" : 1  
    },  
    "ORDALogs": {  
        "state" : 1,  
        "filename": "ORDALog.txt"  
    }  
}
```

Transformation tags

4D provides a set of transformation tags which allow you to insert references to 4D variables or expressions, or to perform different types of processing within a source text, referred to as a "template". These tags are interpreted when the source text is executed and generate an output text.

This principle is used in particular by the 4D Web server to build [web template pages](#).

These tags are generally to be inserted as HTML type comments (`<!--#Tag Contents-->`) but an [xml-compliant alternative syntax](#) is available for some of them.

It is possible to mix several types of tags. For example, the following HTML structure is entirely feasible:

```
<HTML>
<BODY>
<!--#4DSCRIPT/PRE_PROCESS-->  (Method call)
<!--#4DIF (myvar=1)-->  (If condition)
    <!--#4DINCLUDE banner1.html-->  (Subpage insertion)
<!--#4DENDIF-->  (End if)
<!--#4DIF (mtvar=2)-->
    <!--#4DINCLUDE banner2.html-->
<!--#4DENDIF-->

<!--#4DLOOP [TABLE]-->  (Loop on the current selection)
<!--#4DIF ([TABLE]ValNum>10)-->  (If [TABLE]ValNum>10)
    <!--#4DINCLUDE subpage.html-->  (Subpage insertion)
<!--#4DELSE-->  (Else)
    <B>Value: <!--#4DTEXT [TABLE]ValNum--></B><BR>  (Field display)
<!--#4DENDIF-->
<!--#4DENDLOOP-->  ] (End for)
</BODY>
</HTML>
```

Principles for using tags

Parsing

Parsing the contents of a *template* source is done in two contexts:

- Using the `PROCESS 4D TAGS` command; this command accepts a *template* as input, as well as optional parameters and returns a text resulting from the processing.
- Using 4D's integrated HTTP server: [template pages](#) sent by means of the `WEB SEND FILE` (.htm, .html, .shtm, .shtml), `WEB SEND BLOB` (text/html type BLOB), `WEB SEND TEXT` commands, or called using URLs. In this last case, for reasons of optimization, pages that are suffixed with ".htm" and ".html" are NOT parsed. In order to parse HTML pages in this case, you must add the suffix ".shtm" or ".shtml" (for example, <http://www.server.com/dir/page.shtm>).

Recursive processing

4D tags are interpreted recursively: 4D always attempts to reinterpret the result of a transformation and, if a new transformation has taken place, an additional interpretation is performed, and so on until the product obtained no longer requires any further transformation. For example, given the following statement:

```
<!--#4DHTML [Mail]Letter_type-->
```

If the `[Mail]Letter_type` text field itself contains a tag, for example `<!--#4DSCRIPT/m_Gender-->`, this tag will be evaluated recursively after the interpretation of the 4DHTML tag.

This powerful principle meets most needs related to text transformation. Note, however, that in some cases this can also allow malicious code to be inserted in the web context, [which can be avoided](#).

Identifiers with tokens

To ensure the correct evaluation of expressions processed via tags, regardless of the language or 4D version, it's recommended to use the tokenized syntax for elements whose name may vary over versions (commands, tables, fields, constants). For example, to insert the `Current time` command, enter `Current time:C178`.

Using the `".` as decimal separator

4D always uses the period character (.) as a decimal separator when evaluating a numerical expression using a 4D tag `4DTEXT`, `4DHTML`, and `4DEVAL`. Regional settings are ignored. This feature facilitates code maintenance and compatibility between 4D languages and versions.

4DATABASE

Syntax: `<!--#4DATABASE folderPath-->`

The `<!--#4DATABASE -->` tag designates the working directory to be used by the `<!--#4DINCLUDE-->` tag.

When it is called in a Web page, the `<!--#4DATABASE -->` tag modifies all subsequent `<!--#4DINCLUDE-->` calls on this page, until the next `<!--#4DATABASE -->`, if any. If the ` folder is modified from within an included file, it retrieves its original value from the parent file.

The `folderPath` parameter must contain a pathname relative to the current page and it must end with a slash (/). The designated folder must be located inside the Web folder.

Pass the "WEBFOLDER" keyword to restore the default path (relative to the page).

The following code, which must specify a relative path for each call:

```
<!--#4DINCLUDE subpage.html-->
<!--#4DINCLUDE folder/subpage1.html-->
<!--#4DINCLUDE folder/subpage2.html-->
<!--#4DINCLUDE folder/subpage3.html-->
<!--#4DINCLUDE ../folder/subpage.html-->
```

... is equivalent to:

```
<!--#4DINCLUDE subpage.html-->
<!--#4DBASE folder-->
<!--#4DINCLUDE subpage1.html-->
<!--#4DINCLUDE subpage2.html-->
<!--#4DINCLUDE subpage3.html-->
<!--#4DBASE ../folder-->
<!--#4DINCLUDE subpage.html-->
<!--#4DBASE WEBFOLDER-->
```

For example, to set a directory for the home page:

```
/* Index.html */
<!--#4DIF LangFR=True-->
    <!--#4DBASE FR/-->
<!--#4DELSE-->
    <!--#4DBASE US/-->
<!--#4DENDIF-->
<!--#4DINCLUDE head.html-->
<!--#4DINCLUDE body.html-->
<!--#4DINCLUDE footer.html-->
```

In the "head.html" file, the current folder is modified through `<!--#4DBASE -->`, without this changing its value in "Index.html":

```
/* Head.htm */
/* the working directory here is relative to the included file (FR/ or US/) */
<!--#4DBASE Styles/-->
<!--#4DINCLUDE main.css-->
<!--#4DINCLUDE product.css-->
<!--#4DBASE Scripts/-->
<!--#4DINCLUDE main.js-->
<!--#4DINCLUDE product.js-->
```

4DCODE

Syntax: `<!--#4DCODE codeLines-->`

The `4DCODE` tag allows you to insert a multi-line 4D code block in a template.

When a `<!--#4DCODE` sequence is detected that is followed by a space, a CR or a LF character, 4D interprets all the lines of code up to the next `-->` sequence. The code block itself can contain carriage returns, line feeds, or both; it will be interpreted sequentially by 4D.

For example, you can write in a template:

```
<!--#4DCODE
//PARAMETERS initialization
C_OBJECT:C1216($graphParameters)
OB SET:C1220($graphParameters;"graphType";1)
$graphType:=1
//...your code here
If(OB Is defined:C1231($graphParameters;"graphType"))
    $graphType:=OB GET:C1224($graphParameters;"graphType")
    If($graphType=7)
        $nbSeries:=1
        If($nbValues>8)
            DELETE FROM ARRAY:C228 ($yValuesArrPtr{1}->;9;100000)
            $nbValues:=8
        End if
    End if
End if
-->
```

Here are the 4DCODE tag features:

- The `TRACE` command is supported and activates the 4D debugger, thus allowing you to debug your template code.
- Any error will display the standard error dialog that lets the user stop code execution or enter debugging mode.
- The text in between `<!--#4DCODE` and `-->` is split into lines accepting any line-ending convention (cr, lf, or crlf).
- The text is tokenized within the context of the database that called `PROCESS 4D TAGS`. This is important for

recognition of project methods for example. The [Available through tags and 4D URLs \(4DACTION ...\)](#) method property is not taken into account.

- Even if the text always uses English-US, it is recommended to use the token syntax (:Cxxx) for command and constant names to protect against potential problems due to commands or constants being renamed from one version of 4D to another.

The fact that 4DCODE tags can call any of the 4D language commands or project methods could be seen as a security issue, especially when the database is available through HTTP. However, since it executes server-side code called from your own template files, the tag itself does not represent a security issue. In this context, as for any Web server, security is mainly handled at the level of remote accesses to server files.

4DEACH and 4DENDEACH

Syntax: `<!--#4DEACH variable in expression--> <!--#4DENDEACH-->`

The `<!--#4DEACH-->` comment allows iterating a specified item over all values of the *expression*. The item is set to a *variable* whose type depends on the *expression* type.

The `<!--#4DEACH-->` comment can iterate through three expression types:

- [collections](#): loop through each element of the collection,
- [entity selections](#): loop through each entity,
- [objects](#): loop through each object property.

The number of iterations is evaluated at startup and will not change during the processing. Einträge während der Schleife hinzufügen oder entfernen wird generell nicht empfohlen, da dies zu fehlenden oder überflüssigen Wiederholungen führen kann.

`<!--#4DEACH item in collection-->`

This syntax iterates on each *item* of the *collection*. The code portion located between `<!--#4DEACH -->` and `<!--#4DENDEACH-->` is repeated for each collection element.

The *item* parameter is a variable of the same type as the collection elements.

The collection must contain only elements of the same type, otherwise an error is returned as soon as the *item* variable is assigned the first mismatched value type.

The number of loops is based on the number of elements of the collection. At each iteration, the *item* variable is automatically filled with the matching element of the collection. Dabei müssen Sie folgende Punkte berücksichtigen:

- If the *item* variable is of the object type or collection type (i.e. if *expression* is a collection of objects or of collections), modifying this variable will automatically modify the matching element of the collection (because objects and collections share the same references). Bei einer Variablen mit einem skalaren Typ wird nur die Variable geändert.
- The *item* variable gets the same type as the first collection element. If any collection element is not of the same type as the variable, an error is generated and the loop stops.
- If the collection contains elements with a Null value, an error is generated if the *item* variable type does not support Null values (such as longint variables).

Example with a collection of scalar values

`getNames` returns a collection of strings. The method has been declared as "[available through 4D tags and URLs](#)".

```


| Name           |
|----------------|
| #4DTEXT \$name |


```

Example with a collection of objects

`getSalesPersons` returns a collection of objects.

```


|                          |                                 |                                |
|--------------------------|---------------------------------|--------------------------------|
| #4DTEXT \$salesPerson.ID | #4DTEXT \$salesPerson.firstname | #4DTEXT \$salesPerson.lastname |
|--------------------------|---------------------------------|--------------------------------|


```

```
<!--#4DEACH entity in entitySelection-->
```

This syntax iterates on each `entity` of the `entitySelection`. The code portion located between `<!--#4DEACH -->` and `<!--#4DENDEACH-->` is repeated for each entity of the entity selection.

The `entity` parameter is an object variable of the entity selection class.

The number of loops is based on the number of entities of the entity selection. At each iteration, the `entity` object variable is automatically filled with the matching entity of the entity selection.

Example with a html table

```


| ID | Name | Total purchase |
|----|------|----------------|
|----|------|----------------|


```

Example with PROCESS 4D TAGS

```

var customers : cs.CustomersSelection
var $input; $output : Text

customers:=ds.Customers.all()
$input:="!--#4DEACH $cust in customers-->"
$input:=$input+"<!--#4DTEXT $cust.name -->"+Char(Carriage return)
$input:=$input+"<!--#4DENDEACH-->"
PROCESS 4D TAGS($input; $output)
TEXT TO DOCUMENT("customers.txt"; $output)

```

<!--#4DEACH property in object-->

This syntax iterates on each *property* of the *object*. The code portion located between `<!--#4DEACH -->` and `<!--#4DENDEACH-->` is repeated for each property of the object.

The *property* parameter is a text variable automatically filled with the name of the currently processed property.

The properties of the object are processed according to their creation order. Während der Schleife lassen sich Eigenschaften im Objekt hinzufügen oder daraus entfernen. Das verändert nicht die Anzahl Schleifen, diese basiert weiterhin auf der ursprünglichen Anzahl Eigenschaften für das Objekt.

Example with the properties of an object

`getGamers` is a project method that returns an object like ("Mary"; 10; "Ann"; 20; "John"; 40) to figure gamer scores.

```





```

4DEVAL

Syntax: `<!--#4DEVAL expression-->`

Alternative syntax: `$4DEVAL(expression)`

The `4DEVAL` tag allows you to assess a 4D variable or expression. Like the `4DHTML` tag, `4DEVAL` does not escape HTML characters when returning text. However, unlike `4DHTML` or `4DTEXT`, `4DEVAL` allows you to execute any valid 4D statement, including assignments and expressions that do not return any value.

For example, you can execute:

```

$input:="!--#4DEVAL a:=42-->" //assignment
$input:=$input+"<!--#4DEVAL a+1-->" //calculation
PROCESS 4D TAGS($input;$output)
//$/output = "43"

```

In case of an error during interpretation, the text inserted will be in the form: `<!--#4DEVAL expr-->: ## error # error code .`

For security reasons, it is recommended to use the `4DTEXT` tag when processing data introduced from outside the application, in order to prevent the [insertion of malicious code](#).

4DHTML

Syntax: `<!--#4DHTML expression-->`

Alternative syntax: `$4DHTML(expression)`

Just like the `4DTEXT` tag, this tag lets you assess a 4D variable or expression that returns a value, and insert it as an HTML expression. Unlike the `4DTEXT` tag, this tag does not escape HTML special characters (e.g. ">").

For example, here are the processing results of the 4D text variable myvar with the available tags:

myvar Value	Tags	Ergebnis
<code>myvar:=""</code>	<code><!--#4DTEXT myvar--></code>	<code>&lt;B&gt;;</code>
<code>myvar:=""</code>	<code><!--#4DHTML myvar--></code>	<code></code>

In case of an interpretation error, the inserted text will be `<!--#4DHTML myvar--> : ## error # error code .`

For security reasons, it is recommended to use the `4DTEXT` tag when processing data introduced from outside the application, in order to prevent the [insertion of malicious code](#).

4DIF, 4DELSE, 4DELSEIF and 4DENDIF

Syntax: `<!--#4DIF expression--> { <!--#4DELSEIF expression2-->...<!--#4DELSEIF expressionN--> } { <!--#4DELSE--> } <!--#4DENDIF-->`

Used with the `<!--#4DELSEIF-->` (optional), `<!--#4DELSE-->` (optional) and `<!--#4DENDIF-->` comments, the `<!--#4DIF expression-->` comment offers the possibility to execute portions of code conditionally.

The `expression` parameter can contain any valid 4D expression returning a Boolean value. It must be indicated within parenthesis and comply with the 4D syntax rules.

The `<!--#4DIF expression--> ... <!--#4DENDIF-->` blocks can be nested in several levels. Like in 4D, each `<!--#4DIF expression-->` must match a `<!--#4DENDIF-->`.

In case of an interpretation error, the text " `<!--#4DIF expression--> : A Boolean expression was expected`" is inserted instead of the contents located between `<!--#4DIF -->` and `<!--#4DENDIF-->`. Likewise, if there are not as many `<!--#4DENDIF-->` as `<!--#4DIF -->`, the text " `<!--#4DIF expression--> : 4DENDIF expected`" is inserted instead of the contents located between `<!--#4DIF -->` and `<!--#4DENDIF-->`.

Using the `<!--#4DELSEIF-->` tag, you can test an unlimited number of conditions. Only the code that follows the first condition evaluated as `True` is executed. If no conditions are true, no statement is executed (if there is no final `<!--#4DELSE-->`). You can use a tag after the last . If all the conditions are false, the statements following the are executed.

The two following codes are equivalent.

Code using 4DELSE only:

```

<!--#4DIF Condition1-->
/* Condition1 is true*/
<!--#4ELSE-->
<!--#4DIF Condition2-->
/* Condition2 is true*/
<!--#4ELSE-->
<!--#4DIF Condition3-->
/* Condition3 is true */
<!--#4ELSE-->
/*None of the conditions are true*/
<!--#4ENDIF-->
<!--#4ENDIF-->
<!--#4ENDIF-->

```

Similar code using the `4ELSEIF` tag:

```

<!--#4DIF Condition1-->
/* Condition1 is true*/
<!--#4ELSEIF Condition2-->
/* Condition2 is true*/
<!--#4ELSEIF Condition3-->
/* Condition3 is true */
<!--#4ELSE-->
/* None of the conditions are true*/
<!--#4ENDIF-->

```

This example of code inserted in a static HTML page displays a different label according the `vname#""` expression result:

```

<BODY>
...
<!--#4DIF (vname#"")-->
Names starting with <!--#4DTEXT vname-->.
<!--#4ELSE-->
No name has been found.
<!--#4ENDIF-->
...
</BODY>

```

This example inserts different pages depending on which user is connected:

```

<!--#4DIF LoggedIn=False-->
    <!--#4DINCLUDE Login.htm -->
<!--#4ELSEIF User="Admin" -->
    <!--#4DINCLUDE AdminPanel.htm -->
<!--#4ELSEIF User="Manager" -->
    <!--#4DINCLUDE SalesDashboard.htm -->
<!--#4ELSE-->
    <!--#4DINCLUDE ItemList.htm -->
<!--#4ENDIF-->

```

4DINCLUDE

Syntax: `<!--#4DINCLUDE path-->`

This tag is mainly designed to include an HTML page (indicated by the `path` parameter) in another HTML page. By default, only the body of the specified HTML page, i.e. the contents found within the `<body>` and `</body>` tags, is

included (the tags themselves are not included). This lets you avoid conflicts related to meta tags present in the headers.

However, if the HTML page specified does not contain `<body>` `</body>` tags, the entire page is included. It is up to you to verify the consistency of the meta tags.

The `<!--#4DINCLUDE -->` comment is very useful for tests (`<!--#4DIF-->`) or loops (`<!--#4DL00P-->`). It is very convenient to include banners according to a criteria or randomly. When including, regardless of the file name extension, 4D analyzes the called page and then inserts the contents (modified or not) in the page originating the `4DINCLUDE` call.

An included page with the `<!--#4DINCLUDE -->` comment is loaded in the Web server cache the same way as pages called via a URL or sent with the `WEB SEND FILE` command.

In `path`, put the path leading to the document to include. Warning: In the case of a `4DINCLUDE` call, the path is relative to the document being analyzed, that is, the "parent" document. Use the slash character (/) as a folder separator and the two dots (..) to go up one level (HTML syntax). When you use the `4DINCLUDE` tag with the `PROCESS 4D TAGS` command, the default folder is the project folder.

You can modify the default folder used by the `4DINCLUDE` tag in the current page, using the `<!--#4DBASE -->` tag (see below).

The number of `<!--#4DINCLUDE path-->` within a page is unlimited. However, the `<!--#4DINCLUDE path-->` calls can be made only at one level. This means that, for example, you cannot insert `<!--#4DINCLUDE mydoc3.html-->` in the `mydoc2.html` body page, which is called by `<!--#4DINCLUDE mydoc2-->` inserted in `mydoc1.html`. Furthermore, 4D verifies that inclusions are not recursive.

In case of error, the inserted text is "`<!--#4DINCLUDE path-->` :The document cannot be opened".

Beispiele:

```
<!--#4DINCLUDE subpage.html-->
<!--#4DINCLUDE folder/subpage.html-->
<!--#4DINCLUDE ../folder/subpage.html-->
```

4DLOOP and 4DENDLOOP

Syntax: `<!--#4DL00P condition--> <!--#4DENDL00P-->`

This comment allows repetition of a portion of code as long as the condition is fulfilled. The portion is delimited by `<!--#4DL00P-->` and `<!--#4DENDL00P-->`.

The `<!--#4DL00P condition--> ... <!--#4DENDL00P-->` blocks can be nested. Like in 4D, each `<!--#4DL00P condition-->` must match a `<!--#4DENDL00P-->`.

There are five kinds of conditions:

```
<!--#4DL00P [table]-->
```

This syntax makes a loop for each record from the table current selection in the current process. The code portion located between the two comments is repeated for each current selection record.

When the `4DL00P` tag is used with a table, records are loaded in "Read only" mode.

The following code:

```
<!--#4DLOOP [People]-->
<!--#4DTEXT [People]Name--> <!--#4DTEXT [People]Surname--><BR>
<!--#4DENDLOOP-->
```

... could be expressed in 4D language in the following way:

```
FIRST RECORD([People])
While(Not(End selection([People])))
...
NEXT RECORD([People])
End while
```

```
<!--#4DLOOP array-->
```

This syntax makes a loop for each array item. The array current item is increased when each code portion is repeated.

This syntax cannot be used with two dimension arrays. In this case, it is better to combine a method with nested loops.

The following code example:

```
<!--#4DLOOP arr_names-->
<!--#4DTEXT arr_names{arr_names}--><BR>
<!--#4DENDLOOP-->
```

... could be expressed in 4D language in the following way:

```
For($Elem;1;Size of array(arr_names))
  arr_names:=$Elem
  ...
End for
```

```
<!--#4DLOOP method-->
```

This syntax makes a loop as long as the method returns `True`. The method takes a Long Integer parameter type. First it is called with the value 0 to allow an initialization stage (if necessary); it is then called with the values 1, then 2, then 3 and so on, as long as it returns `True`.

For security reasons, within a Web process, the `On Web Authentication` database method can be called once just before the initialization stage (method execution with 0 as parameter). If the authentication is OK, the initialization stage will proceed.

`C_BOOLEAN($0)` and `C_LONGINT($1)` MUST be declared within the method for compilation purposes.

The following code example:

```
<!--#4DLOOP my_method-->
<!--#4DTEXT var--> <BR>
<!--#4DENDLOOP-->
```

... could be expressed in 4D language in the following way:

```

If(AuthenticationWebOK)
  If(my_method(0))
    $counter:=1
    While(my_method($counter))
      ...
      $counter:=$counter+1
    End while
  End if
End if

```

The `my_method` method can be as follows:

```

C_LONGINT($1)
C_BOOLEAN($0)
If($1=0) `Initialisation
  $0:=True
Else
  If($1<50)
    ...
    var:...
    $0:=True
  Else
    $0:=False `Stops the loop
  End if
End if

```

`<!--#4DL00P expression-->`

With this syntax, the `4DL00P` tag makes a loop as long as the `expression` returns `True`. The expression can be any valid Boolean expression and must contain a variable part to be evaluated in each loop to avoid infinite loops.

For example, the following code:

```

<!--#4DEVAL $i:=0-->
<!--#4DL00P ($i<4)-->
<!--#4DEVAL $i-->
<!--#4DEVAL $i:=$i+1-->
<!--#4DENDLOOP-->

```

...produces the following result:

```

0
1
2
3

```

`<!--#4DL00P pointerArray-->`

In this case, the `4DL00P` tag works like it does with an array: it makes a loop for each element of the array referenced by the pointer. The current array element is increased each time the portion of code is repeated.

This syntax is useful when you pass an array pointer as a parameter to the `PROCESS 4D TAGS` command.

Beispiel:

```

ARRAY TEXT($array;2)
$array{1}:="hello"
$array{2}:="world"
$input:="!--#4DEVAL $1-->"
$input:=$input+"!--#4DLOOP $2-->" 
$input:=$input+"!--#4DEVAL $2->{$2->}--> "
$input:=$input+"!--#4DENDLOOP-->" 
PROCESS 4D TAGS($input;$output;"elements = ";->$array)
// $output = "elements = hello world "

```

In case of an interpretation error, the text " <!--#4DLOOP expression--> : description" is inserted instead of the contents located between <!--#4DLOOP --> and <!--#4DENDLOOP--> .

The following messages can be displayed:

- Unexpected expression type (standard error);
- Incorrect table name (error on the table name);
- An array was expected (the variable is not an array or is a two dimension array);
- The method does not exist;
- Syntax error (when the method is executing);
- Access error (you do not have the appropriate access privileges to access the table or the method).
- 4DENDLOOP expected (the <!--#4DENDLOOP--> number does not match the <!--#4DLOOP -->).

4DSCRIPT/

Syntax: <!--#4DSCRIPT/MethodName/MyParam-->

The **4DSCRIPT** tag allows you to execute 4D methods when processing the template. The presence of the <!--#4DSCRIPT/MethodName/MyParam--> tag as an HTML comment launches the execution of the **MethodName** method with the **Param** parameter as a string in **\$1**.

If the tag is called in the context of a Web process, when the page is loaded, 4D calls the **On Web Authentication** database method (if it exists). If it returns True, 4D executes the method.

The method must return text in **\$0**. If the string starts with the code character 1, it is considered as HTML (the same principle is true for the **4DHTML** tag).

For example, let's say that you insert the following comment "Today is <!--#4DSCRIPT/MYMETH/MYPARAM-->" into a template Web page. When loading the page, 4D calls the **On Web Authentication** database method, then calls the **MYMETH** method and passes the string "/MYPARAM" as the parameter **\$1**. The method returns text in **\$0** (for example "12/31/21"); the expression " Today is<!--#4DSCRIPT/MYMETH/MYPARAM--> " therefore becomes "Today is 12/31/21".

The **MYMETH** method is as follows:

```

//MYMETH
C_TEXT($0;$1) //These parameters must always be declared
$0:=String(�Current date)

```

A method called by **4DSCRIPT** must not call interface elements (**DIALOG** , **ALERT** , etc.).

As 4D executes methods in their order of appearance, it is absolutely possible to call a method that sets the value of many variables that are referenced further in the document, whichever mode you are using. You can insert as many <!--#4DSCRIPT...--> comments as you want in a template.

4DTEXT

Syntax: <!--#4DTEXT expression-->

Alternative syntax: \$4DTEXT(expression)

The tag <!--#4DTEXT expression--> allows you to insert a reference to a 4D variable or expression returning a value. For example, if you write (in an HTML page):

```
<P>Welcome to <!--#4DTEXT vtSiteName-->!</P>
```

The value of the 4D variable `vtSiteName` will be inserted in the HTML page when it is sent. This value is inserted as simple text, special HTML characters such as ">" are automatically escaped.

You can also insert 4D expressions. You can for example directly insert the contents of a field (<!--#4DTEXT [tableName]fieldName-->), an array element (<!--#4DTEXT tabarr{1}-->) or a method returning a value (<!--#4DTEXT mymethod-->). The expression conversion follows the same rules as the variable ones. Moreover, the expression must comply with 4D syntax rules.

For security reasons, it is recommended to use this tag when processing data introduced from outside the application, in order to prevent the [insertion of malicious code](#).

In case of an evaluation error, the inserted text will appear as <!--#4DTEXT myvar--> : ## error # error code .

- You must use process variables.
- You can display the content of a picture field. However, it is not possible to display the content of a picture array item.
- It is possible to display the contents of an object field by means of a 4D formula. For example, you can write <!--#4DTEXT 0B Get:C1224([Rect]Desc;"color\")--> .
- You will usually work with Text variables. However, you can also use BLOB variables. You just need to generate BLOBs in Text without length mode.

Alternative syntax for 4DTEXT, 4DHTML, 4DEVAL

Several existing 4D transformation tags can be expressed using a \$-based syntax:

\$4dtag (expression)

can be used instead of

```
<!--#4dtag expression-->
```

This alternative syntax is available only for tags used to return processed values:

- [4DTEXT](#)
- [4DHTML](#)
- [4DEVAL](#)

(Other tags, such as 4DIF or 4DSCRIPT, must be written with the regular syntax).

Sie schreiben zum Beispiel:

```
$4DEVAL(UserName)
```

instead of:

```
<!--#4DEVAL(UserName)-->
```

The main advantage of this syntax is that it allows you to write XML-compliant templates. Some 4D developers need to

create and validate XML-based templates using standard XML parser tools. Since the "<" character is invalid in an XML attribute value, it was not possible to use the "<!-- -->" syntax of 4D tags without breaking the document syntax. On the other hand, escaping the "<" character will prevent 4D from interpreting the tags correctly.

For example, the following code would cause an XML parsing error because of the first "<" character in the attribute value:

```
<line x1="" y1=""/>
```

Using the \$ syntax, the following code is validated by the parser:

```
<line x1="$4DEVAL($x)" y1="$4DEVAL($graphY1)"/>
```

Note that `$4dtag` and `<--#4dtag -->` are not strictly equivalent: unlike `<--#4dtag -->`, `$4dtag` processing does not interpret 4D tags [recursively](#). `$` tags are always evaluated once and the result is considered as plain text.

The reason for this difference is to prevent malicious code injection. As [explained below](#), it is strongly recommended to use `4DTEXT` tags instead of `4DHMTL` tags when handling user text to protect against unwanted reinterpretation of tags: with `4DTEXT`, special characters such as "<" are escaped, thus any 4D tags using the `<!--#4dtag expression -->` syntax will lose their particular meaning. However, since `4DTEXT` does not escape the `$` symbol, we decided to break support for recursion in order to prevent malicious injection using the `$4dtag (expression)` syntax.

The following examples show the result of processing depending on the syntax and tag used:

```
// example 1
myName:="" //malicious injection
input:="My name is: <!--#4DHMTL myName-->"
PROCESS 4D TAGS(input;output)
//4D will quit!
```

```
// example 2
myName:="" //malicious injection
input:="My name is: <!--#4DTEXT myName-->"
PROCESS 4D TAGS(input;output)
//output is "My name is: <!--#4DHMTL QUIT 4D-->"
```

```
// example 3
myName:="$4DEVAL(QUIT 4D)" //malicious injection
input:="My name is: <!--#4DTEXT myName-->"
PROCESS 4D TAGS(input;output)
//output is "My name is: $4DEVAL(QUIT 4D)"
```

Note that the `$4dtag` syntax supports matching pairs of enclosed quotes or parenthesis. For example, suppose that you need to evaluate the following complex (unrealistic) string:

```
String(1) + "\"(hello)\""
```

Sie schreiben:

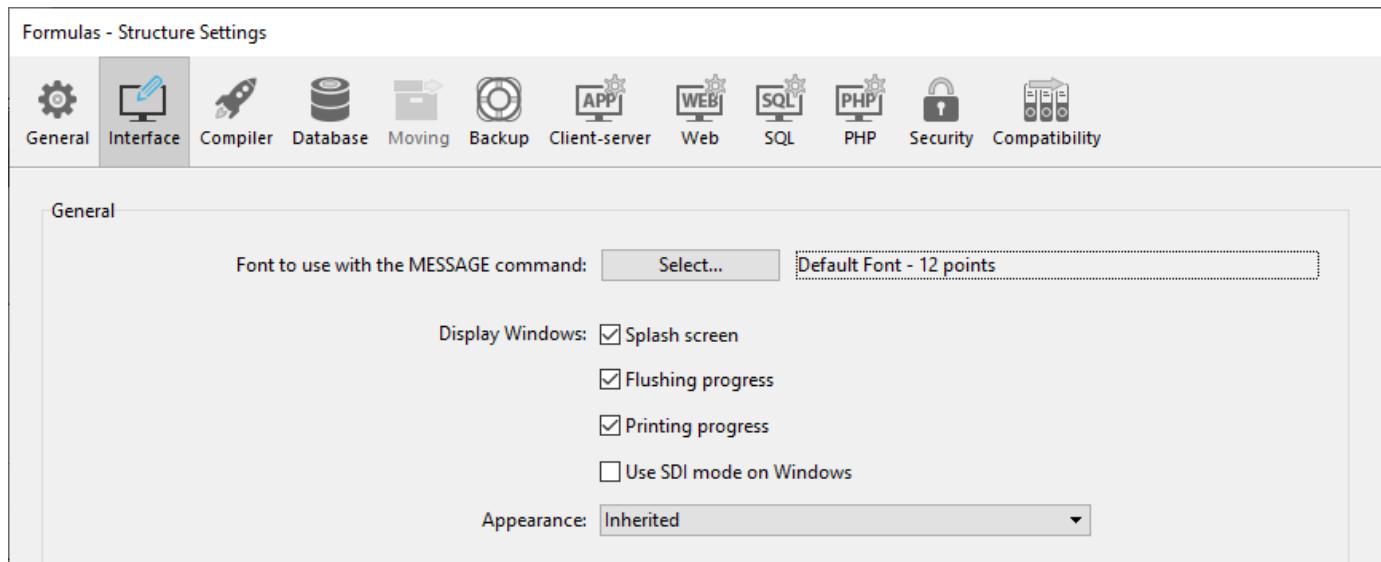
```
input:="$4DEVAL( String(1)+\"\\\"\"(hello)\\\"\\\"\")"
PROCESS 4D TAGS(input;output)
-->output is 1"(hello)"
```


Interface page

You use the Interface page to set various options related to the project interface.

General

This area lets you set various options concerning display.



Font to use with the MESSAGE command

Click Select... to set the font and size for the characters used by the `MESSAGE` command.

The default font and its size depend on the platform where 4D is running.

This property also affects the following parts of 4D:

- certain preview areas of the Explorer
 - the ruler of the Form editor
- Other options configure the display of various windows in the Application mode.

- Splash screen: When this option is deselected, the [splash screen of the current menu bar](#) does not appear in the Application mode. When you hide this window, it is up to you to manage the display of all your windows by programming, for example in the `On Startup` database method.
- Flushing progress: When this option is checked, 4D displays a window at the bottom left of the screen while the data in the cache is flushed. Since this operation momentarily blocks user actions, displaying this window lets them know that flushing is underway.

You can set the [frequency for cache flushing](#) in Settings > Database > Memory.

- Printing progress: Lets you enable or disable the display of the printing progress dialog box when printing.
- Use SDI mode on Windows: When this option checked, 4D enables automatically the SDI mode (Single-Document Interface) in your merged application if executed in a supported context.

This option can be selected on macOS but will be ignored when the application is executed on this platform.

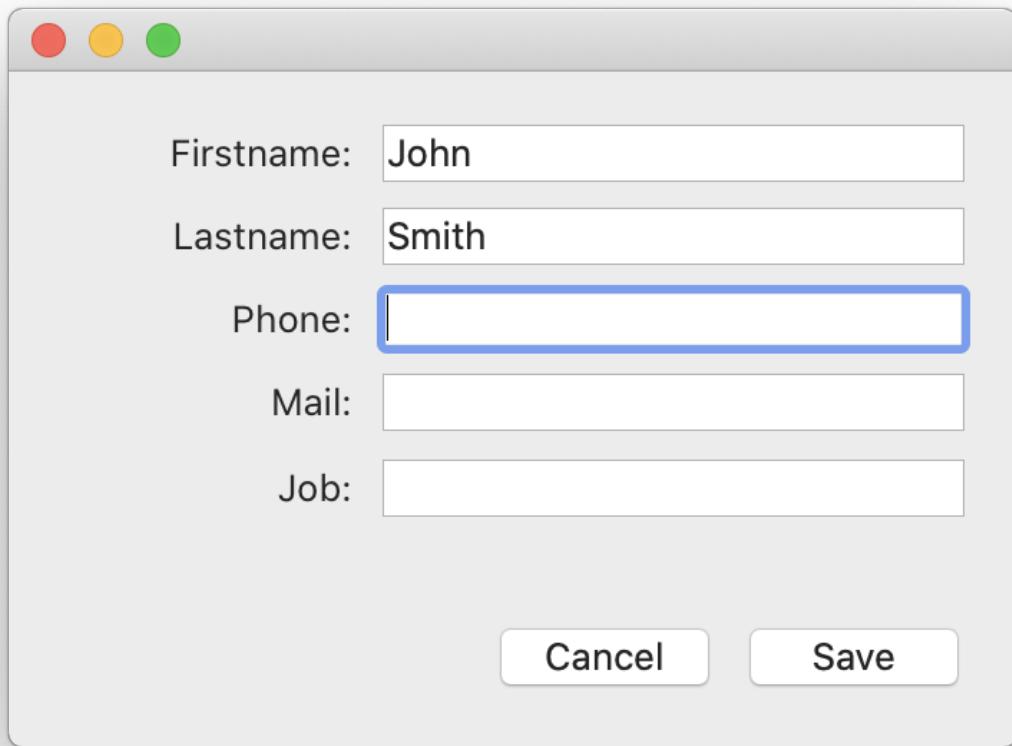
Appearance

This menu lets you select the color scheme to use at the main application level. A color scheme defines a global set of interface colors for texts, backgrounds, windows, etc., used in your forms.

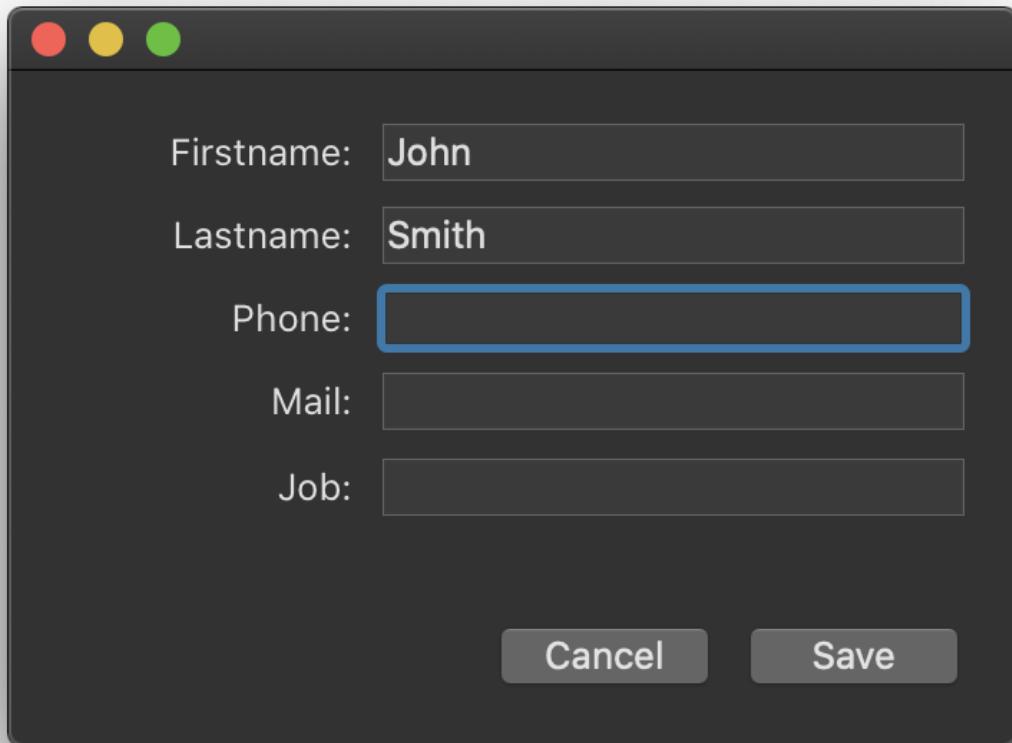
This option only works on macOS. On Windows, the "Light" scheme is always used.

The following schemes are available:

- Light: the application will use the Default Light Theme



- Dark: the application will use the Default Dark Theme



- Inherited (default): the application will inherit from the higher priority level (i.e., OS user preferences)

Default themes can be handled using CSS. For more information, please refer to the [Media Queries](#) section.

The main application scheme will be applied to forms by default. However, it can be overridden:

- by the [SET APPLICATION COLOR SCHEME](#) command at the working session level;
- using by the [Color Scheme](#) form property at each form level (highest priority level). Note: When printed, forms always use the "Light" scheme.

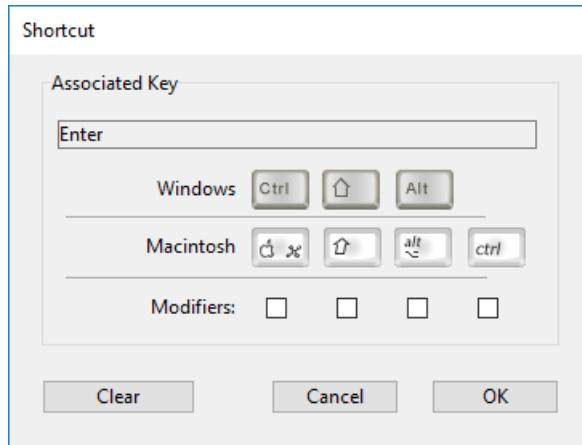
Shortcuts

You use the Shortcuts area for viewing and modifying default shortcuts for three basic 4D form operations in your desktop applications. These shortcuts are identical for both platforms. Key icons indicate the corresponding Windows and macOS keys.

The default shortcuts are as follows:

- Accept input form: Enter
- Cancel input form: Esc
- Add to subform: Ctrl+Shift+ / (Windows) or Command+Shift+ / (macOS)

To change the shortcut of an operation, click the corresponding Edit button. The following dialog box appears:



To change the shortcut, type the new key combination on your keyboard and click OK. If you prefer not to have a shortcut for an operation, click Clear.

Compiler page

These parameters are detailed in the [Compiler Settings](#) section.

Database page

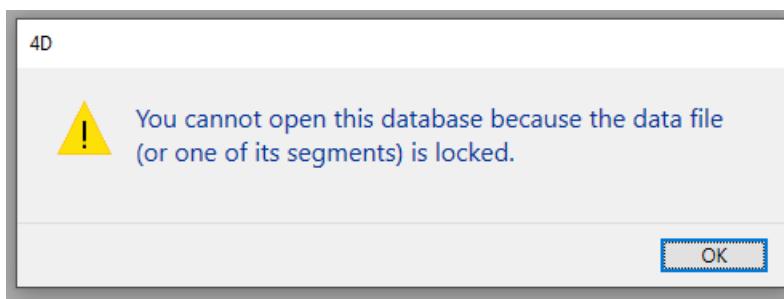
Data storage page

You use this page to configure data storage on disk for the 4D database.

General Settings

Allow Read Only Data file Use

This option allows configuration of the application operation when opening a locked data file at the operating system level. 4D includes a mechanism that automatically prevents the opening of a database when its data file, or one of its segments, is locked. In this case, when this detection option is activated, 4D displays a warning message and does not open the database:



Unless this option is checked, it is not possible to open a database when its data file is locked (default operation for 4D databases).

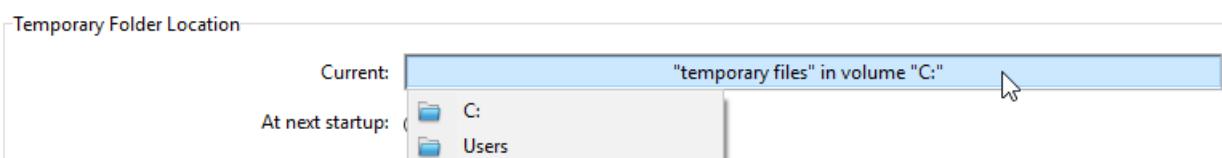
About locked files

Locked files can be read but their contents cannot be modified. For example, files are locked when they are stored on a non-rewritable support (DVD type) or when they are copied from this type of support. 4D can work in a transparent manner with locked data files, which allows, more particularly, the use of projects stored on DVD. However, this operation runs the risk of inadvertent use of a locked data file in which modifications will not be saved. This is why by default 4D does not allow databases with a locked data file to be opened.

Temporary Folder Location

This area lets you change the location of temporary files created while 4D is running. The temporary files folder is used by the application, when necessary, to temporarily save the data in memory to disk.

The current location of this folder is displayed in the "Current:" area. You can click in this area to show the pathname as a scrolldown list:



Three location options are provided:

- System: When this option is selected, the 4D temporary files are created in a folder placed at the location specified by Windows and/or macOS. You can find out the current location defined by your system using the [Temporary folder](#) 4D command. The files are put into a subfolder whose name consists of the database name and a unique identifier.
- Data File Folder (default option): When this option is selected, the 4D temporary files are created in a folder named "temporary files" located at the same level as the data file of the database.

- User Defined: This option is used to set a custom location. If the location option is modified, it will be necessary to restart the database in order for the new option to be taken into account. 4D checks whether the folder selected can be write-accessed. If this is not the case, the application tries other options until a valid folder is found.

This option is stored in the "extra properties" of the structure that is available when the structure definition is exported in XML (see [Exporting and importing structure definitions](#)).

Text comparison

If you change one of these options, you have to quit and reopen the database to make the change effective. Once the database is reopened, all of the database's indexes are automatically re-indexed.

- Consider @ as a wildcard only when at the beginning or end of text patterns : Allows you to set how the at sign "@" will be interpreted when used in a query or a character string comparison, when it is located in a word. When this option is not checked (default value), the at sign is used as the wildcard character, in other words, it replaces any character (see [Wildcard character \(@\)](#)).

When the option is checked, the at sign is regarded as a simple character if it is located within a word. This setting is especially useful when searching for E-mail addresses, where the @ sign is used internally. This option has an influence on searches, sorts, string comparisons, as well as on data stored in tables and data found in memory, like arrays. Fields and variables of the alpha (indexed or not) and text type are concerned by how the @ character is interpreted in searches and sorts.

Hinweise:

- For searches, if the search criteria begins or ends with @, the "@" character will be treated as a wildcard. Only if the "@" character is placed in the middle of a word (for example: bill@cgi.com) does 4D treat it differently.
- This option can also have an influence on the behavior of the commands in the [Objects \(Forms\)](#) theme that accept the wildcard character ("@") in the object parameter.
- For security reasons, only the Administrator or Designer of the database can modify this parameter.
- Current data language: Used to configure the language used for character string processing and comparison. The language choice has a direct influence on the sorting and searching of text, as well as the character case, but it has no effect on the translation of texts or on the date, time or currency formats, which remain in the system language. By default, 4D uses the system language.

A 4D project can thus operate in a language different from that of the system. When a project is opened, the 4D engine detects the language used by the data file and provides it to the language (interpreter or compiled mode). Text comparisons, regardless of whether they are carried out by the project engine or the language, are done in the same language.

You can modify this setting in the application Preferences (see [General Page](#)). In this case, the setting applies to all the new databases created by 4D.

- Consider only non-alphanumeric chars for keywords : Modifies the algorithm used by 4D to identify keyword separators and hence build their indexes. By default, when this option is not checked, 4D uses a sophisticated algorithm that takes linguistic characteristics into account.

This algorithm is similar to the one used by word-processing software to determine the boundaries when selecting a word that is double-clicked. For more information about this algorithm, refer to the following address:
<http://userguide.icu-project.org/boundaryanalysis>.

When this option is checked, 4D uses a simplified algorithm. In this configuration, any non-alphanumeric character (i.e., not a letter or a number) is considered as a keyword separator. This setting meets specific requirements associated with certain languages such as Japanese.

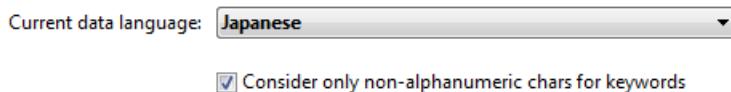
- Sorting order appropriate for searching : This option is only displayed when the Japanese language is selected. Modifies the interpretation of characters such as the "Katakana-Hiragana Prolonged Sound Mark" or "長音記号" or the "Japanese Iteration Marks" such as ">" or "়". Typical Japanese speaker is likely to prefer the results when the setting is enabled.

Support of MeCab (Japanese version)

On Japanese systems, 4D supports the *MeCab* library, with a indexing algorithm for keywords that is particularly suited for the Japanese language.

This algorithm is used by default in Japanese versions of 4D. This algorithm is used by default in Japanese versions of 4D. If needed, you can disable the use of the *MeCab* algorithm and use the conventional *ICU* library.

To disable *MeCab*, just check the Consider only non-alphanumeric chars for keywords option:



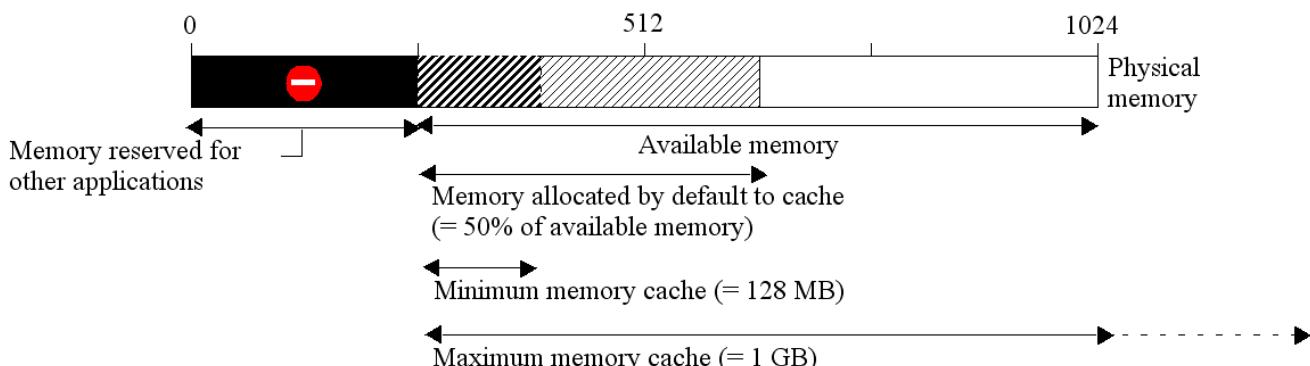
Memory page

You use the settings on this tab to configure the cache memory for the database.

Database Cache Settings

- Calculation of adaptive cache: When this option is checked, management of the memory cache is done dynamically by the system --- respecting limits that you set. This allows configuration of a high performance memory cache adapted to most configurations. The size of the memory cache is then calculated dynamically depending on set parameters. The values offered by default correspond to standard 4D usage.
 - Memory to be reserved for other applications and for the system : Portion of the RAM memory to reserve for the System and other applications. This value is increased for optimization when other applications are running on the same machine as 4D.
 - Percentage of available memory used for cache: Percentage of the remaining memory allocated to the cache by default. To obtain the size allocated by default to the cache, simply perform the following calculation: (Physical memory -- Physical memory to be reserved) X Percentage of the memory used for the cache. In the adaptive mode, the size of the memory cache varies dynamically depending on the needs of the application and the system. You can set limits using the following two options:
 - Minimum Size: Minimum amount of memory that must be reserved for the cache. This value cannot be less than 100 MB.
 - Maximum Size: Maximum amount of memory that can be used by the cache. This value is virtually unlimited. Setting limits is particularly useful for databases that are distributed on machines for which you do not know the memory configuration a priori. In this case, the limits set let you guarantee a minimum performance in all cases. The following diagram illustrates this behavior:

Example for calculating cache memory: *Physical memory to reserve = 256 MB Percentage of the available memory used for the cache = 50% Maximum size = 1 GB Minimum size = 128 MB*



- Calculation of adaptive cache not checked: this mode, you set the size of the memory cache for the database yourself. 4D then displays an entry area that allows setting the memory cache to use as well as information related to the physical memory (RAM available on the machine), the current cache and cache after restart (taking your changes into account).

The size of the memory cache that you enter will be reserved for the 4D database, regardless of the state of machine resources. This setting can be used in certain specific configurations, or when the database is designed to

be used on dissimilar systems in terms of memory. In most cases, the adaptive cache offers better performance.

- **Flush Cache every ...** Flush Cache every ... Seconds/Minutes: Specifies the time period between each automatic saving of the data cache, i.e., its writing to disk. 4D saves the data placed in the cache at regular intervals. You can specify any time interval between 1 second and 500 minutes. By default, 4D saves your data every 20 seconds. The application also saves your data to disk each time you change to another environment or exit the application. You can also call the [FLUSH CACHE](#) command to trigger the flush at any moment.

When you anticipate heavy data entry, consider setting a short time interval between saves. In case of a power failure, you will only lose the data entered since the previous save (if the database is running without a log file).

If there is a noticeable slowing down of the database each time the cache is flushed, you need to adjust the frequency. This slowness means that a huge amount of records is being saved. A shorter period between saves would therefore be more efficient since each save would involve fewer records and hence be faster.

By default, 4D displays a small window when the cache is flushed. If you do not want this visual reminder, you can uncheck the Flushing progress option on the [Interface page](#).

Client-server page

The Client-server pages group together parameters related to the use of the database in client-server mode. Naturally, these settings are only taken into account when the database is used in remote mode.

Network options page

Network

Publish database at startup

This option lets you indicate whether or not the 4D Server database will appear in the list of published databases.

- When this option is checked (default), the database is made public and appears in the list of published databases (Available tab).
- When the option is not checked, the database is not made public and it does not appear in the list of published databases. To connect, users must manually enter the address of the database on the Custom tab of the connection dialog box.

If you modify this parameter, you must restart the server database in order for it to be taken into account.

Publication name

This option lets you change the publication name of a 4D Server database, *i.e.*, the name displayed on the dynamic Available tab of the connection dialog box (see the [Connecting to a 4D Server Database](#) section). By default, 4D Server uses the name of the project file. You can enter any custom name you want.

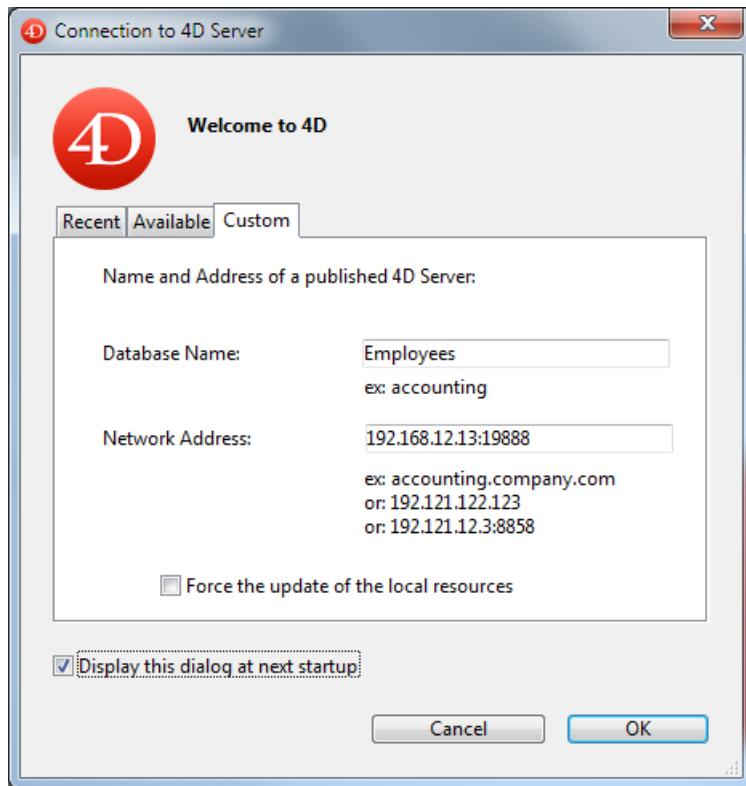
This parameter is not taken into account in custom client-server applications. In theory, the client application connects directly to the server application, without passing by the connection dialog box. However, in the event of an error, this dialog box can appear; in this case, the publication name of the server application is the name of the compiled project.

Port Number

This option lets you change the TCP port number on which 4D Server publishes the database. This information is stored in the project and on each client machine. By default, the TCP port number used by 4D Server and 4D in remote mode is 19813.

Customizing this value is necessary when you want to use several 4D applications on the same machine; in this case, you must specify a different port number for each application. When you modify this value from 4D Server or 4D, it is automatically passed on to all the 4D machines connected to the database.

To update any other client machines that are not connected, you just need to enter the new port number (preceded by a colon) after the IP address of the server machine on the Custom tab of the connection dialog box at the time of the next connection. For example, if the new port number is 19888:



Only databases published on the same port as the one set in 4D client are visible on the TCP/IP dynamic publication page.

4D Server and port numbers

4D Server uses three TCP ports for communications between internal servers and clients:

- SQL Server: 19812 by default (can be modified via the "SQL/Configuration" page of the Preferences).
- Application Server: 19813 by default (can be modified via the "Client-Server/Configuration" page of the Preferences, see above).
- DB4D Server (database server): 19814 by default . DB4D Server (database server): 19814 by default . This port number cannot be modified directly but it always consists of the application server port number + 1. When a 4D client connects to 4D Server, it uses the TCP port of the application server (19813 or the port indicated after the colon ':' in the IP address shown in the connection dialog box). DB4D Server (database server): 19814 by default . This port number cannot be modified directly but it always consists of the application server port number + 1. When a 4D client connects to 4D Server, it uses the TCP port of the application server (19813 or the port indicated after the colon ':' in the IP address shown in the connection dialog box). Connection to other servers via their respective ports is then automatic; it is no longer necessary to specify them. Note that in the case of access via a router or a firewall, the three TCP ports must be opened explicitly.

Authentication of user with domain server

This option allows you to implement SSO (*Single Sign On*) capabilities in your 4D Server database on Windows. When you check this option, 4D transparently connects to the Active directory of the Windows domain server and gets the available authentication tokens. This option is described in the [Single Sign On \(SSO\) on Windows](#) section.

Service Principal Name

When Single Sign On (SSO) is enabled (see above), you must fill in this field if you want to use Kerberos as your authentication protocol. This option is described in the [Single Sign On \(SSO\) on Windows](#) section.

Client-Server Connections Timeout

This device is used to set the timeout (period of inactivity beyond which the connection is closed) between 4D Server and the client machines connecting to it. The Unlimited option removes the timeout. When this option is selected, client activity control is eliminated.

When a timeout is selected, the server will close the connection of a client if it does not receive any requests from the latter during the specified time limit.

Client-Server Communication

Register Clients at Startup For Execute On Client

When this option is checked, all the 4D remote machines connecting to the database can execute methods remotely. This mechanism is detailed in the section [Stored procedures on client machines](#).

Encrypt Client-Server Communications

This option lets you activate the secured mode for communications between the server machine and the 4D remote machines. This option is detailed in the [Encrypting Client/Server Connections](#) section.

Update Resources folder during a session

This setting can be used to globally set the updating mode for the local instance of the Resources folder on the connected 4D machines when the Resources folder of the database is modified during the session (the Resources folder is automatically synchronized on the remote machine each time a session is opened). Three settings are available:

- Never: The local Resources folder is not updated during the session. The notification sent by the server is ignored. The local Resources folder may be updated manually using the Update Local Resources action menu command (see [Using the Resources explorer](#)).
- Always: The synchronization of the local Resources folder is automatically carried out during the session whenever notification is sent by the server.
- Ask: When the notification is sent by the server, a dialog box is displayed on the client machines, indicating the modification. The user can then accept or refuse the synchronization of the local Resources folder. The Resources folder centralizes the custom files required for the database interface (translation files, pictures, etc.). Automatic or manual mechanisms can be used to notify each client when the contents of this folder have been modified. For more information, please refer to the [Managing the Resources folder](#) section.

IP configuration page

Allow-Deny Configuration Table

This table allows you to set access control rules for the database depending on 4D remote machine IP addresses. This option allows reinforcing security, for example, for strategic applications.

This configuration table does not control Web connections.

The behavior of the configuration table is as follows:

- The "Allow-Deny" column allows selecting the type of rule to apply (Allow or Deny) using a pop-up menu. To add a rule, click on the Add button. A new row appears in the table. The Delete button lets you remove the current row.
- The "IP Address" column allows setting the IP address(es) concerned by the rule. To specify an address, click in the column and enter the address in the following form: 123.45.67.89 (IPv4 format) or 2001:0DB8:0000:85A3:0000:AC1F:8001 (IPv6 format). You can use an * (asterisk) character to specify "starts with" type addresses. For example, 192.168.* indicates all addresses starting with 192.168.
- The application of rules is based on the display order of the table. If two rules are contradictory, priority is given to the rule located highest in the table. You can re-order rows by modifying the current sort (click the header of the column to alternate the direction of the sort). You can also move rows using drag and drop.
- For security reasons, only addresses that actually match a rule will be allowed to connect. In other words, if the table only contains one or more Deny rules, all addresses will be refused because none will match at least one rule. If you want to deny only certain addresses (and allow others), add an Allow * rule at the end of the table. Beispiel:
 - Deny 192.168.* (deny all addresses beginning with 192.168)
 - Allow * (but allow all other addresses)

By default, no connection restrictions are applied by 4D Server: the first row of the table contains the Allow label and

the * (all addresses) character.

Web page

Using the tabs on the Web page, you can configure various aspects of the integrated Web server of 4D (security, startup, connections, Web services, etc.). For more information about how the 4D Web server works, see [Web server](#). For more information about 4D Web services, refer to the [Publication and use of Web Services](#) chapter.

Configuration

Publishing Information

Launch Web Server at Startup

Indicates whether the Web server will be launched on startup of the 4D application. This option is described in the [Web server administration](#) section.

Enable HTTP

Indicates whether or not the Web server will accept non-secure connections. See [Enable HTTP](#).

HTTP Port

Listening IP (TCP) port number for HTTP. See [HTTP Port](#).

IP Address

IP address on which the 4D web server will receive HTTP requests (4D local and 4D Server). See [IP Address to listen](#).

Enable HTTPS

Indicates whether or not the Web server will accept secure connections. See [Enable HTTPS](#).

HTTPS Port

Allows you to modify the TCP/IP port number used by the Web server for secured HTTP connections over TLS (HTTPS protocol). See [HTTPS Port](#).

Allow database access through 4DSYNC URLs

Compatibility Note: This option is [deprecated](#). For database access through HTTP, it is now recommended to use ORDA remote datastore features and REST requests.

Paths

Default HTML Root

Define the default location of the Web site files and to indicate the hierarchical level on the disk above which the files will not be accessible. See [Root Folder](#).

Default Home Page

Designate a default home page for the Web server. See [Default Home page](#).

Options (I)

Cache

Use the 4D Web cache

Enables the web page cache. See [Cache](#).

Pages Cache Size

Sets the cache size. See [Cache](#).

Clear Cache

At any moment, you can clear the cache of the pages and images that it contains (if, for example, you have modified a static page and you want to reload it in the cache). At any moment, you can clear the cache of the pages and images that it contains (if, for example, you have modified a static page and you want to reload it in the cache). The cache is then immediately cleared.

You can also use the special URL </4DCACHECLEAR>.

Web Process

This area allows you to configure how the web server will handle user sessions and their associated processes.

The Legacy sessions option is only available for compatibility in databases/projects created with 4D versions prior to 4D v18 R6.

Scalable sessions (multi-process sessions)

When you select this option (recommended), a user session is managed through a Session object. See the [User sessions page](#).

No sessions

When this option is selected, the web server does not provide any specific support for [user sessions](#). Successive requests from web clients are always independent and no context is maintained on the server.

In this mode, you can configure additional web server settings:

- [Maximum Concurrent Web Processes](#)
- [Reuse Temporary Contexts \(4D in remote mode\)](#)
- [Use preemptive processes](#)

Legacy sessions (single process sessions)

Compatibility Note: This option is only available in databases/projects created with a 4D version prior to 4D v18 R6.

This option enables the handling of legacy user sessions by the 4D HTTP server. This mechanism is described in the [Web Sessions Management \(Legacy\)](#) section. See [Keep Session](#).

When selected, the [Reuse Temporary Contexts \(4D in remote mode\)](#) option is automatically checked (and locked).

Maximum Concurrent Web Processes

Not available with [scalable sessions](#).

Strictly high limit of concurrent web processes. See [Maximum Concurrent Web Processes](#).

Reuse Temporary Contexts

Not available with [scalable sessions](#).

Allows you to optimize the operation of the 4D Web server in remote mode. See [Reuse temporary contexts in remote mode](#).

Use preemptive processes

Not available with [scalable sessions](#).

Enables preemptive web processes in your compiled applications. When Use preemptive processes is selected, the eligibility of your web-related code (including 4D tags and web database methods) to the preemptive execution will be evaluated during the compilation. For more information, see [Using preemptive Web processes](#).

This option does not apply to scalable sessions, REST processes (compiled mode), and web service processes (server or client). See [Enabling the preemptive mode for the web server](#).

Inactive Process Timeout

Not available with [scalable sessions](#).

Allows you to set the maximum timeout before closing for inactive Web processes on the server. See [Inactive Process Timeout](#).

Web Passwords

Set the authentication system that you want to apply to your Web server. Three options are proposed:

Custom (default) Passwords with BASIC protocol Passwords with DIGEST protocol

Using Custom authentication is recommended. See [Authentication](#) chapter in the *Web Development* documentation.

Options (II)

Text Conversion

Send Extended Characters Directly

See [Deprecated Settings](#).

Standard Set

Define the set of characters to be used by the 4D Web server. See [Character Set](#).

Keep-Alive Connections

See [Deprecated Settings](#).

CORS Settings

Enable CORS

Enables Cross-origin resource sharing (CORS) service. See [Enable CORS Service](#).

Domain names/HTTP methods allowed

List of allowed hosts and methods for the CORS service. See [CORS Settings](#).

Log (type)

Log Format

Starts or stops the recording of requests received by the 4D web server in the *logweb.txt* file and sets its format. See [Log Recording](#).

The activation and deactivation of the log file of requests can also be carried out by programming using the [WEB SET OPTION](#) command.

The log format menu provides the following options:

- No Log File: When this option is selected, 4D will not generate a log file of requests.
- CLF (Common Log Format): When this option is selected, the log of requests is generated in CLF format. With the CLF format, each line of the file represents a request, such as:`host rfc931 user [DD/MMM/YYYY:HH:MM:SS]`"request" state length`Each field is separated by a space and each line ends by the CR/LF sequence (character 13, character 10).`
 - host: IP address of the client (ex. 192.100.100.10)
 - rfc931: information not generated by 4D, it's always - (a minus sign)
 - user: user name as it is authenticated, or else it is - (a minus sign). If the user name contains spaces, they will be replaced by _ (an underscore).
 - DD: day, MMM: a 3-letter abbreviation for the month name (Jan, Feb,...), YYYY: year, HH: hour, MM: minutes, SS: seconds

The date and time are local to the server.

- request: request sent by the client (ex. GET /index.htm HTTP/1.0)
- state: reply given by the server.
- length: size of the data returned (except the HTTP header) or 0.

Note: For performance reasons, the operations are saved in a memory buffer in packets of 1Kb before being written to disk. The operations are also written to disk if no request has been sent every 5 seconds. The possible values of state are as follows: 200: OK 204: No contents 302: Redirection 304: Not modified 400: Incorrect request 401: Authentication required 404: Not found 500: Internal error The CLF format cannot be customized.

- DLF (Combined Log Format): When this option is selected, the request log is generated in DLF format. DLF format is similar to CLF format and uses exactly the same structure. It simply adds two additional HTTP fields at the end of each request: Referer and User-agent.
 - Referer: Contains the URL of the page pointing to the requested document.
 - User-agent: Contains the name and version of the browser or software of the client at the origin of the request.

The DLF format cannot be customized.

- ELF (Extended Log Format): When this option is selected, the request log is generated in ELF format. The ELF format is very widespread in the world of HTTP browsers. It can be used to build sophisticated logs that meet specific needs. For this reason, the ELF format can be customized: it is possible to choose the fields to be recorded as well as their order of insertion into the file.
- WLF (WebStar Log Format): When this option is selected, the request log is generated in WLF format. WLF format was developed specifically for the 4D WebSTAR server. It is similar to the ELF format, with only a few additional fields. Like the ELF format, it can be customized.

Configuring the fields When you choose the ELF (Extended Log Format) or WLF (WebStar Log Format) format, the "Weg Log Token Selection" area displays the fields available for the chosen format. You will need to select each field to be included in the log. You will need to select each field to be included in the log.

Note: You cannot select the same field twice.

The following table lists the fields available for each format (in alphabetical order) and describes its contents:

Datenfeld	ELF	WLF	Wert
BYTES_RECEIVED		X	Number of bytes received by the server
BYTES_SENT	X	X	Number of bytes sent by the server to the client
C_DNS	X	X	IP address of the DNS (ELF: field identical to the C_IP field)
C_IP	X	X	IP address of the client (for example 192.100.100.10)
CONNECTION_ID		X	Connection ID number
CS(COOKIE)	X	X	Information about cookies contained in the HTTP request
CS(HOST)	X	X	Host field of the HTTP request
CS(REFERER)	X	X	URL of the page pointing to the requested document
CS(USER_AGENT)	X	X	Information about the software and operating system of the client
CS_SIP	X	X	IP address of the server
CS_URI	X	X	URI on which the request is made
CS_URI_QUERY	X	X	Request query parameters
CS_URI_STEM	X	X	Part of request without query parameters
DATE	X	X	DD: day, MMM: 3-letter abbreviation for month (Jan, Feb, etc.), YYYY: year
METHOD	X	X	HTTP method used for the request sent to the server
PATH_ARGS		X	CGI parameters: string located after the "\$" character
STATUS	X	X	Reply provided by the server
TIME	X	X	HH: hour, MM: minutes, SS: seconds
TRANSFER_TIME	X	X	Time requested by server to generate the reply
USER	X	X	User name if authenticated; otherwise - (minus sign).
			If the user name contains spaces, they are replaced by _ (underlines)
URL		X	URL requested by the client

Dates and times are given in GMT.

Log (backup)

Configure the automatic backup parameters for the request log. First you must choose the frequency (days, weeks, etc.) or the file size limit criterion by clicking on the corresponding radio button. You must then specify the precise moment of the backup if necessary.

- No Backup: The scheduled backup function is deactivated.
- Every X hour(s): This option is used to program backups on an hourly basis. You can enter a value between 1 and 24 .
 - starting at: Used to set the time at which the first back up will begin.
- Every X day(s) at X: This option is used to program backups on a daily basis. Enter 1 if you want to perform a daily backup. When this option is checked, you must indicate the time when the backup must be started.
- Every X week(s), day at X: This option is used to program backups on a weekly basis. Enter 1 if you want to perform a weekly backup. Enter 1 if you want to perform a weekly backup. When this option is checked, you must indicate the day(s) of the week and the time when each backup must be started. You can select several days of the week if desired.
- Every X month(s), Xth day at X: This option is used to program backups on a monthly basis. Enter 1 if you want to

perform a monthly backup. Enter 1 if you want to perform a monthly backup.

- Every X MB: This option is used to program backups based on the size of the current request log file. A backup is automatically triggered when the file reaches the set size. You can set a size limit of 1, 10, 100 or 1000 MB.

In the case of scheduled backups, if the Web server was not launched when the backup was scheduled to occur, on the next startup 4D considers the backup as failed and applies the appropriate settings, set via the Database Settings.

Web Services

You use the options on this tab to activate and configure Web services for the 4D project, both for their publishing (server side) and their subscription (client side).

For more information about the support of Web Services in 4D, refer to the [Publication and use of Web Services](#) chapter.

Server Side

This area contains various options related to the use of 4D as a Web Services "server" i.e., publishing project methods in the form of Web Services.

- Allow Web Services Requests : This option lets you initialize the publication of Web Services. If this option has not been checked, 4D refuses SOAP requests and does not generate a WSDL - even if methods have the *Published in WSDL* attribute. When this option is checked, 4D creates the WSDL file.
- Web Service Name: This area lets you change the "generic name" of the Web Service. This name is used to differentiate the services both at the SOAP server level (when the server publishes several different Web Services), as well as in the Web Services directories. By default, 4D uses the name A_WebService.
- Web Services Namespace: This area is used to change the namespace of the Web Services published by 4D. Each Web Service published on the Internet must be unique. Each Web Service published on the Internet must be unique. The uniqueness of the names of Web Services is ensured by using XML namespaces. A namespace is an arbitrary character string used to identify a set of XML tags in a unique way. Typically, the namespace begins with the URL of the company (<http://mycompany.com/mynamespace>). In this case, it is not indispensable to have anything in particular at the URL indicated; what matters is that the character string used is unique. By default, 4D uses the following namespace: <http://www.4d.com/namespace/default>.

In conformity with the XML standard for tag names, the character strings used must not contain spaces nor start with a number. Moreover, to avoid any risk of incompatibility, we recommend that you do not use any extended characters (such as accented characters).

Client Side

This area contains various options related to the use of 4D as a Web Services "client" i.e., subscribing to services published on the network.

- Wizard Method Prefix: This area lets you change the prefix that is added automatically by 4D to the name of proxy methods generated by the Web Services Wizard. Proxy project methods form a link between the 4D application and the Web Services server. By default, 4D uses the prefix "proxy_".

Web Features

This page contains the options used to enable and control advanced Web features such as the REST server.

Publishing

Expose as REST server

Starts and stops the REST Server. See [REST Server Configuration](#).

Access

This option specifies a group of 4D users that is authorized to establish the link to the 4D database using REST requests. See [Configuring REST access](#).

Web Studio

Enable access to the web studio

Enables general access to the web studio. You still need to configure it at every project level.

SQL page

This page is used to configure the publishing parameters, access rights, and engine options of the [4D SQL Server](#).

SQL Server Publishing

See the [Configuration of 4D SQL Server](#) page on doc.4d.com.

SQL Access Control for the default schema

See the [Configuration of 4D SQL Server](#) page on doc.4d.com.

SQL Engine Options

See the [SQL Engine Options](#) paragraph on doc.4d.com.

PHP page

In 4D, you can execute PHP scripts directly by configuring the PHP page of the Database Settings (see [Executing PHP scripts in 4D](#) in the 4D *Language Reference* manual).

Interpreter

- IP Address and Port number By default, 4D provides a PHP interpreter, compiled in FastCGI. For reasons related to the internal architecture, execution requests go to the PHP interpreter at a specific HTTP address. By default, 4D uses the address 127.0.0.1 and port 8002. You can change this address and/or port if they are already used by another service or if you have several interpreters on the same machine. To do this, you modify the IP Address and Port number parameters. Note that the HTTP address must be on the same machine as 4D.
- External interpreter If you use an external PHP interpreter, it must be compiled in FastCGI and be on the same machine as 4D (see "Using another PHP interpreter or another php.ini file" in [Executing PHP scripts in 4D](#)). Select this option so 4D does not attempt a connection with the internal interpreter when executing a PHP request. Note that this configuration requires your manual execution and control of the external interpreter.

4D Server: These settings are shared between 4D Server and the 4D remote machines so it is not possible to use an external interpreter on the server machine and simultaneously use the internal interpreter on the client machines (and vice versa). Also, if the server uses an external interpreter on port 9002, the client machines must also use an interpreter on this port.

Options

These options are related to the automatic management of the 4D PHP interpreter and are disabled when the External Interpreter option is selected.

- Number of processes: The 4D PHP interpreter drives a set of system execution processes called "child processes". For optimization, it can run and keep up to five child processes simultaneously by default. You can modify the number of child processes according to your needs. For example, you may want to increase this value if you call on the PHP interpreter intensively. For more information, refer to the "Architecture" section in [Executing PHP scripts in 4D](#).

Note: Under Mac OS, all child processes share the same port. Under Windows, each child process uses a specific port number. The first number is the one set for the PHP interpreter; the other child processes increment this number. For example, if the default port is 8002 and you launch 5 child processes, they will use ports 8002 to 8006.

- Restart the interpreter after X requests: This sets the maximum number of requests that the 4D PHP interpreter accepts. When this number is reached, the interpreter restarts. For more information about this parameter, refer to the FastCGI-PHP documentation.

Note: In this dialog box, the parameters are specified by default for all connected machines and all sessions. You can also modify and read them separately for each machine and each session using the [SET DATABASE PARAMETER](#) and [Get database parameter](#) commands. The parameters modified by the [SET DATABASE PARAMETER](#) command have priority for the current session.

Security page

This page contains options related to data access and protection for your desktop applications.

Note: For a general overview of 4D's security features, see the [4D Security guide](#).

Data Access / Remote Users Access

These settings do not apply to project databases opened in single-user mode.

- Design and Runtime Explorer Access: Gives the specified group the ability to enter the Design environment of the database and display the Runtime Explorer.

Note that:

- Setting an access group in the Design environment also lets you deactivate the Create table option in the data import dialog box. For more information about this dialog box, refer to [Importing data from files](#).
- The Designer and Administrator always have access to the Design environment and Runtime Explorer, even if they are not explicitly part of the specified access group. For more information about users and user groups, refer to the [Users and groups](#) chapter.
- Default User: When a Default User has been set, every user that opens the database or logs onto it has the same access privileges and restrictions defined for this Default User. It is no longer necessary to enter a user name. Moreover, if you have not associated a password with the Default User, the Password dialog box no longer appears and the database opens directly. This option simplifies access to the database while maintaining a complete data control system.
 - If you have associated a password with the Default User, a dialog box appears when the database is opened and the users must enter a password.
 - If you haven't associated a password with the Default User, the User Identification dialog box will not appear. Note: You can "force" the display of the User Identification dialog box when the "Default User" mode is active, for instance in order to connect as Administrator or Designer. To do so, press the Shift key while opening the database or connecting to it.
- Display User List in Password Dialog Box : If this option is checked, users must choose their name from the list of users and enter their password in the User Identification dialog box. If it is not checked, users must enter both their name and password. For more information about the two versions of the password dialog box, see the section "Access system overview" in [Access system overview](#).
 - User List in Alphabetical Order (only available if the previous option is checked): When this option is checked, the list of users in the password entry dialog box is sorted by alphabetical order.
- Users can change their password : When this option is checked, a Change button is displayed in the User Identification dialog box. This button lets the user access a dialog box that can be used to change their password (for more information about this dialog box, refer to the "Modification of password by user" in [Ensuring system maintenance](#)). If desired, you can hide the Change button so that users cannot modify their passwords. To do so, just uncheck this option.

Options

- Filtering of commands and project methods in the formula editor and 4D Write Pro documents : For security reasons, by default 4D restricts access to the commands, functions and project methods in the [Formula editor](#) in Application mode or added to multistyle areas or 4D Write Pro documents using the [ST INSERT EXPRESSION](#) command: only certain 4D functions and project methods that have been explicitly declared using the [SET ALLOWED METHODS](#) command can be used. You can completely or partially remove this filtering using the following options.

- Enabled for all (default option): Access to commands, functions and project methods is restricted for all users, including the Designer and the Administrator.
- Disable for the Designer and the Administrator : This option grants full access to 4D commands and to methods only for the Designer and Administrator. It can be used to set up an unlimited access mode to commands and methods while remaining in control of the operations carried out. During the development phase, this mode can be used to freely test all the formulas, reports, and so on. During operation, it can be used to set up secure solutions that allow access to commands and methods on a temporary basis. This consists in changing the user (via the [CHANGE CURRENT USER](#) command) before calling a dialog box or starting a printing process that requires full access to the commands, then returning to the original user when the specific operation is completed. Note: If full access has been enabled using the previous option, this option will have no effect.
- Disabled for all: This option disables control within formulas. When this option is checked, users have access to all the 4D commands and plug-ins as well as all project methods (except for invisible ones). Note: This option takes priority over the [SET ALLOWED METHODS](#) command. When it is checked, this command does nothing.
- Enable User Settings: You need to check this option to be able to display separated dialog boxes for user settings. When this option is checked, up to three dialog boxes are available: Structure Settings, User Settings, and User Settings for Data File. For more information, refer to [User settings](#).
- Execute "On Host Database Event" method of the components: The [On Host Database Event database method](#) facilitates the initialization and backup phases for 4D components. For security reasons, you must explicitly authorize the execution of this method in each host database. To do this, you must check this option. By default, it is not checked.

When this option is checked:

- 4D components are loaded,
- each [On Host Database Event database method](#) of the component (if any) is called by the host database,
- the code of the method is executed.

When it is not checked:

- 4D components are loaded but they have to manage their initialization and backup phases themselves.
- the developer of the component has to publish the component methods that must be called by the host database during these phases (startup and shutdown)
- the developer of the host database must call the appropriate methods of the component at the right time (must be covered in the component documentation).

Compatibility page

The Compatibility page groups together parameters related to maintaining compatibility with previous versions of 4D.

The number of options displayed depends on the version of 4D with which the original database/project was created, as well as the settings modified in this database/project.

This page lists the compatibility options available for database/projects converted from 4D v18 onwards. For older compatibility options, refer to the [Compatibility page](#) on doc.4d.com.

- Use legacy network layer : Starting with 4D v15, 4D applications propose a new network layer, named `ServerNet`, to handle communications between 4D Server and remote 4D machines (clients). The former network layer has become obsolete, but it is kept to ensure compatibility with existing databases. Using this option, you can enable the former network layer at any time in your 4D Server applications depending on your needs. `ServerNet` is used automatically for new databases and databases converted from a v15 release or later. Note that in case of a modification, you need to restart the application for the change to be taken into account. Any client applications that were logged must also be restarted to be able to connect with the new network layer. Note: This option can also be managed by programming using the `SET DATABASE PARAMETER` command.
- Use standard XPath: By default this option is unchecked for databases converted from a 4D version prior to v18 R3, and checked for databases created with 4D v18 R3 and higher. Starting with v18 R3, the XPath implementation in 4D has been modified to be more compliant and to support more predicates. As a consequence, non-standard features of the previous implementation no longer work. They include:
 - initial "/" is not the root node only - using a / as first character in a XPath expression does not declare an absolute path from the root node
 - no implicit current node - the current node has to be included in the XPath expression
 - no recursive searches in repeated structures - only the first element is parsed.¥
- Although not standard, you might want to keep using these features so that your code continues to work as before - - in this case, just set the option *unchecked*. On the other hand, if your code does not rely on the non-standard implementation and if you want to benefit from the extended XPath features in your databases (as described in the [DOM Find XML element](#) command), make sure the Use standard XPath option is *checked*.
- Use LF for end of line on macOS: Starting with 4D v19 R2 (and 4D v19 R3 for XML files), 4D writes text files with line feed (LF) as default end of line (EOL) character instead of CR (CRLF for xml SAX) on macOS in new projects. If you want to benefit from this new behavior on projects converted from previous 4D versions, check this option. See [TEXT TO DOCUMENT](#), [Document to text](#), and [XML SET OPTIONS](#).
- Don't add a BOM when writing a unicode text file by default: Starting with 4D v19 R2 (and 4D v19 R3 for XML files), 4D writes text files without a byte order mark (BOM) by default. In previous versions, text files were written with a BOM by default. Select this option if you want to enable the new behavior in converted projects. See [TEXT TO DOCUMENT](#), [Document to text](#), and [XML SET OPTIONS](#).
- Map NULL values to blank values unchecked by default a field creation : For better compliance with ORDA specifications, in databases created with 4D v19 R4 and higher the Map NULL values to blank values field property is unchecked by default when you create fields. You can apply this default behavior to your converted databases by checking this option (working with Null values is recommended since they are fully supported by [ORDA](#)).

General Page

This page contains various options to configure the general operation of your 4D application.

Options

At startup

This option allows you to configure the default 4D display at startup, when the user launches only the application.

- Do nothing: Only the application window appears, empty.
- Open Local Project dialog: 4D displays a standard open document dialog box, allowing you to select a local project.
- Open last used project: 4D directly opens the last project used; no opening dialog box appears. >To force the display of the opening dialog box when this option is selected, hold down the Alt (Windows) or Option (macOS) key while launching the project.
- Open Remote Project dialog: 4D displays the standard 4D Server logon dialog, allowing you to select a project published on the network.
- Open Welcome Wizard dialog (factory setting): 4D displays the Welcome Wizard dialog box.

4D Server: The 4D Server application ignores this option. In this environment, the Do nothing mode is always used.

Automatic form creation

This option is only used in binary databases; it is ignored in project architecture. See doc.4d.com.

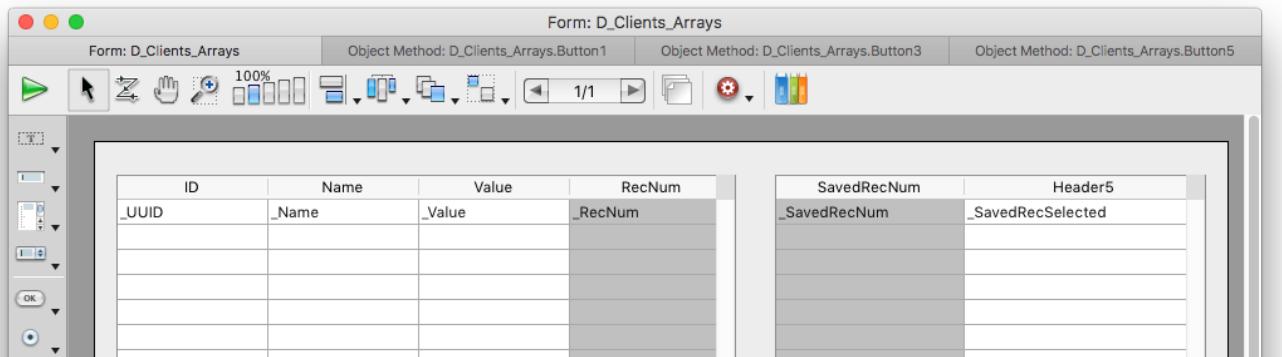
Window tabbing (macOS only)

Starting with macOS Sierra, Mac applications can benefit from the Automatic Window Tabbing feature that helps organizing multiple windows: document windows are stacked into a single parent window and can be browsed through tabs. This feature is useful on small screens and/or when using a trackpad.

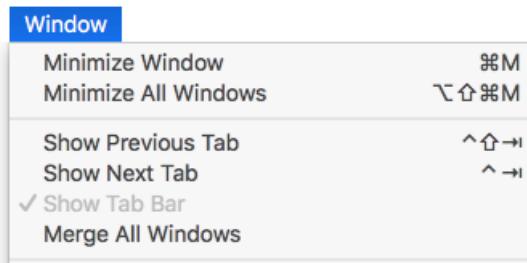
You can benefit from this feature in the following environments (with 4D 64-bit versions only):

- Method Editor windows
- Form Editor windows

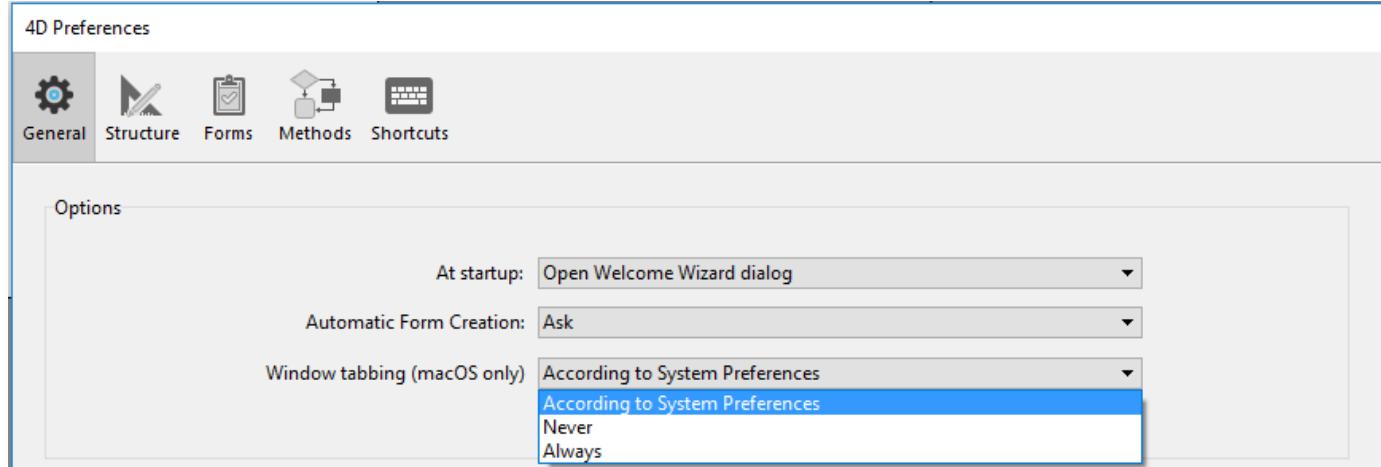
All windows from these editors can be put in tab form:



A set of commands in the Window menu allows managing the tabs:



In the 4D's Preferences dialog box, the Window tabbing option allows you to control this feature:



Three options are available:

- According to System Preferences (default): 4D windows will behave like defined in the macOS System Preferences (In full screen, Always, or Manually).
- Never: Opening a new document in 4D form editor or method editor will always result in creating a new window (tabs are never created).
- Always: Opening a new document in 4D form editor or method editors will always result in creating a new tab.

Appearance (macOS only)

This menu lets you select the color scheme to use for the 4D development environment. The specified scheme will be applied to all editors and windows of the Design mode.

You can also set the color scheme to use in your desktop applications in the "Interface" page of the Settings dialog box.

Three options are available:

- According to System Color Scheme Preferences (default): Use the color scheme defined in the macOS System Preferences.
- Light: Use the Light Theme
- Dark: Use the Dark Theme

This preference is only supported on macOS. On Windows, the "Light" scheme is always used.

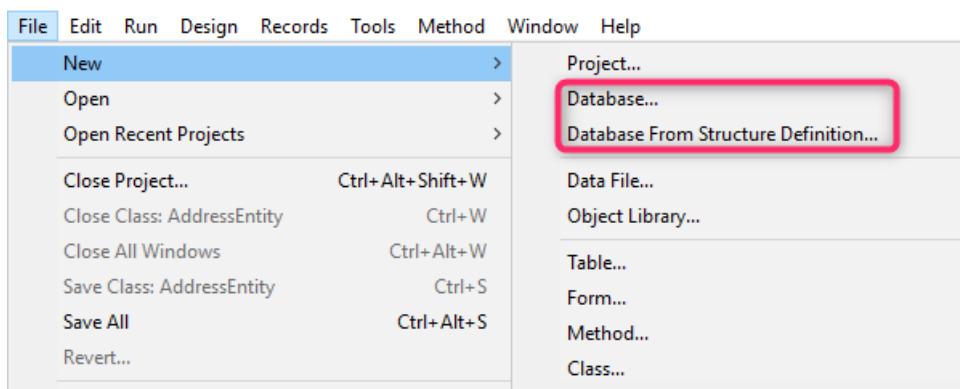
Exit Design when going to Application Environment

If this option is checked, when the user switches to the Application environment using the Test Application menu command, all the windows of the Design environment are closed. If this option is not checked (factory setting), the windows of the Design environment remain visible in the background of the Application environment.

Enable binary database creation

If you check this option, two items are added in the File > New menu and the New toolbar button:

- Database...
- Database from Structure Definition...



These items allow you to create binary databases (see [Creating a new database](#) section). They are no longer proposed by default because 4D recommends using project-based architecture for new developments.

When creating a new project

Use Log File

When this option is checked, a log file is automatically started and used when a new database is created. For more information, please refer to [Log file \(.journal\)](#).

Create package

When this option is checked, 4D databases are automatically created in a folder suffixed .4dbase.

Thanks to this principle, under macOS the database folders appear as packages having specific properties. Under Windows, this has no particular impact.

Include tokens in project source files

When this option is checked, saved [method source files](#) in new 4D projects will contain tokens for classic language and database objects (constants, commands, tables and fields). Tokens are additional characters such as :C10 or :5 inserted in the source code files, that allow renaming tables and fields and identifying elements whatever the 4D version (see [Using tokens in formulas](#)).

If you intend to use VCS or external code editors with your new projects, you might want to uncheck this option for a better readability of the code with these tools.

This option can only be applied to projects (binary databases always include tokens).

You can always get the code with tokens by calling `METHOD GET CODE` with 1 in the *option* parameter.

Excluding tokens in existing projects

You can configure your existing projects to save code without tokens by inserting the following key in the `<applicationName>.4DProject` file using a text editor:

```
"tokenizedText": false
```

This setting is only taken into account when methods are saved. Existing methods in your projects are left untouched, unless you resave them.

Create `.gitignore` file

You might need or want git to ignore some files in your new projects.

You can set this preference by checking the Create `.gitignore` file option.

When a project is created in 4D and that box is checked, 4D creates a `.gitignore` file at the same level as the Project folder (see [Architecture of a Project](#)).

You can define the default contents of the `.gitignore` file by clicking the pencil icon. This will open the `.gitignore` configuration file in your text editor. The contents of this file will be used to generate the `.gitignore` files in your new projects.

The [official git documentation](#) is a great resource to understand how `.gitignore` files work.

Language of text comparison

This parameter configures the default language used for character string processing and comparison in new databases. The language choice has a direct influence on the sorting and searching of text, as well as the character case, but it has no effect on the translation of texts or on the date, time or currency formats, which remain in the system language. By default (factory setting), 4D uses the current user language set in the system.

A 4D database can thus operate in a language different from that of the system. When a database is opened, the 4D engine detects the language used by the data file and provides it to the language (interpreter or compiled mode). Text comparisons, regardless of whether they are carried out by the database engine or the language, are done in the same language.

When creating a new data file, 4D uses the language previously set in this menu. When opening a data file that is not in the same language as the structure, the data file language is used and the language code is copied into the structure.

You can modify this parameter for the open database using the Database Settings (see [Text comparison](#)).

Documentation Location

This area configures access to the 4D HTML documentation displayed in your current browser:

- When you hit the F1 key while the cursor is inserted in a 4D class function or command name in the Method editor;
- When you double-click on a 4D command in the Commands Page of the Explorer.

Documentation language

Language of the HTML documentation to display. You can select a documentation in a different language from the application language.

Look in the local folder first

This option is only taken into account for command documentation access (excluding class functions).

Sets where 4D will look for documentation pages.

- When checked (default), 4D first looks for the page in the local folder (see below). If it is found, 4D displays the page in the current browser. If it is found, 4D displays the page in the current browser. This makes it possible to access the documentation even when you are offline.
- When not checked, 4D looks for the desired page directly in the on-line documentation Web site and displays it in the current browser. If it is not found, 4D displays an error message in the browser.

Local folder

This option is only taken into account for command documentation access (excluding class functions).

Indicates the location of the static HTML documentation. By default, this is the ¥Help¥Command¥language subfolder. You can view the location by clicking on the menu associated with the area. If this subfolder is not present, the location is shown in red.

You can modify this location as desired, for example if you want to display the documentation in a language different from that of the application. The static HTML documentation can be located on another volume, on a web server, etc. To designate a different location, click on the [...] button next to the entry area and choose a documentation root folder (folder corresponding to the language: `fr`, `en`, `es`, `de` or `ja`).

Structure Page

Primary key

These options in the preferences modify the default name and type of the primary key fields that are added automatically by 4D when new tables are created or by means of the [Primary key manager](#).

The following options are available:

- Name ("ID" by default): Sets the default name of primary key fields. You can use any name you want, as long as it respects the [4D naming rules](#).
- Type ([Longint](#) by default): Sets the default type of primary key fields. You can choose the UUID type. In this case, the primary key fields created by default are of the [Alpha type](#) and have the UUID Format and Auto UUID field properties checked.

Structure editor

This group of options configures the display of the 4D Structure editor.

Graphic quality of the structure

This option varies the level of graphic detail in the Structure editor. By default, the quality is set to High. You can select Standard quality in order to give priority to display speed. The effect of this setting is mainly perceptible when using the zoom function (see the "Zoom" paragraph in [Structure editor](#)).

When a folder is dimmed, its contents are:

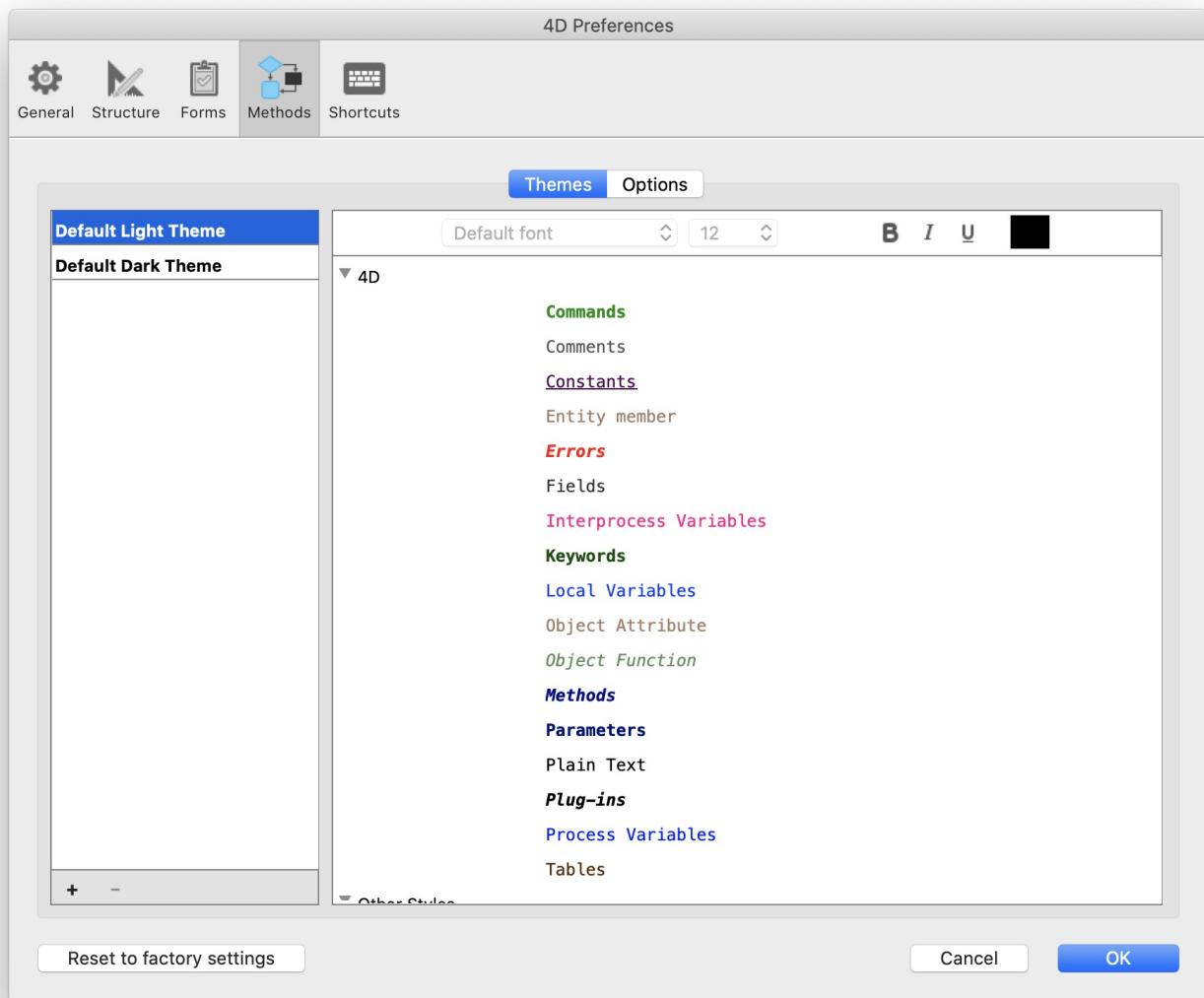
This option sets the appearance of dimmed tables in the Structure editor, when you carry out selections by folder (see [Highlight/dim tables by folder](#)). The possible options are Dimmed (a shadow replaces the table image) and Invisible (the table disappears completely).

Methods Page

This page contains parameters defining the Method editor interface and its default display as well as options concerning its operation. It is divided into two sections accessed using the Theme and Options tabs.

Themes

This page allows selecting, creating, or configuring Method editor themes. A theme defines the font, font size, colors and styles of items displayed in the code editor.



Theme list

In this list, you select the theme to apply to the code editor. All available themes are displayed, including custom themes (if any). 4D provides two themes by default:

- Default Light Theme
- Default Dark Theme

Default themes cannot be modified or deleted.

A myTheme theme is automatically added if you already customized method editor styles in previous 4D releases.

Creating custom themes

You can create themes that you can fully customize. To create a theme, select an existing theme and click on the + at the bottom of the theme list. You can also add customized themes by copying theme files in the `4D Editor Themes` folder (see below).

Custom theme files

Each custom theme is stored in a single JSON file named `themeName.json`. The JSON files for custom themes are stored in the `4D Editor Themes` folder located at the same level as the 4D [preferences file](#).

If key values are not defined in a custom theme, they default to the values from the `Default Light Theme`. If a JSON theme file is invalid, the `Default Light Theme` is loaded and an error is generated.

When a theme file is modified by an external editor, 4D must be restarted to take the modification(s) into account.

Theme definition

Defining a theme means:

- setting a global font and font size for the whole code editor,
- assigning specific styles and colors to each 4D language element (fields, tables, variables, parameters, SQL, etc.), SQL language element (keywords, functions, etc.), and color backgrounds.

Combining different colors and styles is particularly useful for code maintenance purposes.

Font and Font size

The font and font size menus allows you to select the font name and size used in the Method editor entry area for all categories.

4D Language and SQL Language

You can set different font styles and colors (font color or background color) for each type of language element. You can select the element(s) to customize in the Category list.

Other Styles

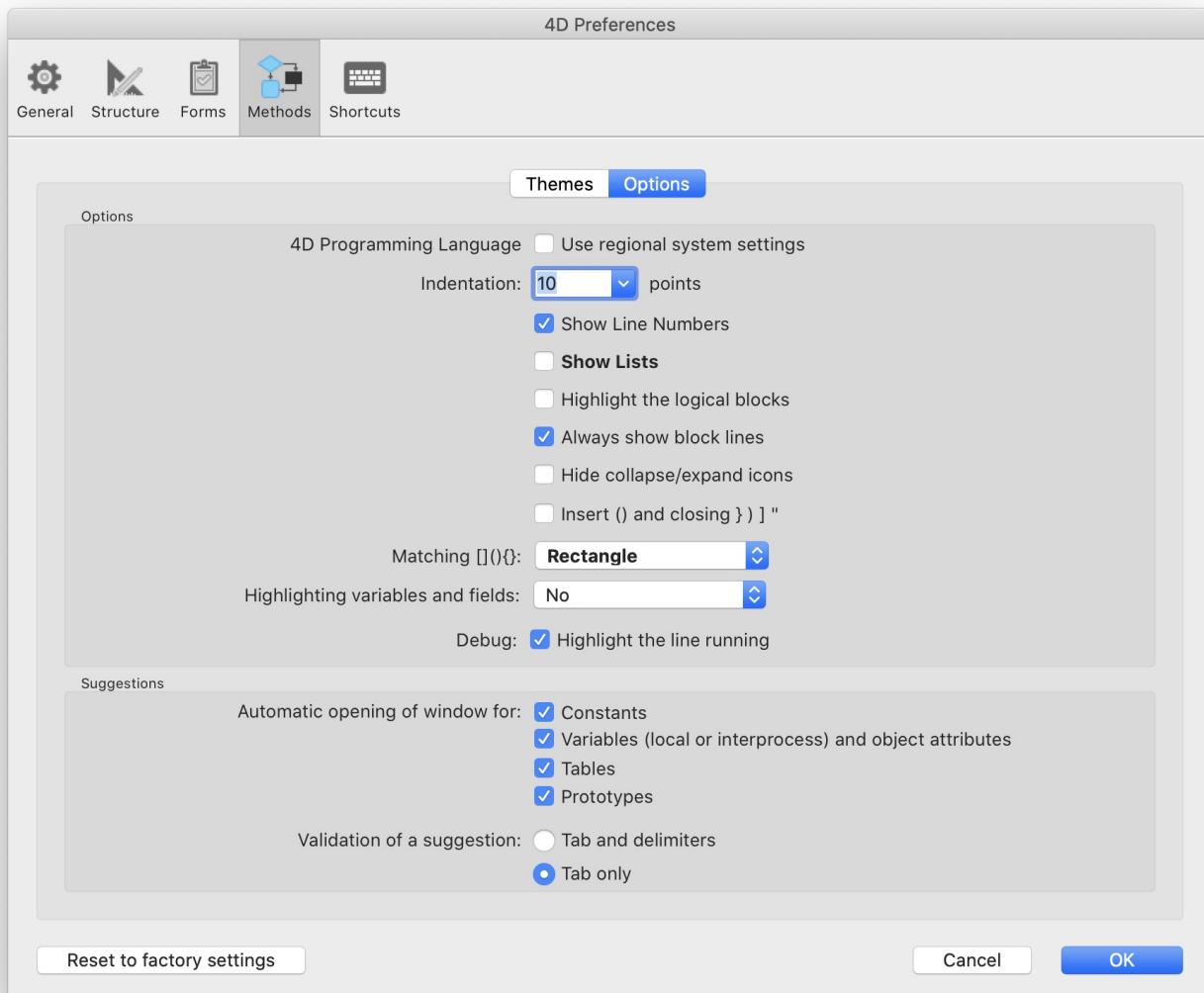
These options configure the various colors used in the Method editor and debugger interfaces.

Category	Element
> 4D Language	
▼ Other Styles	Background color
	Cursor line background color
	Highlight of the running line in the debugger
	Execution line background color
	Border of the running line in the debugger
	Highlight background color
	Highlight of the blocks
	Highlight of the parentheses
	Highlight of the found words
	Suggested text
	Selection back color
> SQL Language	

	Beschreibung
Background color	Background color of Method editor window.
Border of the running line in the debugger	Color of the border surrounding the line currently running in the debugger when the "Highlight line running" option is enabled in the Options page.
Cursor line background color	Background color of line containing the cursor.
Execution line background color	Background color of line being executed in the debugger.
Highlight of the found words	Highlight color of words found in a search.
Highlight of the parentheses	Highlight color of corresponding parentheses (used when pairs of parentheses are signaled by highlighting, see Options).
Highlight of the blocks	Highlight color for selected logical blocks when the "Highlight logical blocks" option is enabled in the Options .
Highlight of the same variable or field	Highlight color for other occurrences of the same variable or field text when one of the "Highlighting variables and text" option is enabled in the Options .
Highlight of the running line in the debugger	Highlight color of the line currently running in the debugger when the "Highlight line running" option is enabled in the Options .
Selection back color	Background color of selection.
Suggested text	Color of autocomplete text suggested by the Method editor.

Options

This page configures Method editor display options.



Options

4D Programming Language (Use regional system settings)

Allows you to disable/enable the "international" code settings for the local 4D application.

- unchecked (default): English-US settings and the English programming language are used in 4D methods.
- checked: Regional settings are used in 4D methods.

If you modify this option, you need to restart the 4D application so that the change is taken into account.

Indentation

Changes the indentation value for the 4D code in the Method editor. The width must be specified in points (10 by default).

4D code is automatically indented in order to reveal its structure:

```

1  IF ($vListItemPos#0)
2      // Get the list item information
3      GET LIST ITEM(hList;$vListItemPos;$v
4          // Is the item a Department item
5      IF ($vListItemRef ?? 31)
6          // If so, it is a double-click
7          ALERT("You double-clicked on the
8      Else
9          // If not, it is a double-click
10         // Using the parent item ID to
11         $vDepartmentID:=List item parent
12         QUERY([Departments];[Departments]
13             // Tell where the Employee is
14             ALERT("You double-clicked on the
15         End if
16     End if
17
18
standard indentation

```

Modifying this default value can be useful if your methods contain complex algorithms with many levels of embedding. Narrower indentation can be used in order to limit horizontal scrolling.

Show Line Numbers

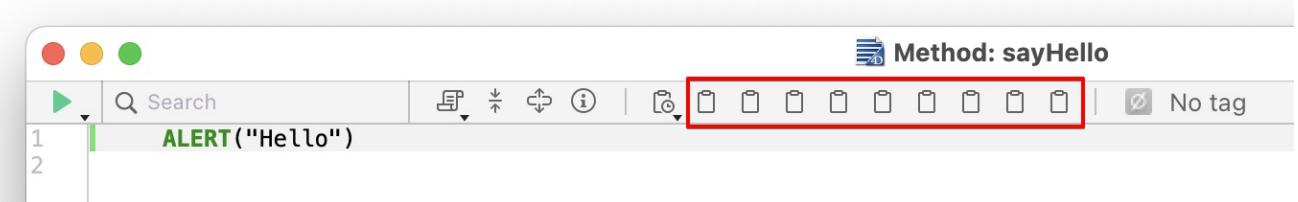
Lets you display the line numbers by default in each window of the Method editor. You can also show/hide line numbers for the current window directly from the Method editor.

Show Lists

Lets you choose whether or not to show the lists of objects (Commands, Tables and fields, etc.) by default when the Method editor window is opened. You can also show or hide each list directly from the Method editor.

Show clipboards

Lets you choose whether or not to show the multiple clipboards in the code editor.



The corresponding [clipboard shortcuts](#) are still active when these clipboards are hidden.

Highlight the logical blocks

When checked, the whole code belonging to a logical block (If/End if for example) is highlighted when the mouse is placed over the expanded node:

```

12  IF (<>PS_EditMovies=0)
13      <>PS_EditMovies:=New process($CurrentMethName;
14      Else
15          BRING TO FRONT(<>PS_EditMovies)
16      End if
17

```

The highlight color can be set in the [Theme](#) page.

Always show block lines

Allows to hide vertical block lines permanently. The block lines are designed to visually connect nodes. By default, they are always displayed (except when collapse/expansion icons are hidden, see below).

9 10 11 If (Count 12 \$CurrentN 13 If (<>PS_ 14 <>PS_Ed: 15 Else 16 BRING TC 17 End if 18 Else 19	9 10 11 If (Count 12 \$CurrentN 13 If (<>PS_ 14 <>PS_Ed: 15 Else 16 BRING TC 17 End if 18 Else 19
---	--

Hide collapse/expand icons

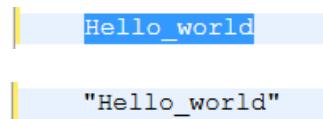
Allows you to hide all expand/collapse icons by default when displaying code. When the option is checked, node icons (as well as local block lines, see above), are displayed temporarily when the mouse is placed over a node:

9 10 11 If (Count 12 \$CurrentN 13 If (<>PS_ 14 <>PS_Ed: 15 Else 16 BRING TC 17 End if 18 Else 19	9 10 11 If (Count 12 \$CurrentN 13 If (<>PS_ 14 <>PS_Ed: 15 Else 16 BRING TC 17 End if 18 Else 19
---	--

Insert () and closing })] "

Enables automatic insertion of () and closing braces while typing code. This option controls two automatic features:

- parentheses pair (): Added after a 4D command, keyword or project method inserted from a suggestion or completion list, if the inserted element requires one or more mandatory arguments. For example, if you type "C_OB" and press Tab, 4D writes "C_OBJECT()" and sets the insertion point inside the () .
- closing },),], or " : Character added when you type respectively an opening {, (,], or ". This feature allows inserting matching pairs of symbols at the insertion point or surrounding a selected text. For example, if you highlight a string and type a single ", the whole selected string will be enclosed in "" :



Matching [](){}()

Sets the graphic signaling of matching braces in the code. This signaling appears whenever a square bracket, parenthesis, or curly bracket is selected. The following options are available:

- None: No signaling
- Rectangle (default): Braces surrounded by a black line
`INSERT MENU ITEM[main bar;-1;Get indexed string (79;1);FileMenu]`
- Background Color: Braces highlighted (the color is set in the [Theme](#) page).
- Bold: Braces displayed in bold.

Highlighted variables and fields

Allows to highlight all occurrences of the same variable or field in an open method window.

```

4   C_LONGINT(<>PS_EditMovies)
5   C_LONGINT($Window)
6   C_TEXT($CurrentMethodName)
7   C_LONGINT($Win)
8
9   If (Count parameters=0)
10
11  $CurrentMethodName:=Current method
12  If (<>PS_EditMovies=0)
13    <>PS_EditMovies:=New process ($C
14  Else
15    BRING TO FRONT(<>PS_EditMovies)
16 End if

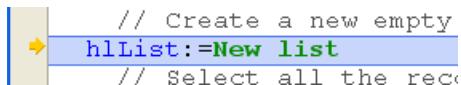
```

- No(default): No highlight
- On cursor: All occurrences are highlighted when the text is clicked
- On selection: All occurrences are highlighted when the text is selected

The highlight color can be set in the [Theme](#) page.

Debug (Highlight the line running)

Highlights the line that is currently running in the debugger in addition to the regular yellow arrow indicator.



```

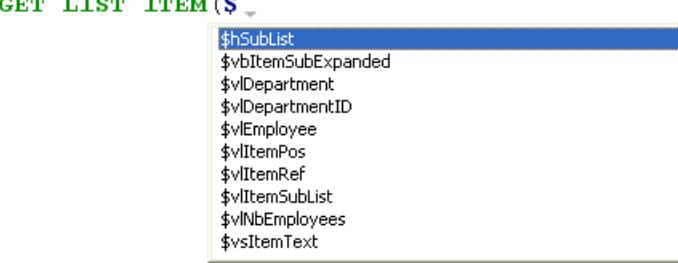
// Create a new empty
hList:=New list
// Select all the rec

```

If you deselect this option, only the yellow arrow is shown.

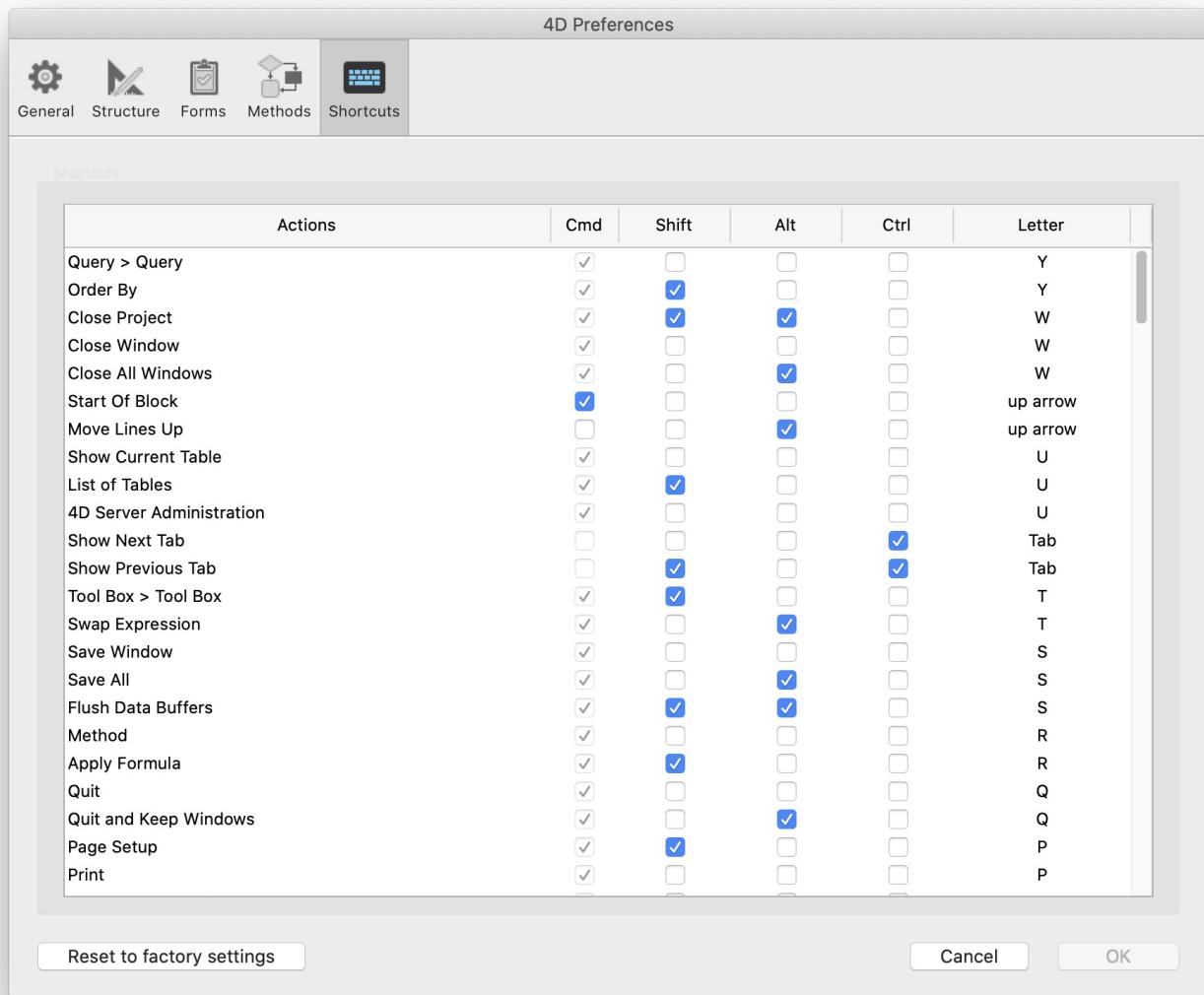
Suggestions

This area lets you configure autocomplete mechanisms in the Method editor to adapt it to your own work habits.

	Beschreibung
Automatic opening of window for	<p>Triggers the automatic display of the suggestion window for:</p> <ul style="list-style-type: none"> • Konstanten • Variables (local and interprocess) and object attributes • Tabellen • Prototypes (<i>i.e.</i>, class functions) <p>For example, when the "Variables (local or interprocess) and object attributes" option is checked, a list of suggestions appears when you type the \$ character:</p>  <p>You can disable this functioning for certain elements of the language by deselecting their corresponding option.</p>
Validation of a suggestion for	<p>Sets the entry context that allows the Method editor to validate automatically the current suggestion displayed in the autocomplete window.</p> <ul style="list-style-type: none"> • Tab and delimiters <p>When this option is selected, you can validate the current selection with the Tab key or any delimiter that is relevant to the context. For example, if you enter "ALE" and then "(", 4D automatically writes "ALERT(" in the editor. Here is the list of delimiters that are taken into account:</p> <p>(; : = < [{</p> • Tab only <p>When this option is selected, you can only use the Tab key to insert the current suggestion. This can be used more particularly to facilitate the entry of delimiter characters in element names, such as \${1}.</p> <p>Note: You can also double-click in the window or press the Carriage return key to validate a suggestion.</p>

Shortcuts Page

This page lists all the shortcuts used in the 4D Design environment (except for standard "system" shortcuts, such as Ctrl+C/Command+C for the Copy command).



The screenshot shows the '4D Preferences' dialog box with the 'Shortcuts' tab selected. The main area is a table listing various actions and their keyboard shortcuts. The columns are labeled 'Actions', 'Cmd', 'Shift', 'Alt', 'Ctrl', and 'Letter'. The 'Letter' column shows the corresponding key letters for each action. Some actions have multiple shortcut keys assigned.

Actions	Cmd	Shift	Alt	Ctrl	Letter
Query > Query	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Y
Order By	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Y
Close Project	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	W
Close Window	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	W
Close All Windows	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	W
Start Of Block	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	up arrow
Move Lines Up	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	up arrow
Show Current Table	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	U
List of Tables	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	U
4D Server Administration	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	U
Show Next Tab	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Tab
Show Previous Tab	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Tab
Tool Box > Tool Box	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	T
Swap Expression	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	T
Save Window	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	S
Save All	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	S
Flush Data Buffers	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	S
Method	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	R
Apply Formula	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	R
Quit	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Q
Quit and Keep Windows	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Q
Page Setup	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	P
Print	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	P

At the bottom left is a 'Reset to factory settings' button, and at the bottom right are 'Cancel' and 'OK' buttons.

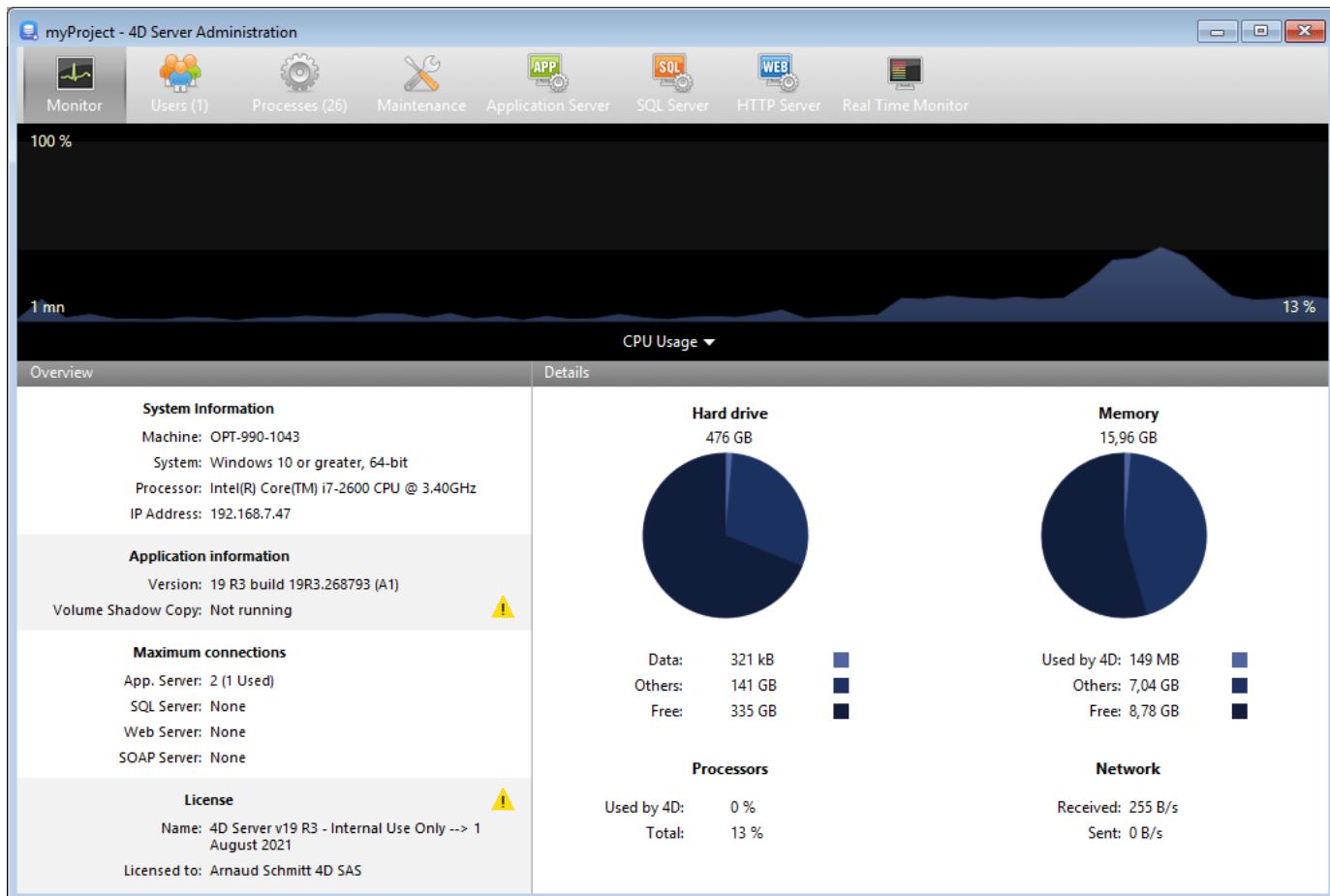
To modify a shortcut, you can select/deselect the item to modify (Shift, Alt or letter key) in the list. You can also double-click on a shortcut to configure it using a specific dialog box.

Note that each shortcut implicitly includes the Ctrl (Windows) or Command (macOS) key.

If you edit this list, your custom shortcuts settings are stored in a *4DShortcutsvXX.xml* file, created at the same level as the [user preferences file](#). Hence, each time 4D is updated your keyboard shortcut preferences remain.

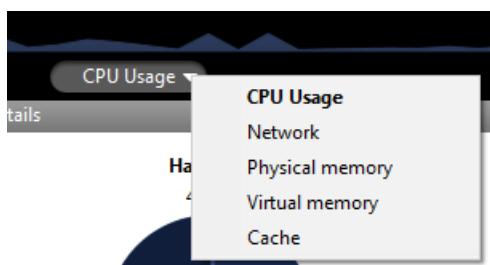
Monitor Page

The Monitor page displays dynamic information concerning database use as well as information about the system and the 4D Server application.



Graphic area

The graphic area lets you see the evolution in real time of several parameters: the CPU usage, network traffic and memory. You select the parameter to be displayed via a menu found in the center of the window:



- CPU Usage: Overall CPU usage of the machine, for all applications taken together. The specific part of 4D Server in this usage rate is provided in the "Processors" information area.
- Network: Number of bytes received per second by the machine (server or client). The number of bytes sent is provided in the "Network" information area.
- Physical memory: Quantity of RAM memory of machine used by 4D Server. A more detailed view of memory use is provided in the "Memory" information area.

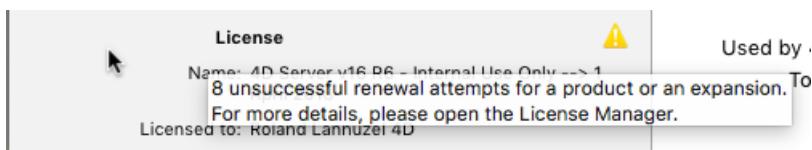
- Virtual memory: Quantity of virtual memory used by the 4D Server application. This memory is allocated by the system according to the application needs. The value found at the bottom right of the area indicates the quantity of memory currently being used. The value found at the top left indicates the maximum quantity of usable virtual memory. The maximum value is calculated dynamically according to the general memory settings of the application.
- Cache: Quantity of cache memory used by the 4D Server application. The value found at the bottom right of the area indicates the quantity of memory currently being used. The value found at the top left indicates the total size of the cache memory, as set via the Settings.

Note that when this option is selected, the graph area scrolling is slowed down since an efficient analysis of the cache is generally carried out over a fairly long observation period.

Overview Area

The "Overview" area provides various information concerning the system, application and licenses installed on the 4D Server machine.

- System Information: Computer, system and IP address of server
- Application Information: Internal version number of 4D Server and Volume Shadow Copy status
- Maximum connections: Number of simultaneous connections allowed by type of server
- License: Description of license. When the product license or one of its attached expansions expires in less than 10 days, e.g. in case of a subscription-license, 4D Server tries to automatically renew the license from the 4D user account. In this case, if the automatic renewal failed for some reason (connection error, invalid account status, non-prolongated contract...), a warning icon is displayed next to the license to alert the server administrator. Additional information about the license renewal status can be displayed in a tip when you hover the mouse over the area:



Usually, you will need to check the [Licences Manager](#).

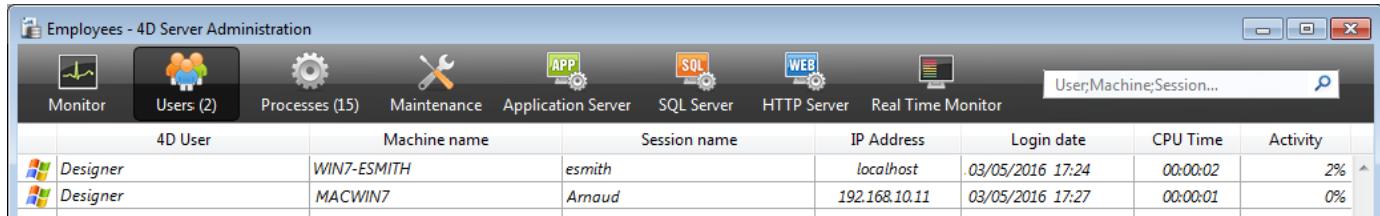
Details Area

The "Details" area repeats part of the information displayed in the graphic area and provides additional information as well.

- Hard drive: Overall capacity of the hard disk and distribution of the space used by the database data (data file + data index), the space used by other files and the free space available.
- Memory: RAM memory installed on the machine and amount of memory used by 4D Server, by other applications or that is free. The memory used by 4D Server can also be displayed dynamically in the graphic area.
- Processors: Instant occupancy rate for processor(s) of the machine by 4D Server and by other applications. This rate is constantly recalculated. The occupancy rate by 4D Server can also be displayed dynamically in the graphic area.
- Network: Instantaneous number of bytes sent and received by the machine (server or client). This value is updated constantly. The number of bytes received by can also be displayed dynamically in the graphic area.

Users Page

The Users page lists the 4D users connected to the server.



4D User	Machine name	Session name	IP Address	Login date	CPU Time	Activity
Designer	WIN7-ESMITH	esmith	localhost	03/05/2016 17:24	00:00:02	2%
Designer	MACWIN7	Arnaud	192.168.10.11	03/05/2016 17:27	00:00:01	0%

The "Users" button indicates, in parentheses, the total number of users connected to the server (this number does not take into account any display filters applied to the window). The page also contains a dynamic search area and control buttons. You can modify the order of the columns by dragging and dropping their header areas.

You can also sort the list of column values by clicking on its header. Click several times to specify in turn an ascending/descending order.



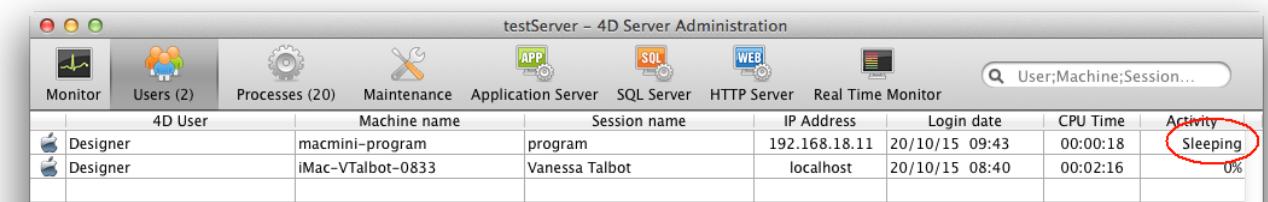
List of Users

For each user connected to the server, the list provides the following information:

- System of the client machine (macOS or Windows) as an icon.
- 4D User: Name of the 4D user, or alias if set with the `SET USER ALIAS` command on the user machine. If passwords are not activated and no alias has been set, all users are named "Designer".
- Machine name: Name of the remote machine.
- Session name: Name of the session opened on the remote machine.
- IP Address: IP address of the remote machine.
- Login date: Date and time of the remote machine connection.
- CPU Time: CPU time consumed by this user since connecting.
- Activity: Ratio of time that 4D Server devotes to this user (dynamic display). "Sleeping" if the remote machine has switched to sleep mode (see below).

Managing sleeping users

4D Server specifically handles cases where a machine running a 4D remote application switches to sleep mode while its connection to the server machine is still active. In this case, the connected 4D remote application automatically notifies 4D Server of its imminent disconnection. On the server, the connected user changes to a Sleeping activity status:



4D User	Machine name	Session name	IP Address	Login date	CPU Time	Activity
Designer	macmini-program	program	192.168.18.11	20/10/15 09:43	00:00:18	Sleeping
Designer	iMac-VTalbot-0833	Vanessa Talbot	localhost	20/10/15 08:40	00:02:16	0%

This status frees up resources on the server. In addition, the 4D remote application reconnects to 4D Server automatically after waking up from sleep mode.

The following scenario is supported: a remote user stops working for awhile, for example during a lunch break, but keeps the connection to the server open. The machine switches to sleep mode. When the user returns, they wake the machine up and the 4D remote application automatically recovers its connection to the server as well as the session context.

A sleeping remote session is automatically dropped by the server after 48 hours of inactivity. You can modify this

default timeout using the [SET DATABASE PARAMETER](#) command with the [Remote connection sleep timeout](#) selector.

Search/filtering Area

This feature can be used to reduce the number of rows displayed in the list to those that correspond to the text entered in the search area. The area indicates the columns where the search/filtering will be carried out. On the Users page, it will be the 4D User, Machine name and Session name columns.

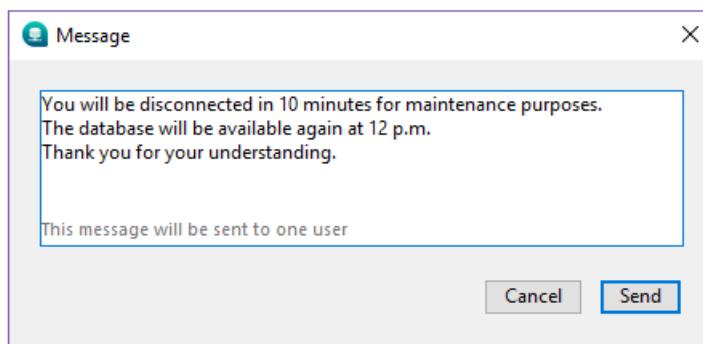
The list is updated in real time as you enter text in the area. It is possible to enter more than one value to be searched for: separate the values with a semi-colon. The `OR` type operator is used in this case. For example, if you enter "John;Mary;Peter," only rows with John OR Mary OR Peter in the target columns will be kept.

Administration Buttons

This page includes three control buttons. These are active if at least one row is selected. You can select several rows by holding down the Shift key for an adjacent selection or Ctrl (Windows) / Command (macOS) key for a non-adjacent selection.

Send message

This button can be used to send a message to the 4D users selected in the window. If no user is selected, the button is not active. When you click on this button, a dialog box appears that lets you enter the message. The dialog box indicates the number of users that will receive this message:



The message will be displayed as an alert on the remote machines.

You can perform the same action for remote users with the [SEND MESSAGE TO REMOTE USER](#) command.

Watch Processes

This button can be used to directly show the processes of the user(s) selected on the [Processes page](#) of the window. When you click on this button, 4D Server switches to the Processes page and enters the selected user names in the search/filtering area.

Drop user

This button can be used to force the selected user(s) to disconnect. When you click on this button, a warning dialog box appears so that you can confirm or cancel this operation (hold down Alt key while clicking on the Drop user button to disconnect the selected user(s) directly without displaying the confirmation dialog box).

You can perform the same action for remote users with the [DROP REMOTE USER](#) command.

Processes Page

The Processes page lists all the processes underway.

The screenshot shows the 'myProject - 4D Server Administration' window. The 'Processes (27)' tab is selected. A checkbox labeled 'Display processes by groups' is checked. Below the table, a message box displays 'Stored procedure - Method9 - Launched by aschmitt' with a progress bar at 88%.

Process name	Session / Info	Type	Num v	State	CPU Time	Activity
DB4D CRRIV	-	DB4D Server	0	Running	00:00:00	0 %
DB4D Flush	-	DB4D Server	0	Running	00:00:00	0 %
DB4D Index builder	-	DB4D Server	0	Running	00:00:00	0 %
DB4D Server	-	DB4D Server	0	Running	00:00:00	0 %
DB4D Sockets	-	DB4D Server	0	Running	00:00:00	0 %
Garbage Handler	-	DB4D Server	0	Running	00:00:00	0 %
HTTP Listener	-	Web Server	0	Running	00:00:00	0 %
Internal Timer Process	-	Application server	2	Executing	00:30:04	0 %
ServerNet select I/O handler	-	Other process type	0	Running	00:00:01	0 %
ServerNet select I/O handler	-	Other process type	0	Running	00:00:01	0 %
Task managers	-	SQL Server	0	Running	00:00:00	0 %
TCP connection listener	-	TCP Connection listener	0	Running	00:00:00	0 %
TCP connection listener	-	SQL Server	0	Running	00:00:00	0 %
User Interface	-	Application server	1	Waiting for event	01:09:41	9 %
Application process	aschmitt	Application server	9	Waiting for event	00:00:14	0 %
Application process	aschmitt	4D Client Database process	12	Executing	00:00:01	0 %
Design process	aschmitt	Application server	11	Waiting for event	00:00:14	0 %
Method9	Launched by aschmitt	Stored procedure	10	Executing	00:00:13	87 %

Buttons at the bottom: Abort Process, Pause Process, Activate Process, Debug Process, Watch users.

The "Processes" button indicates, in parentheses, the total number of processes running in the server (this number does not take into account any display filters applied to the window nor the state of the Display processes by groups option).

You can change the order of the columns by simply dragging and dropping the column header areas. You can also sort the list of column values by clicking on its header.

Like the Users page, this page contains a dynamic [search/filtering area](#) that can be used to reduce the number of rows displayed in the list to those that correspond to the text entered in the search area. The search/filtering is carried out in the Session and Process name columns.

There are also three shortcut buttons that can be used to filter by the type of process displayed in the window:



- Users processes: Processes generated by and for the user sessions. These processes are preceded by an icon in the form of a figure.
- 4D Processes: Processes generated by the 4D Server engine. These processes are preceded by an icon in the form of a notched wheel.
- Spare processes: Processes that are inactive but kept temporarily and that can be reused at any time. This mechanism optimizes the reactivity of 4D Server. These processes are preceded by an icon in the form of a dimmed figure.

The Display processes by groups option lets you group together the internal processes of 4D Server as well as the client processes, for better readability. When you check this option:

- the "twinned" 4D client processes (main 4D client process and 4D client base process, see [Process Type](#)) are grouped as one,

- a "Task managers" group is created; it includes the internal processes dedicated to dividing up tasks (Shared balancer, Net session manager, Exclusive pool worker),
- a "Client managers" group is created; it includes various client internal processes.

The lower area of the window is used to display the graphic representation of the activity of the selected process(es).

You can select several rows by holding down the Shift key for an adjacent selection or Ctrl (Windows) / Command (macOS) for a non-adjacent selection.

The activity of the process is the percentage of time that 4D Server has devoted to this process (ratio). The window provides the following information for each process:

- Type of process (see below),
- Session/Info:
 - 4D process - blank,
 - User process - 4D user name,
 - Web process - URL path,
- Name of the process,
- Number of the process (as returned by the `New process` command for example). The process number is the number assigned on the server. In the case of a global process, this number may be different from that assigned on the client machine.
- Current state of the process,
- Running time (in seconds) of the process since its creation,
- Percentage of time that 4D Server has devoted to this process (ratio).

Process Type

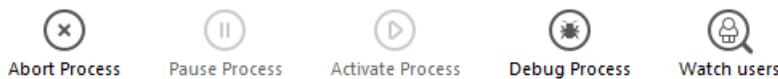
Each process is identified by an icon as well as a type. The color and form of the icon indicates the type of process:

icon	type
	Application server
	SQL Server
	DB4D Server (database engine)
	Web Server
	SOAP Server
	Protected 4D client process (development process of a connected 4D)
	Main 4D client process (main process of a connected 4D). Collaborative process, equivalent on the server of the process created on the client machine)
	4D client base process (process parallel to a 4D client process. Preemptive process responsible for controlling the corresponding main 4D client process)
	Spare process (former or future "4D client database process")
	SQL server worker process
	HTTP server worker process
	4D client process (process running on the connected 4D)
	Stored procedure (process launched by a connected 4D and running on the server)
	Web method (launched by a 4DACTION for example)
	Web method (preemptive)
	SOAP method (launched by a Web Service)
	SOAP method (preemptive)
	Logger
	TCP connection listener
	TCP session manager
	Other process
	Worker process (cooperative)
	4D client process (preemptive)
	Stored procedure (preemptive process)
	Worker process (preemptive)

Each main 4D client process and its "twinned" 4D client base process are grouped together when the **Display processes by groups** option is checked.

Administration Buttons

The page also has five control buttons that act on the selected process(es). Note that only user processes can be acted upon.



- **Abort Process:** can be used to abort the selected process(es). When you click on this button, a warning dialog box appears so that you can confirm or cancel the operation.

You can also abort the selected process(es) directly without displaying the confirmation dialog box by holding

down the Alt key while clicking on this button, or by using the [ABORT PROCESS BY ID](#) command.

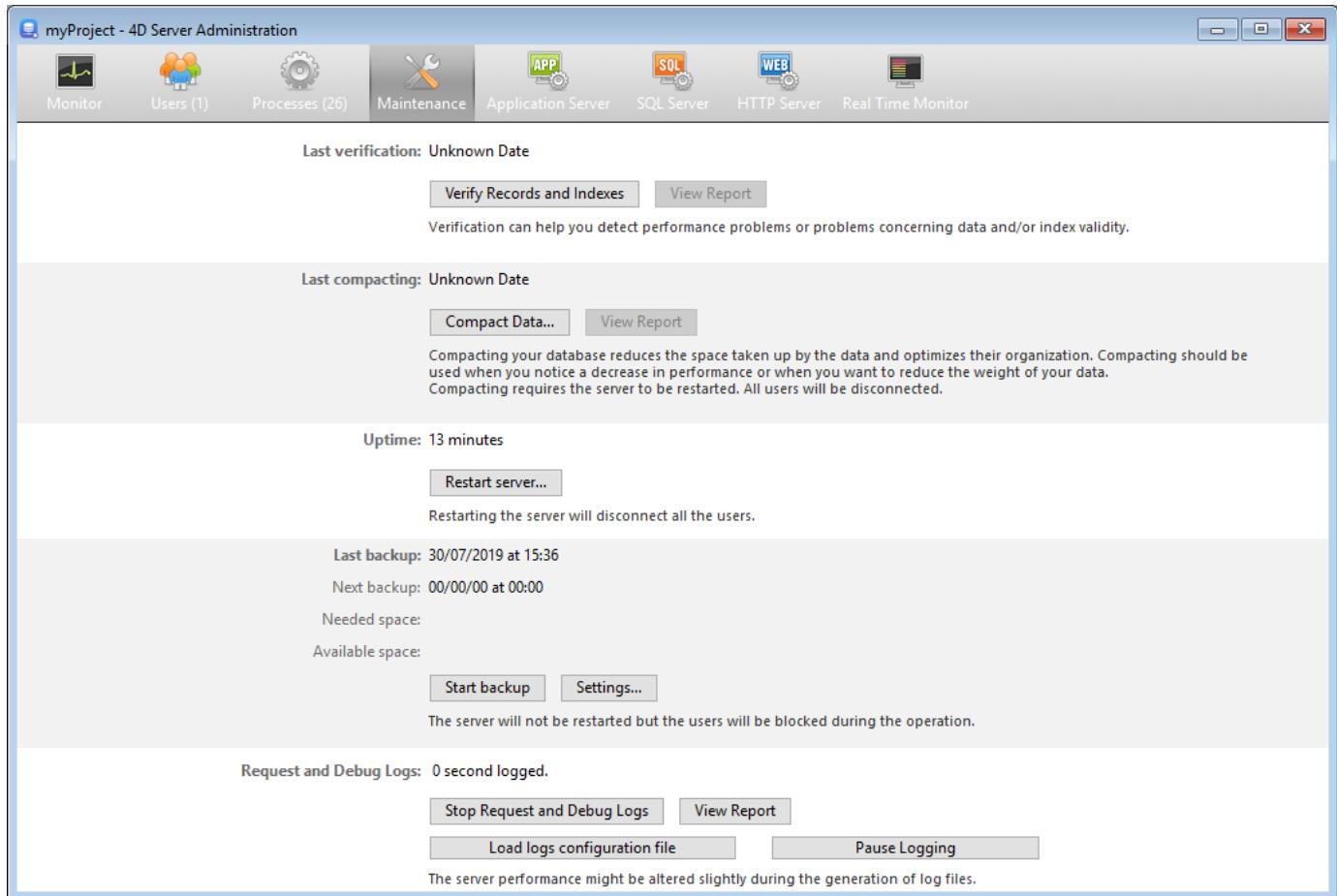
- Pause Process: can be used to pause the selected process(es).
- Activate Process: can be used to reactivate the selected process(es). The processes must have been paused previously (using the button above or by programming); otherwise, this button has no effect.
- Debug Process: can be used to open on the server machine one or more debugger windows for the selected process(es). When you click on this button, a warning dialog box appears so that you can confirm or cancel the operation. Note that the debugger window is only displayed when the 4D code is actually executed on the server machine (for example in a trigger or the execution of a method having the "Execute on Server" attribute).

You can also debug a process directly without displaying the confirmation dialog box by holding down the Alt key while clicking on this button.

- Watch users: used to display, on the [Users page](#), all the processes of the selected user(s). This button is active when at least one user process is selected.

Maintenance Page

The Maintenance page of the 4D Server Administration window provides information concerning the current operation of the application. It also provides access to basic maintenance functions:



Last verification/compacting

These areas indicate the date, time and status of the last [data verification](#) and [compacting operation](#) carried out on the database.

Verify Records and Indexes

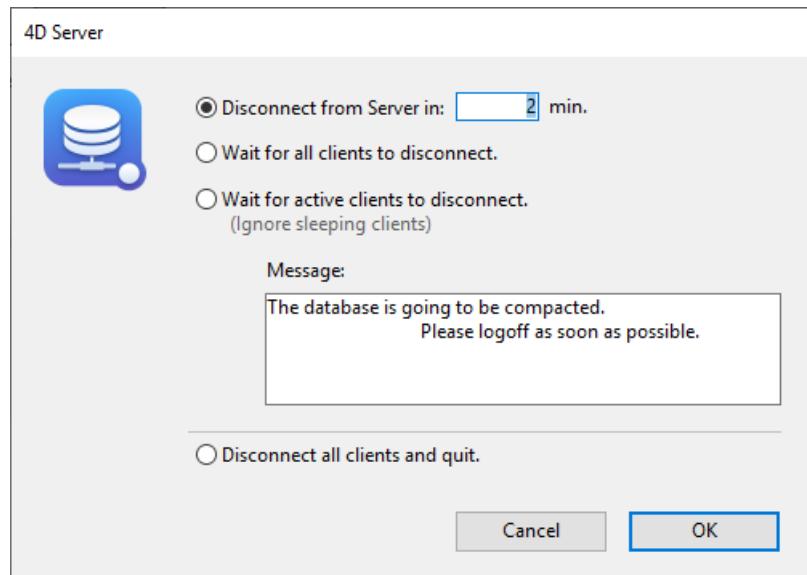
This button can be used to launch the verification operation directly, without interrupting the server. Note that the server may be noticeably slowed down during the operation.

All the records and all the indexes of the database are verified. If you want to be able to target the verification or have additional options available, you will need to use the [Maintenance and Security Center](#) (MSC).

After verification, a report file is generated in XML format on the server in the [maintenance Logs](#) folder. The View Report button (named Download Report if the operation was carried out from a remote machine) lets you display the file in your browser.

Compact Data...

This button can be used to launch a data compacting operation directly. This operation requires stopping the server: when you click on this button, the 4D Server shutdown dialog box appears so that you can choose how to interrupt the operation:



After the actual interruption of the application service, 4D Server carries out a standard compacting operation on the database data. If you want to have additional options available, you will need to use the [MSC](#).

Once the compacting is finished, 4D Server automatically restarts the application. The 4D users can then be reconnected.

If the request for compacting was carried out from a remote 4D remote machine, this machine is automatically reconnected by 4D Server.

After verification, a report file is generated in XML format on the server in the [maintenance Logs](#) folder. The View Report button (named Download Report if the operation was carried out from a remote machine) lets you display the file in your browser.

Uptime

This area indicates the duration of the 4D Server application execution since the last time it was started (days, hours and minutes).

Restart server...

This button can be used to immediately close and restart the project. When you click on this button, the 4D Server shutdown dialog box appears so that you can choose how to interrupt the operation. After validation, 4D Server automatically closes and reopens the project. The 4D users can then be reconnected.

If the request for restarting was carried out from a remote 4D machine, this machine is automatically reconnected by 4D Server.

Last backup

This area indicates the date and time of the [last backup](#) of the database and provides information about the next scheduled automatic backup (if any). Automatic backups are configured using the Scheduler page of the structure settings.

- Last backup: date and time of last backup.
- Next backup: date and time of next scheduled backup.
- Needed space: estimated space needed for the backup. The actual size of the backup file may vary according to the settings (compression, etc.) and according to variations of the data file.
- Available space: space available on the backup volume.

The Start backup button can be used to backup the database immediately using the current backup parameters (files backed up, location of archives, options, etc.). You can view these parameters by clicking on the Settings... button.

During a backup on the server, the client machines are "blocked" (but not disconnected) and it is not possible for any new clients to connect.

Request and Debug logs

This area indicates the server log files recording duration (when log files are activated) and allows you to control their activation.

Refer to the [Description of log files](#) section for details on log files.

Start/Stop Request and Debug Logs

The Start Request and Debug Logs button starts log files. Since this may noticeably deteriorate server performance, it is to be reserved for the development phase of the application.

This button only logs operations that are executed on the server.

When the logs have been activated, the button title changes to Stop Request and Debug Logs, so that you can stop recording requests at any time. Pay attention to the fact that restarting the log after stopping it "erases" the previous file.

View Report

The View Report button (named Download report if the operation was carried out from a remote desktop client) lets you open a system window displaying the request log file.

Load logs configuration file

This button allows you to load a special server [log configuration file](#) (.json file). Such a file can be provided by 4D technical services to monitor and study specific cases.

Pause logging

This button suspends all currently logging operations started on the server. This feature can be useful to temporarily lighten the server tasks.

When the logs have been paused, the button title changes to Resume logging, so that you can resume the logging operations.

You can pause and resume logging using the [SET DATABASE PARAMETER](#) command.

Application Server Page

The Application Server page groups together information about the desktop application published by 4D Server and can be used to manage this publication.

The screenshot shows the 'myProject - 4D Server Administration' window. The top navigation bar includes icons for Monitor, Users (1), Processes (26), Maintenance, Application Server (selected), SQL Server, HTTP Server, and Real Time Monitor. The main content area is titled 'Application Server' and shows the following details:

- State:** Started
- Starting time:** 27/07/2021 at 18:29
- Uptime:** 1 day 15 hours 59 minutes
- Reject new connections** button (disabled)
- Configuration**: Structure file: "myProject.4DProject" in volume "D:"; Data file: "data.4DD" in volume "D:"; Log file: data.journal; Mode: Interpreted
- Launched as service:** No
- Listening to IP:** 192.168.7.47
- Port:** 19813
- TLS enabled:** Yes
- Memory**: Used cache memory: 733,88 kB; Total cache memory: 400 MB
- Application Server Connections**: Maximum: 2; Used: 1

The upper part of the page provides information about the current status of the 4D Server application server.

- State: Started or Stopped.
- Starting time: Date and time the application server was launched. This date corresponds to the opening of the project by 4D Server.
- Uptime: Time elapsed since last opening of the project by the server.

Accept/Reject New Connections

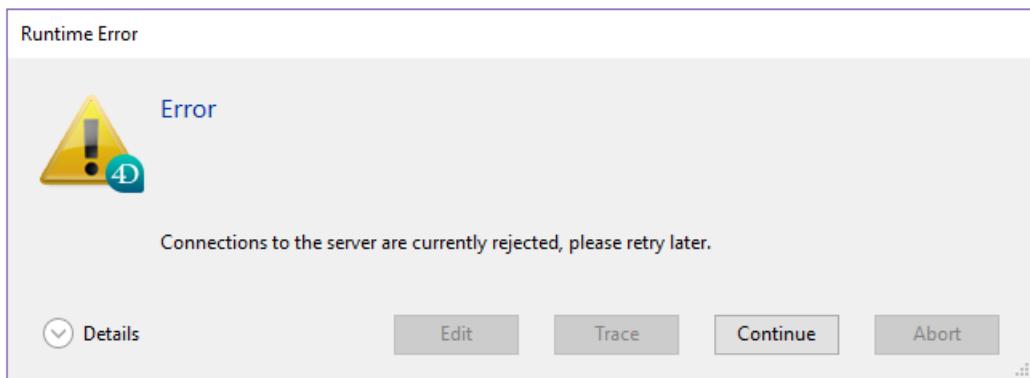
This button toggles and can be used to manage the access of new desktop client machines to the application server.

By default, when the project is published:

- The button is titled "Reject new connections."
- New desktop clients can connect freely (within the limit of the connections permitted by the license).
- The project name is published in the remote connection dialog box (if the "At Startup Publish Database Name in the Connection Dialog" option is checked in the Preferences).

If you click on the Reject new connections button:

- The button title changes to "Accept new connections."
- No new desktop client can then connect. Clients attempting to connect will receive the following message:



- The project name no longer appears in the remote connection dialog box.
- Desktop clients that are already connected are not disconnected and can continue to work normally.

You can perform the same action with the [REJECT NEW REMOTE CONNECTIONS](#) command.

- If you click on the Accept new connections button, the application server returns to its default state.

This feature permits, for example, an administrator to carry out various maintenance operations (verification, compacting, etc.) just after having started the server. If the administrator uses a remote connection, they can be certain to be the only one modifying the data. It is also possible to use this function in preparation of a maintenance operation which requires that there be no desktop client machine connected.

Information

Configuration

This area provides information about the 4D project published by the server: name and location of data and structure files and name of database log file. You can click on the structure or data file name in order to view its complete pathname.

The Mode field indicates the current execution mode of the application: compiled or interpreted.

The lower part of the area indicates the server configuration parameters (launched as service, port and IP address) and the enabling of TLS for client-server connections (does not concern SQL nor HTTP connections).

Memory

This area indicates the Total cache memory (parameter set in the settings) and the Used cache memory (dynamic allocation by 4D Server according to its needs).

Application Server Connections

- Maximum: maximum number of simultaneous client connections allowed for the application server. This value depends on the license installed on the server machine.
- Used: actual number of connections currently being used.

SQL Server Page

The SQL Server page groups together information about the integrated SQL server of 4D Server. It also includes a button that can be used to control the activation of the server.

The screenshot shows the 4D Server Administration interface with the title bar "myProject - 4D Server Administration". Below the title bar is a toolbar with icons for Monitor, Users (1), Processes (26), Maintenance, Application Server, SQL Server (selected), HTTP Server, and Real Time Monitor. The main content area is divided into sections: "SQL Server" (State: Started, Starting time: 29/07/2021 at 10:30, Uptime: Less than one minute, Stop SQL Server button), "Configuration" (Auto-launched at startup: No, Listening to IP: 192.168.7.47, Listening on port: 19812, TLS enabled: No), "Connections" (Number of connections: 0), and "Maximum connections" (SQL Server: None).

The upper part of the page provides information about the current status of the SQL server of 4D Server.

- State: Started or Stopped
- Starting time: Date and time the SQL server was last launched.
- Uptime: Time elapsed since last startup of the SQL server.

Start / Stop SQL Server

This button toggles and can be used to control the activation of the 4D Server SQL server.

- When the SQL server state is "Started," the button is titled Stop SQL Server. If you click on this button, the 4D Server SQL server is immediately stopped; it no longer replies to any external SQL requests received on the designated TCP port.
- When the SQL server state is "Stopped," the button is titled Start SQL Server. If you click on this button, the 4D Server SQL server is immediately started; it replies to any external SQL queries received on the designated TCP port. Note that you will need a suitable license to be able to use the 4D SQL server.

The SQL server can also be launched automatically on application startup (option in the Settings) or by programming.

Information

Configuration

This area provides information about the SQL server configuration parameters: automatic launching on startup, listening IP address, TCP port (19812 by default) and enabling of SSL for SQL connections (does not concern 4D nor HTTP connections).

These parameters can be modified via the 4D Settings.

Connections

Number of SQL connections currently open on 4D Server.

Maximum Connections

Maximum number of simultaneous SQL connections allowed. This value depends on the license installed on the server machine.

HTTP Server Page

The HTTP Server page groups together information about the operation of the Web server and SOAP server of 4D Server. The Web server lets you publish Web content such as HTML pages or pictures for Web browsers, and to handle REST requests. The SOAP server manages the publication of Web Services. These servers rely on the internal HTTP server of 4D Server.

The screenshot shows the 4D Server Administration interface with the title bar "myProject - 4D Server Administration". The top navigation bar includes icons for Monitor, Users (1), Processes (26), Maintenance, Application Server, SQL Server, HTTP Server (selected), and Real Time Monitor. The main content area is divided into sections: "HTTP Server" (State: Started, Starting time: 27/07/2021 at 18:29, Uptime: 1 day 16 hours 3 minutes, Total HTTP hits: 0, Stop HTTP server button), "Web information" (Web requests: Accepted, Maximum Connections: None), "SOAP information" (SOAP requests: Accepted, Maximum Connections: None, Reject SOAP requests button), and "HTTP server Configuration" (Auto-launched at startup: Yes, HTTP Server processes (used/total): 5/7, Cache memory: 0 pages (0%), Listening to IP: 192.168.7.47, HTTP port: 80, TLS enabled: Yes, HTTPS Port: 443, Log file: Logweb.txt, Log format: -, Next log backup: 00/00/00 at 00:00, Clear cache button).

The upper part of the page provides information about the current status of the HTTP server of 4D Server.

- State: Started or Stopped
- Starting time: Date and time the HTTP server was last launched.
- Uptime: Time elapsed since last startup of the HTTP server.
- Total HTTP hits: Number of (low level) HTTP hits received by the HTTP server since it was started.

Start/Stop HTTP Server

This button toggles and can be used to control the activation of the 4D Server HTTP server.

- When the HTTP server state is "Started," the button is titled Stop HTTP Server. If you click on this button, the 4D Server HTTP server is immediately stopped; the Web server, REST server, and SOAP server no longer accept any requests.
- When the HTTP server state is "Stopped," the button is titled Start HTTP Server. If you click on this button, the 4D Server HTTP server is immediately started; Web, REST, and SOAP requests are accepted.

You must have a suitable license in order to be able to start the HTTP server.

The HTTP server can also be launched automatically on application startup (Settings) or by programming.

Web Information

This area provides specific information about the Web server of 4D Server.

- Web requests: Accepted or Rejected. This information indicates whether the Web server is activated. Since the Web server is directly linked to the HTTP server, Web requests are accepted when the HTTP server is started and rejected when it is stopped.
- Maximum connections: Maximum number of Web connections allowed. This value depends on the license installed on the server machine.

SOAP Information

This area provides specific information about the SOAP server of 4D Server and includes a control button.

- SOAP requests: Accepted or Rejected. This information indicates whether the SOAP server is activated. In order for SOAP requests to be accepted, the HTTP server must be started and the SOAP server must explicitly accept the requests (see the Accept/Reject button).
- Maximum connections: Maximum number of SOAP connections allowed. This value depends on the license installed on the server machine.
- Accept/Reject SOAP requests button: This button toggles and can be used to control the activation of the 4D Server SOAP server. This button modifies the value of the Allow Web Services Requests option on the "Web Services" page of the Settings (and vice versa). You can also use the `SOAP REJECT NEW REQUESTS` command to refuse new SOAP requests, however this does not modify the value of the Allow Web Services Requests option.

If you click on the Accept SOAP requests button and the HTTP server is stopped, 4D automatically starts it.

HTTP Server Configuration

This area provides information about the configuration parameters and operation of the HTTP server:

- Auto-launched at startup: parameter set via the Settings.
- HTTP Server processes (used/total): number of HTTP processes created on the server (current number of processes / total of all processes created).
- Cache memory: size of HTTP server cache memory, when it is activated (size actually used by cache / maximum size theoretically allocated to the cache in the Settings). You can click on the Clear Cache button to empty the current cache.
- Listening to IP, HTTP Port (80 by default), TLS enabled for HTTP connections (does not concern 4D nor SQL connections) and HTTPS Port used: current [configuration parameters](#) of the HTTP server, specified through the Settings or by programming.
- Log file information: name, format and date of the next automatic log backup of the HTTP server (logweb.txt file).

Real Time Monitor Page

The Real Time Monitor page monitors the progress of "long" operations performed by the application in real time. These operations are, for example, sequential queries, execution of formulas, etc.

The screenshot shows the 'Moniteur - 4D Server Administration' window. The 'Real Time Monitor' tab is selected. A table titled 'Main Operations' lists two entries:

Start Time	Duration (ms)	Information
2014-06-03 10:09:26.562	75 829	Sequential searching on Table_1: 4398275 of 24728607 records
2014-06-03 10:10:27.910	14 481	Deleting records: 41998 of 24728607

To the right of the table, a 'Details' panel provides more information about the selected operation (the second row):

- Created on client**
- Operation Details**
 - Operation Type: Delete Records
 - Table: Table_1
- Process Details**
 - Client Process Num: 6
 - Process Name: P_2
 - 4D User: Super_Utilisateur
 - Session Name: Arnaud Schmitt
 - Machine Name: MACWIN7-SCHMITT

At the bottom of the window, there are buttons for 'PAUSED' (highlighted in yellow), 'Snapshot' (with a camera icon), and 'Resume' (with a play icon).

This page is available in the administration window of the server machine and also from a remote 4D machine. In the case of a remote machine, this page displays data from operations performed on the server machine.

A line is added for each long operation performed on the data. This line automatically disappears when the operation is complete (you can check the Display operations at least 5 seconds option to keep quick operations on screen for 5 seconds, see below).

The following information is provided for each line:

- Start Time: starting time of operation in the format: "dd/mm/yyyy - hh:mm:ss"
- Duration (ms): duration in milliseconds of operation in progress
- Information: title of operation.
- Details: this area displays detailed information which will vary according to the type of operation selected. More specifically:
 - Created on: indicates whether the operation results from a client action (Created on client) or if it was started explicitly on the server by means of a stored procedure or the "Execute on server" option (Created on server).
 - Operation Details: Operation type and (for query operations) query plan.
 - Sub-operations (if any): Dependent operations of the selected operation (e.g. deleting related records before a parent record).
 - Process Details: Additional information concerning the table, field, process or client, depending on the type of operation

Real-time monitoring page uses the [GET ACTIVITY SNAPSHOT](#) command internally. More information can be found in this command description.

The page is active and updated permanently as soon as it is displayed. It should be noted that its operation can significantly slow the execution of the application. It is possible to suspend the updating of this page in one of the following ways:

- clicking on the Pause button,
- clicking in the list,
- pressing the space bar.

When you pause the page, a "PAUSED" message appears and the button label changes to Resume. You can resume monitoring of the operations by performing the same action as for pausing.

Erweiterter Modus

The RTM page can display additional information, if necessary, for each listed operation.

To access the advanced mode for an operation, press Shift and select the desired operation. All available information is then displayed in the "Process Details" area without any filtering (as returned by the `GET ACTIVITY SNAPSHOT` command). Available information depends on the operation selected.

Here is an example of information displayed in standard mode:

Start Time	Duration (ms)	Information	
2014-05-27 16:25:56	2 870	Sequential searching on Table_1: 438712 of 15128756 records	Created on client
			Operation Details
			Operation Type: Query Query Plan: "Table_1]Champ_2"="Table_1]Champ_2"
			Process Details
			Client Process Num: 7 Process Name: P_3 4D User: Super_Utilisateur Session Name: Arnaud Schmitt Machine Name: MACWIN7-SCHMITT

In advanced mode (Shift+Click on the operation), additional information is displayed:

Start Time	Duration (ms)	Information	
2014-05-27 16:25:56	2 870	Sequential searching on Table_1: 438712 of 15128756 records	Created on client
			Operation Details
			Operation Type: Query Query Plan: "Table_1]Champ_2"="Table_1]Champ_2"
			Process Details
			Client Process Num: 7 Process Name: P_3 4D User: Super_Utilisateur Session Name: Arnaud Schmitt Machine Name: MACWIN7-SCHMITT Client UID: B0C9071B0C9071B0C9071B0C90B0C9071 Client Version: v14 R2 Beta

Snapshot button

The Snapshot button allows you to copy to the clipboard all the operations displayed in the RTM panel, as well as their related details (process and sub-operation info):



Display operations at least 5 seconds

If you check the Display operations at least 5 seconds option, any listed operation will be displayed on the page for at least five seconds, even after its execution is finished. Retained operations appear dimmed in the operation list. This feature is useful for getting information about operations that execute very quickly.

WebAdmin

An embedded web server component, named `WebAdmin`, is used by 4D and 4D Server to provide a secured web access to specific management features such as the [Data Explorer](#). You can connect locally or remotely to this web server from a browser or any web application and access the associated 4D application.

The WebAdmin handles the authentication of users with "WebAdmin" privileges, so that they can open administration sessions and access dedicated interfaces.

This feature can be used in 4D applications running headless as well as 4D applications running with interfaces.

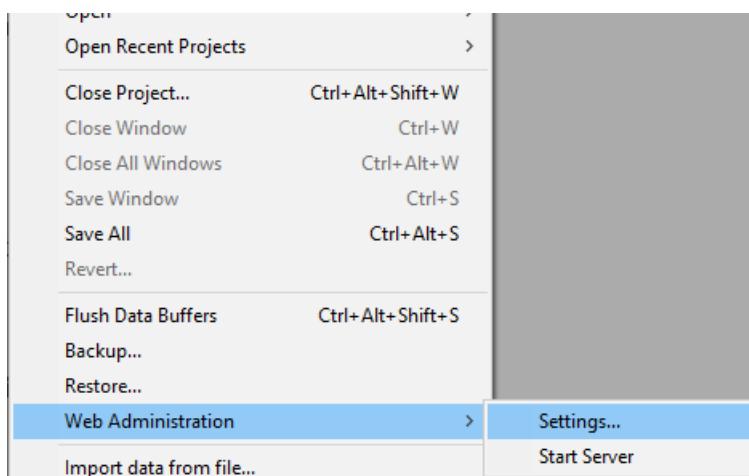
Starting the WebAdmin web server

By default, the `WebAdmin` web server is not launched. You need to configure the launch at startup, or (in versions with interface) launch it manually using a menu item.

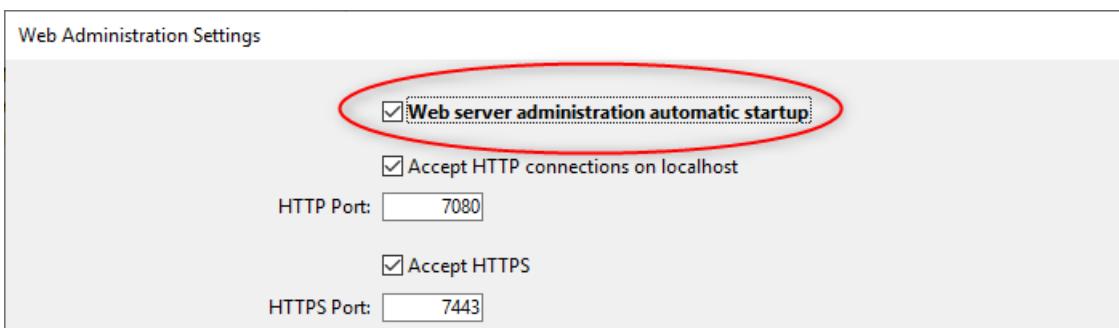
Launch at startup

You can configure the `WebAdmin` web server to be launched at 4D or 4D Server application startup (before any project is loaded).

- If you use a 4D application with interface, select the `File > Web Administration > Settings...` menu item.



Check the Web server administration automatic startup option in the settings dialog box:



- Whether you use 4D application which is headless or not, you can enable the automatic startup mode using the following *Command Line Interface* argument:

```
open ~/Desktop/4D.app --webadmin=auto-start true
```

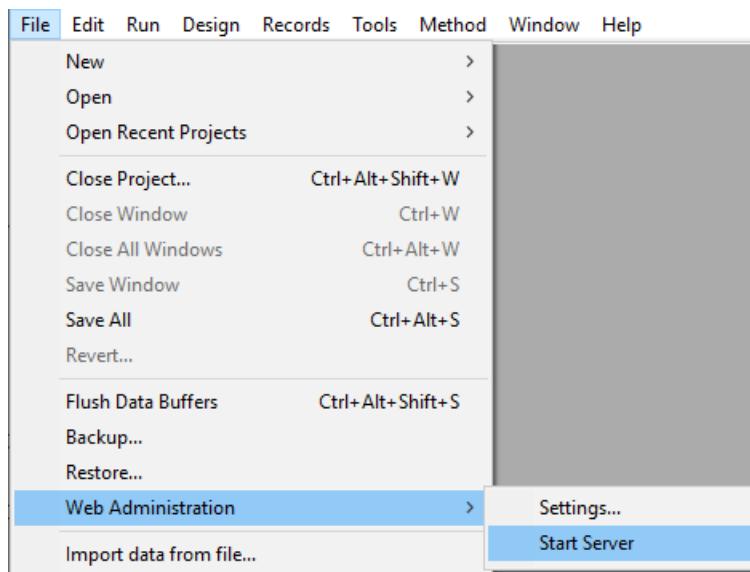
If the TCP port used by the `WebAdmin` web server ([HTTPS](#) or [HTTP](#), depending on the settings) is not free at startup, 4D will try successively the 20 following ports, and use the first one that is available. If no port is

available, the web server is not launched and an error is displayed or (headless application) logged in the console.

Start and stop

If you use a 4D application with interface, you can start or stop the `WebAdmin` web server for your project at any moment:

Select the `File > Web Administration > Start Server` menu item.



The menu item becomes Stop Server when the server is launched; select Stop Server to stop the `WebAdmin` web server.

WebAdmin Settings

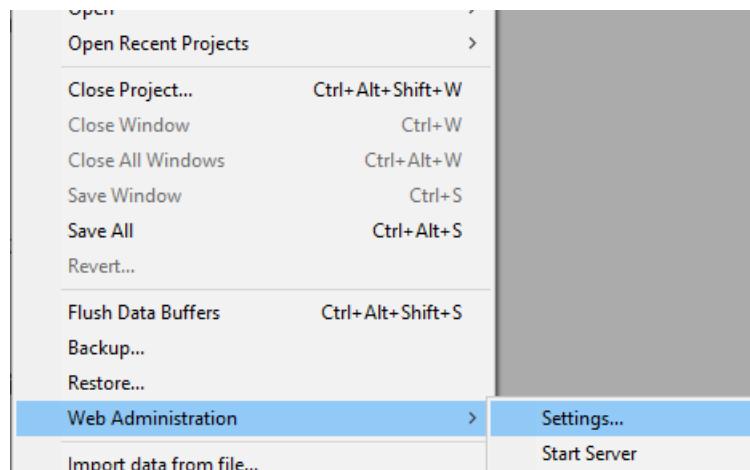
Configuring the `WebAdmin` component is mandatory in particular to define the [access key](#). By default when the access key is not set, access via a URL is not allowed.

You can configure the `WebAdmin` component using the [Web Administration settings dialog box](#) (see below).

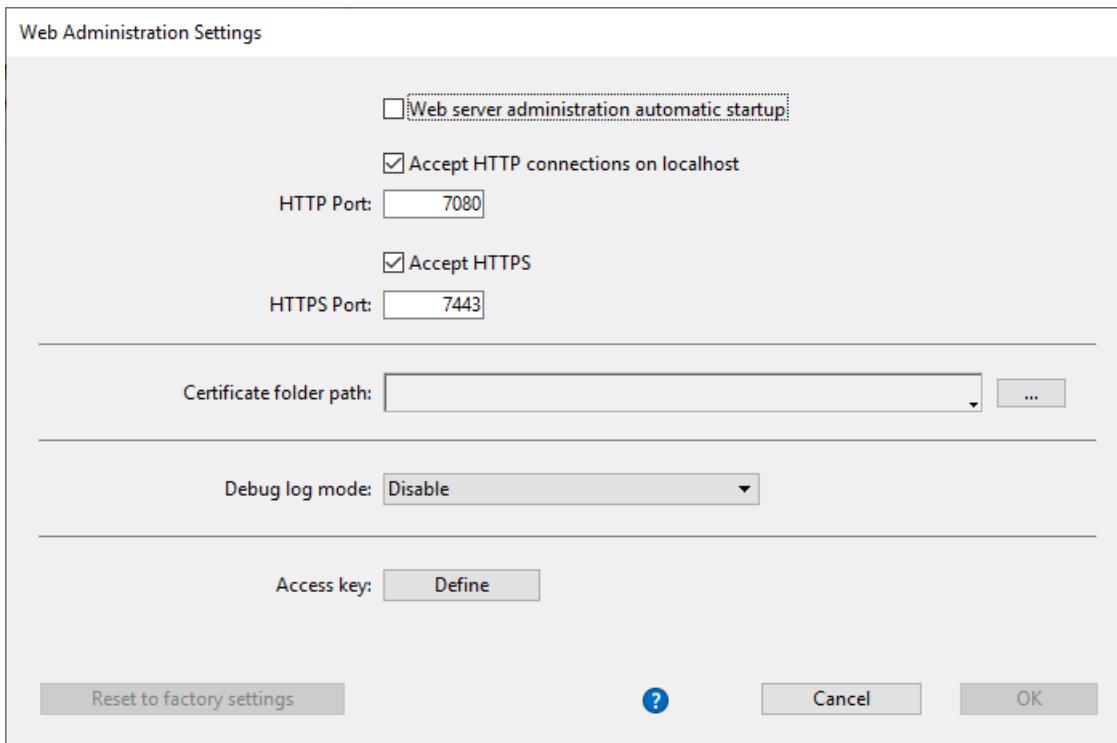
If you use a headless 4D application, you can use [Command Line Interface arguments](#) to define basic settings. You will have to customize the settings file to define advanced parameters.

Settings dialog box

To open the Web Administration settings dialog box, select the `File > Web Administration > Settings...` menu item.



The following dialog box is displayed:



Web server administration automatic startup

Check this option if you want the `WebAdmin` web server to be automatically launched when the 4D or 4D Server application starts ([see above](#)). By default, this option is not checked.

Accept HTTP connections on localhost

When this option is checked, you will be able to connect to the `WebAdmin` web server through HTTP on the same machine as the 4D application. By default, this option is checked.

Hinweise:

- Connections with HTTP other than localhost are never accepted.
- Even if this option is checked, when [Accept HTTPS](#) is checked and the TLS configuration is valid, localhost connections use HTTPS.

HTTP Port

Port number to use for connections through HTTP to the `WebAdmin` web server when the Accept HTTP connections on localhost option is checked. Default value is 7080.

Accept HTTPS

When this option is checked, you will be able to connect to the `WebAdmin` web server through HTTPS. By default, this option is checked.

HTTPS Port

Port number to use for connections through HTTPS to the `WebAdmin` web server when the Accept HTTPS option is checked. Default value is 7443.

Certificate folder path

Path of the folder where the TLS certificate files are located. By default, the certificate folder path is empty and 4D or 4D Server uses the certificate files embedded in the 4D application (custom certificates must be stored next to the project folder).

Debug log mode

Status or format of the HTTP request log file (`HTTPDebugLog_nn.txt`, stored in the "Logs" folder of the application -- *nn*)

is the file number). The following options are available:

- Disable (default)
- With all body parts - enabled with body parts in response and request
- Without body parts - enabled without body parts (body size is provided)
- With request body - enabled with body part in request only
- With response body - enabled with body part in response only

Access Key

Defining an access key is mandatory to unlock access to the `WebAdmin` web server through a URL (access via a 4D menu command does not require an access key). When no access key is defined, no web client is allowed to connect through a URL to a web administration interface like the [Data Explorer page](#). An error page is returned in case of connection request:



An access key is similar to a password but not associated to a login.

- To define a new access key: click the Define button, enter the access key string in the dialog box and click `OK`. The button label becomes `Modify`.
- To modify the access key: click the `Modify` button, enter the new access key string in the dialog box and click `OK`.
- To delete the access key: click the `Modify` button, let the access key area empty and click `OK`.

WebAdmin Headless Configuration

All [WebAdmin settings](#) are stored in the `WebAdmin.4DSettings` file. There is one default `WebAdmin.4DSettings` file per 4D and 4D Server application, so that it is possible to deploy multiple applications on the same host machine.

When running a 4D or 4D Server application headless, you can set and use the default `WebAdmin.4DSettings` file, or designate a custom `.4DSettings` file.

To set the file contents, you can use the [WebAdmin settings dialog](#) of the 4D application with interface and run it headless afterwards. The default `WebAdmin.4DSettings` file is then used.

Or, you can set a custom `.4DSettings` file (xml format) and use it instead of the default file. Several dedicated arguments are available in the [Command line interface](#) to support this feature.

The access key is not stored in clear in the `.4DSettings` file.

Beispiel:

```
"%HOMEPATH%\Desktop\4D Server.exe" MyApp.4DLink --webadmin-access-key  
"my Fabulous AccessKey" --webadmin-auto-start true  
--webadmin-store-settings
```

Authentication and Session

- When a web management page is accessed by entering a URL and without prior identification, an authentication is required. The user must enter the [access key](#) in an authentication dialog box. If the access key was not defined in the `WebAdmin` settings, no access via URL is possible.
- When a web management page is accessed directly from a 4D or 4D Server menu item (such as `Records > Data`

Explorer or Window > Data Explorer (4D Server)), access is granted without authentication, the user is automatically authenticated.

Once the access is granted, a web [session](#) with the "WebAdmin" privilege is created on the 4D application. As long as the current session has "WebAdmin" privilege, the [WebAdmin](#) component delivers requested pages.

Web Data Explorer

Preview: The Web Data Explorer is provided as a preview feature. Using this feature in production is not recommended. The final implementation could be slightly different.

The Data Explorer provides a web interface to view and query data in your project datastore. Using this tool, you can easily browse among all your entities and search, order, or filter attribute values. It helps you to control data and quickly identify issues at any step of the development process.

ID	firstname	lastname	salary	birthdate
15	Hermance	ELNOJLAS	37 809	19/10/1996
26	Hermelin	SAGELAN	62 409	25/04/1975
41	Helixane	RAPPART	30 709	04/04/1971
65	Harrison	CHESSIT	78 109	17/07/1979
84	Hatrice	MERHEDIUR	62 109	06/04/1996
121	Heleazar	DROENT	74 209	02/10/1970
125	Harn	CIURSOAR	52 209	20/11/1985
139	Hectoria	BANIOT	33 809	09/07/1980
200	Harmonie	CESILO	72 509	11/02/1995
258	Harkaitz	MARZIUG	57 809	13/01/1980
271	Haiza	FEUCHA	59 509	10/03/1970
297	Helma	GARBAL	73 709	03/03/1975
372	Héliena	ERASTA	45 709	15/01/1976

Access Configuration

The Data Explorer relies on the [WebAdmin](#) web server component for the configuration and authentication settings.

- configuration: the Data Explorer configuration reuses the [WebAdmin web server settings](#),
- authentication: access to the Data Explorer is granted when the [session user is authenticated](#) and has the "WebAdmin" privilege. When the Data Explorer is accessed through the Data Explorer menu item (see below), an automatic authentication is provided.

The Data Explorer access can be disabled using the [`.setAdminProtection\(\)`](#) function.

Opening the Data Explorer

The Data Explorer page is automatically available when [the WebAdmin web server is started](#).

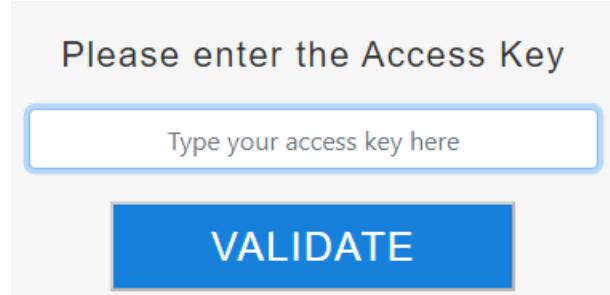
To connect to the Data Explorer web page:

- if you use a 4D application with interface, select `Data Explorer...` command from:
 - the Records menu (in 4D stand-alone)

- the Window menu (in 4D Server)
- whether you use a headless 4D application or not, you can open your web browser and enter the following address:

IPaddress:HTTPPort/dataexplorer or IPaddress:HTTPSPort/dataexplorer

In this context, you will be prompted to enter the [access key](#) to open a `WebAdmin` session on the server:



[HTTPPort](#) and [HTTPSPort](#) values are configured in the `WebAdmin` settings.

Using the Data Explorer

In addition to a comprehensive and customizable view of your data, the Data Explorer allows you to query and order your data.

Requirements

The Data Explorer supports the following web browsers:

- Chrome
- Safari
- Edge
- FireFox

The minimum resolution to use the Data Explorer is 1280x720. Recommended resolution is 1920x1080.

Basics

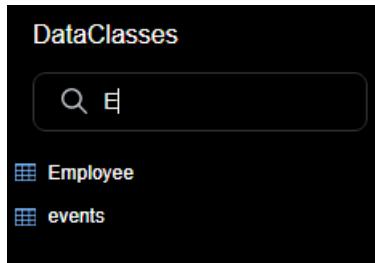
The Data Explorer provides an overall access to the ORDA data model with respect to the [ORDA mapping rules](#).

You can switch to the dark mode display theme using the selector at the bottom of the page:

ID	Firstname	Lastname	salary	birthdate
10	Hermann	ELNORIAS	37 809	18/10/1996
26	Hermann	SADELAN	62 409	25/04/1975
41	Hervé	AKHNAFT	30 709	04/04/1971
65	Harrison	CHESSET	78 109	17/03/1979
84	Hector	MERREDUR	62 109	06/04/1996
121	Hevetica	DRECENT	74 209	02/10/1970
125	Herm	CHURGIAR	52 209	28/11/1985
139	Hermina	BANOT	33 809	08/07/1980
200	Hamone	CESOLD	73 509	11/02/1995
258	Harfatty	MAROUS	87 809	13/05/1980
271	Hawa	FEUCHA	59 509	10/03/1970
297	Hélène	GARBAL	79 709	03/03/1975
372	Hélène	GRASSTA	45 709	16/03/1974

The page contains several areas:

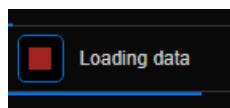
- On the left side are the Dataclasses area and Attributes area, allowing you can select the dataclasses and attributes to display. Attributes are ordered according to the underlying structure creation order. Primary key and indexed attributes have a specific icon. You can filter the list of proposed dataclass names and attribute names using the respective search areas.



- The central part contains the Search area and the Data grid (list of entities of the selected dataclass). Each column of the grid represents a datastore attribute.
 - By default, all entities are displayed. You can filter the displayed entities using the search area. Two query modes are available: [Query on attributes](#) (selected by default), and the [Advanced query with expression](#). You select the query mode by clicking on the corresponding button (the X button allows you to reset the query area and thus stop filtering):



- The name of the selected dataclass is added as a tab above the data grid. Using these tabs, you can switch between dataclasses that have been already selected. You can remove a referenced dataclass by clicking the "remove" icon at the right of the dataclass name.
- You can reduce the number of columns by unchecking attributes in the left side. You can also switch the columns in the data grid using drag and drop. You can click on a column header to [sort entities](#) according to its values (when possible).
- If an operation requires a long time, a progress bar is displayed. You can stop the running operation at any moment by clicking on the red button:



- On the right side is the Details area: it displays the attribute values of the currently selected entity. All attribute types are displayed, including pictures and objects (expressed in json). You can browse between the entities of the dataclass by clicking the First / Previous / Next / Last links at the bottom of the area.

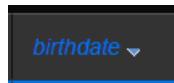
Updating contents

When the ORDA model or data is modified on the database side (table added, record edited or deleted, etc.), you just need to refresh the Data Explorer page in the browser (using the F5 key, for example).

Ordering entities

You can reorder the displayed entity list according to attribute values. All types of attributes can be used for a sort, except picture and object.

- Click on a column header to order entities according to the corresponding attribute values. By default, the sort is ascending. Click twice for a descending sort. A column used to sort entities is displayed with a small icon and its name is in *italics*.



- You can sort attributes on several levels. For example, you can sort employees by city and then by salary. To do that, hold down the Shift key and click sequentially on each column header to include in the sort order.

Query on attributes

In this mode, you can filter entities by entering values to find (or to exclude) in the areas above the attribute list. You can filter on one or several attributes. The entity list is automatically updated when you type in.

ID	firstname
1	Florette
29	Flora
1 200	Floria

If you enter several attributes, a AND is automatically applied. For example, the following filter displays entities with *firstname* attribute starting with "flo" AND *salary* attribute value > 50000:

firstname	salary
Flora	76 109
Floria	58 009
Florent	79 409

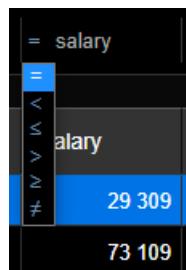
The X button allows you to remove entered attributes and thus stop filtering.

Different operators and query options are available, depending on the data type of the attribute.

You cannot filter on picture or object attributes.

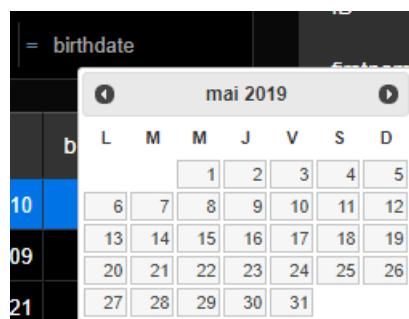
Numeric operators

With numeric, date, and time attributes, the "=" operator is selected by default. However, you can select another operator from the operator list (click on the "=" icon to display the list):



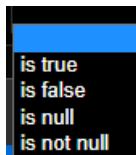
Dates

With date attributes, you can enter the date to use through a datepicker widget (click on the date area to display the calendar):



Booleans

When you click on a boolean attribute area, you can filter on true/false values but also on null/not null values:



- null indicates that the attribute value was not defined
- not null indicates that the attribute value is defined (thus true or false).

Text

Text filters are not diacritic (a = A).

The filter is of the "starts with" type. For example, entering "Jim" will show "Jim" and "Jimmy" values.

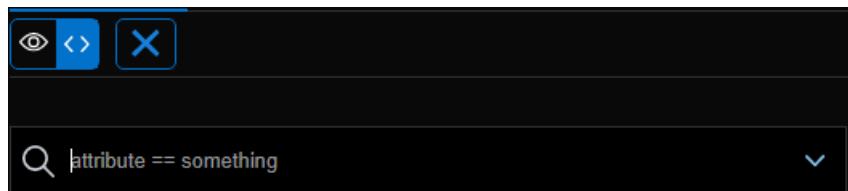
You can also use the wildcard character (@) to replace one or more starting characters. Beispiel:

A filter with	Finds
Bel	All values beginning with "Bel"
@do	All values containing "do"
Bel@do	All values starting with "Bel" and containing "do"

If you want to create more specific queries, such as "is exactly", you may need to use the advanced queries feature.

Advanced queries with expression

When you select this option, a query area is displayed above the entity list, allowing you to enter any expression to use to filter the contents:



You can enter advanced queries that are not available as attribute queries. For example, if you want to find entities with `firstname` attribute containing "Jim" but not "Jimmy", you can write:

```
firstname=="Jim"
```

You can use any ORDA query expression as [documented with the `query\(\)` function](#), with the following limitations or differences:

- For security, you cannot execute formulas using `eval()`.
- Placeholders cannot be used; you have to write a `queryString` with values.
- String values containing space characters must be embedded in double quotes ("").

For example, with the Employee dataclass, you can write:

```
firstname = "Marie Sophie" AND manager.lastname = "@th"
```

You can click on the icon to display both `queryPlan` and `queryPath`. In the area, you can hover over the subquery blocks to have detailed information per subquery:

Query Path

```

    Employee.firstname LIKE "h@%" (38374 records in 4 ms)
    And
    Employee.lastname == "sm@%" (420 records in 2 ms)
    Or
    Employee.salary > 30000 (1233902 records in 24 ms)
  
```

Right-click in the query area to display the previous valid queries:

ID	firstname
2	isabelle
3	Narima

Search bar: `firstname = "h@%" AND lastname == "sm@%" OR salary > 30000`

Valid queries listed on the right:

- firstname = "h@%" AND lastname == "sm@%" OR salary > 30000
- firstname = "h@%"
- firstname == "Jim"
- firstname = "M" and lastname = "@th"
- firstname = "M@%" and lastname = "@th"
- firstname = "M@%" or lastname = "@th"
- firstname = "h@%" AND lastname == "smith" OR salary > 30000

Command Line Interface

You can use the macOS Terminal or the Windows console to drive your 4D applications (4D and 4D Server) using command lines. More particularly, this functionality allows you to:

- launch a database remotely, which can be especially useful for administering Web servers.
- run automatic tests for your applications.

Basic information

You can execute command lines for 4D applications using the macOS Terminal or the Windows Console.

- Under macOS, you should use the `open` command.
- Under Windows, you can just pass the arguments directly.

Under macOS, you can pass the arguments directly by going to the folder where the application is found inside the package (Contents/MacOS path), which allows to address the stderr stream. For example, if the 4D package is located in the `MyFolder` folder, you must write the command line as follows:

`/MyFolder/4D.app/Contents/MacOS/4D`. However, we recommend that you use the `open` command whenever you do not need to access the stderr stream.

Launch a 4D application

Here is a description of command lines and the arguments supported to launch 4D applications.

Syntax:

```
<applicationPath> [--version] [--help] [--project] [<projectPath | packagePath | 4dlinkPath> [--data <dataPath>] [--opening-mode interpreted | compiled] [--create-data] [--user-param <user string>] [--headless] [--datadir <datadir>] [--webadmin-settings-file] [--webadmin-access-key] [--webadmin-auto-start] [--webadmin-store-settings]
```

Argument	Wert	Beschreibung
<code>applicationPath</code>	Path of the 4D, 4D Server or merged application	Launches the application. Identical to double-clicking the 4D application. When called without structure file argument, the application is executed and the 'select database' dialog box appears.
<code>--version</code>		Displays application version and exits
<code>--help</code>		Displays help and exits. Alternate arguments: <code>-?</code> , <code>-h</code>
<code>--project</code>	<code>projectPath</code> <code>packagePath</code> <code>4dlinkPath</code>	Project file to open with the current data file. No dialog box appears.
<code>--data</code>	<code>dataPath</code>	Data file to open with the designated project file. If not specified, 4D uses the last opened data file.
<code>--opening-mode</code>	<code>interpreted</code> <code>compiled</code>	Requests database to open in interpreted or compiled mode. No error is thrown if the requested mode is unavailable.
<code>--create-data</code>		Automatically creates a new data file if no valid data file is found. No dialog box appears. 4D uses the file name passed in the " <code>--data</code> " argument if any (generates an error if a file with the same name already exists).

Argument	Wert	<p>data argument only (generates an error if a file with the same name already exists).</p>
--user-param	Custom user string	A string that will be available within the 4D application through the Get database parameter command (the string must not start with a "-" character, which is reserved).
--headless		<p>Launches the 4D, 4D Server or merged application without interface (headless mode). In this mode:</p> <ul style="list-style-type: none"> • The Design mode is not available, database starts in Application mode • No toolbar, menu bar, MDI window or splash screen is displayed • No icon is displayed in the dock or task bar • The opened database is not registered in the "Recent databases" menu • The diagnostic log is automatically started (see SET DATABASE PARAMETER, selector 79) • Every call to a dialog box is intercepted and an automatic response is provided (e.g. OK for the ALERT command, Abort for an error dialog...). All intercepted commands(*) are logged in the diagnostic log. <p>For maintenance needs, you can send any text to standard output streams using the LOG EVENT command. Note that headless 4D applications can only be closed by a call to QUIT 4D or using the OS task manager.</p>
--dataless		<p>Launches 4D, 4D Server or merged application in dataless mode. Dataless mode is useful when 4D runs tasks with no need for data (project compilation for example). In this mode:</p> <ul style="list-style-type: none"> • No file containing data is opened, even if specified in the command line or the .4DLink file, or when using the CREATE DATA FILE and OPEN DATA FILE commands. • Commands that manipulate data will throw an error. For example, CREATE RECORD throws "no table to apply the command to". <p>Note:</p> <ul style="list-style-type: none"> • If passed in the command line, dataless mode applies to all databases opened in 4D, as long as the application is not closed. • If passed using the .4DLink file, dataless mode only applies to the database specified in the .4DLink file. For more information on .4DLink files, see Project opening shortcuts.
--webadmin-settings-file	File path	Path of the custom WebAdmin .4DSettings file for the WebAdmin web server
--webadmin-access-key	String	Access key for the WebAdmin web server
--webadmin-auto-start	Boolean	Status of the automatic startup for the WebAdmin web server
--webadmin-store-settings		Store the access key and automatic starting parameters in the currently used settings file (i.e. the default WebAdmin.4DSettings file or a custom file designated with the --webadmin-settings-path parameter). Use the --webadmin-store-settings argument to save these settings if necessary

[Diagnostic log file](#) (licence alert, conversion dialog, database selection, data file selection). In such case, an error message is thrown both in the stderr stream and the system event log, and then the application quits.

Beispiele

These examples assume that your 4D application is stored on the desktop and that the database to be opened is found in the "Documents" folder.

The current folder of the user is reached using the "~" command under macOS and the "%HOMEPATH%" command under Windows.

Launch application:

- macOS:

```
open ~/Desktop/4D.app
```

- Windows:

```
%HOMEPATH%\Desktop\4D\4D.exe
```

Launch application with a package file on macOS:

```
yarn open ~/Desktop/4D.app --args ~/Documents/myDB.4dbase
```

Launch application with a project file:

- macOS:

```
yarn open ~/Desktop/4D.app --args ~/Documents/myProj/Project/myProj.4DProject
```

- Windows:

```
%HOMEPATH%\Desktop\4D\4D.exe %HOMEPATH%\Documents\myProj\Project\myProj.4DProject
```

Launch application with a project file and a data file:

- macOS:

```
open ~/Desktop/4D.app --args --project ~/Documents/myProj/Project/myProj.4DProject --data ~/Documents/da
```

- Windows:

```
%HOMEPATH%\Desktop\4D\4D.exe --project %HOMEPATH%\Documents\myProj\Project\myProj.4DProject --data %HOME  
or:
```

```
%HOMEPATH%\Desktop\4D\4D.exe /project %HOMEPATH%\Documents\myProj\Project\myProj.4DProject /data %HOMEP
```

Launch application with a .4DLink file:

- macOS:

```
open ~/Desktop/4D.app MyDatabase.4DLink
```

```
open "~/Desktop/4D Server.app" MyDatabase.4DLink
```

- Windows:

```
%HOMEPATH%\Desktop\4D.exe MyDatabase.4DLink
```

```
%HOMEPATH%\Desktop\4D Server.exe" MyDatabase.4DLink
```

Launch application in compiled mode and create a data file if not available:

- macOS:

```
open ~/Desktop/4D.app ~/Documents/myBase.4dbase --args --opening-mode compiled --create-data true
```

- Windows:

```
%HOMEPATH%\Desktop\4D\4D.exe %HOMEPATH%\Documents\myBase.4dbase\myDB.4db --opening-mode compiled --creat
```

Launch application with a project file and a data file and pass a string as a user parameter:

- macOS:

```
open ~/Desktop/4D.app --args --project ~/Documents/myProj/Project/myProj.4DProject --data ~/Documents/da
```

- Windows:

```
%HOMEPATH%\Desktop\4D\4D.exe --project %HOMEPATH%\Documents\myProj\Project\myProj.4DProject --data %HOM
```

Launch application without interface (headless mode):

- macOS:

```
open ~/Desktop/4D.app --args --project ~/Documents/myProj/Project/myProj.4DProject --data ~/Documents/da
```

```
open ~/Desktop/MyBuiltRemoteApp --headless
```

- Windows:

```
%HOMEPATH%\Desktop\4D\4D.exe --project %HOMEPATH%\Documents\myProj\Project\myProj.4DProject --data %HOM  
%HOMEPATH%\Desktop\4D\MyBuiltRemoteApp.exe --headless
```

TLS Protocol (HTTPS)

All 4D servers can communicate in secured mode through the TLS (Transport Layer Security) protocol:

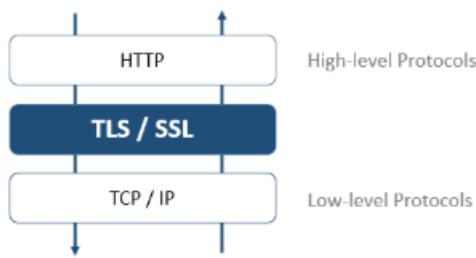
- the web server
- the application server (client-server desktop applications)
- the SQL server

Überblick

The TLS protocol (successor of SSL) has been designed to secure data exchanges between two applications —mainly between a web server and a browser. This protocol is widely used and is compatible with most web browsers.

At the network level, the security protocol is inserted between the TCP/IP layer (low level) and the HTTP high level protocol. It has been designed mainly to work with HTTP.

Network configuration using TSL:



The TLS protocol is designed to authenticate the sender and receiver and to guarantee the confidentiality and integrity of the exchanged information:

- Authentication: The sender and receiver identities are confirmed.
- Confidentiality: The sent data is encrypted so that no third person can understand the message.
- Integrity: The received data has not been changed, by accident or malevolently.

TLS uses a public key encryption technique based on a pair of asymmetric keys for encryption and decryption: a public key and a private key. The private key is used to encrypt data. The sender (the website) does not give it to anyone. The public key is used to decrypt the information and is sent to the receivers (web browsers) through a certificate. When using TLS with the Internet, the certificate is delivered through a certification authority, such as Verisign®. The website pays the Certificate Authority to deliver a certificate which guarantees the server authentication and contains the public key allowing to exchange data in a secured mode.

For more information on the encryption method and the public and private key issues, refer to the [ENCRYPT BLOB](#) command description.

Minimum version

By default, the minimum version of the secured protocol accepted by the server is TLS 1.2. You can modify this value by using the `Min TLS version` selector with the `SET DATABASE PARAMETER` command .

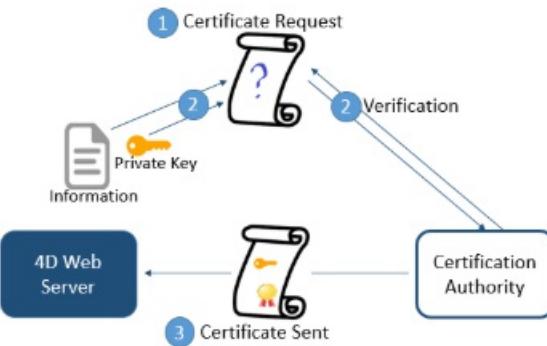
You can control the level of security of your web server by defining the `minimum TLS version` accepted for connections.

How to get a certificate?

A server working in secured mode means that you need a digital certificate from a certification authority. This certificate contains various information such as the site ID as well as the public key used to communicate with the server. This certificate is transmitted to the clients (e.g. Web browsers) connecting to this server. Once the certificate has been

identified and accepted, the communication is made in secured mode.

Web browsers authorize only the certificates issued by a certification authority referenced in their properties.



The certification authority is chosen according to several criteria. If the certification authority is well known, the certificate will be authorized by many browsers, however the price to pay will be expensive.

To get a digital certificate:

1. Generate a private key using the `GENERATE ENCRYPTION KEYPAIR` command.

Warning: For security reasons, the private key should always be kept secret. Actually, it should always remain with the server machine. For the Web server, the `Key.pem` file must be placed in the Project folder.

2. Use the `GENERATE CERTIFICATE REQUEST` command to issue a certificate request.

3. Send the certificate request to the chosen certificate authority.

To fill in a certificate request, you might need to contact the certification authority. The certification authority checks that the information transmitted are correct. The certificate request is generated in a BLOB using the PKCS format encoded in base64 (PEM format). This principle allows you to copy and paste the keys as text and to send them via E-mail without modifying the key content. For example, you can save the BLOB containing the certificate request in a text document (using the `BLOB TO DOCUMENT` command), then open and copy and paste its content in a mail or a Web form to be sent to the certification authority.

4. Once you get your certificate, create a text file named "cert.pem" and paste the contents of the certificate into it.

You can receive a certificate in different ways (usually by email or HTML form). 4D accepts all platform-related text formats for certificates (OS X, PC, Linux, etc.). However, the certificate must be in PEM format, *i.e.*, PKCS encoded in base64.

CR line-ending characters are not supported on their own; you must use CRLF or LF.

5. Place the "cert.pem" file in the [appropriate location](#).

The 4D server can now work in a secured mode. A certificate is valid between 3 months to a year.

Installation and activation

Installing `key.pem` and `cert.pem` files

To be able to use the TLS protocol with the server, you must install the `key.pem` (document containing the private encryption key) and `cert.pem` (document containing the certificate) at the appropriate location(s). Different locations are required depending on the server on which you want to use TLS.

Default `key.pem` and `cert.pem` files are provided with 4D. For a higher level of security, we strongly recommend that you replace these files with your own certificates.

With the web server

To be used by the 4D web server, the key.pem and cert.pem files must be placed:

- with 4D in local mode or 4D Server, next to the [project folder](#)
- with 4D in remote mode, in the client database folder on the remote machine (for more information about the location of this folder, see the [Get 4D folder](#) command).

You must copy these files manually on the remote machine.

With the application server (client-server desktop applications)

To be used by the 4D application server, the key.pem and cert.pem files must be placed:

- in the [Resources folder](#) of the 4D Server application
- and in the Resources folder on each remote 4D application (for more information about the location of this folder, see the [Get 4D folder](#) command).

With the SQL server

To be used by the 4D SQL server, the key.pem and cert.pem files must be placed next to the [project folder](#).

Enabling TLS

The installation of key.pem and cert.pem files makes it possible to use TLS with the 4D server. However, in order for TLS connections to be accepted by the server, you must enable them:

- With the 4D web server, you must [enable HTTPS](#). You can set the [HSTS option](#) to redirect browsers trying to connect in http mode.
- With the application server, you must select the Encrypt Client-Server Communications option in the "Client-server/Network options" page of the Settings dialog box.
- With the SQL server, you must select the Enable TLS option in the "SQL" page of the Settings dialog box.

The 4D web server also supports [HSTS option](#) to declare that browsers should only interact with it via secure HTTPS connections.

Perfect Forward Secrecy (PFS)

[PFS](#) adds an additional layer of security to your communications. Rather than using pre-established exchange keys, PFS creates session keys cooperatively between the communicating parties using Diffie-Hellman (DH) algorithms. The joint manner in which the keys are constructed creates a "shared secret" which impedes outside parties from being able to compromise them.

When TLS is enabled on the server, PFS is automatically enabled. If the *dhpamrs.pem* file (document containing the server's DH private key) does not already exist, 4D will automatically generate it with a key size of 2048. The initial generation of this file could take several minutes. The file is placed with the [key.pem](#) and [cert.pem](#) files.

If you use a [custom cipher list](#) and want to enable PFS, you must verify that it contains entries with DH or ECDH (Elliptic-curve Diffie–Hellman) algorithms.

Managing 4D Licenses

Once installed on your disk, you must activate your 4D products in order to be able to use them. Usually, the activation is automatic if you [sign in using your 4D account](#) in the Welcome Wizard.

However, in specific cases you could need to activate your licenses manually, for example if:

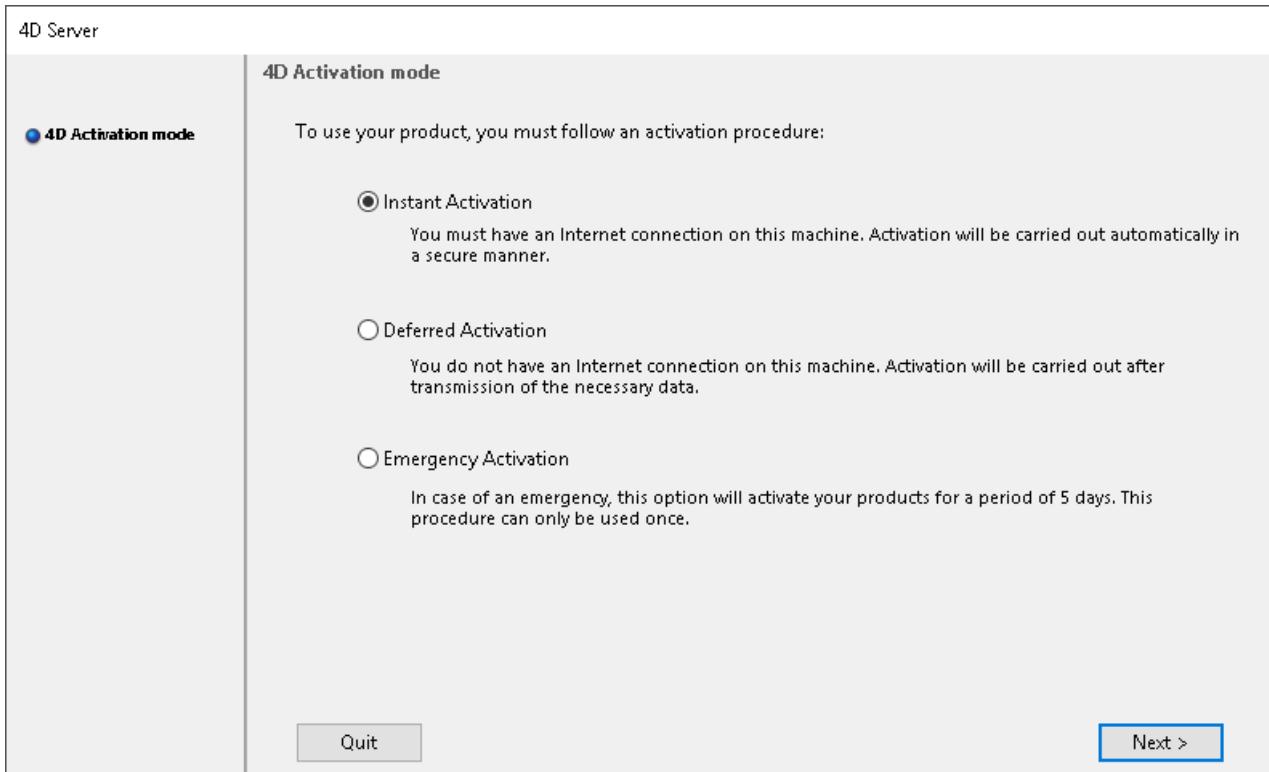
- your configuration does not allow the automatic activation,
- you have purchased additional licenses.

No activation is required for the following uses:

- 4D used in remote mode (connection to a 4D Server)
- 4D used in local mode with an interpreted application project with no access to the Design environment.

First activation

With 4D, select the License Manager... command from the Help menu of the application. With 4D Server, just launch the 4D Server application. The dialog box for choosing the [activation mode](#) appears.

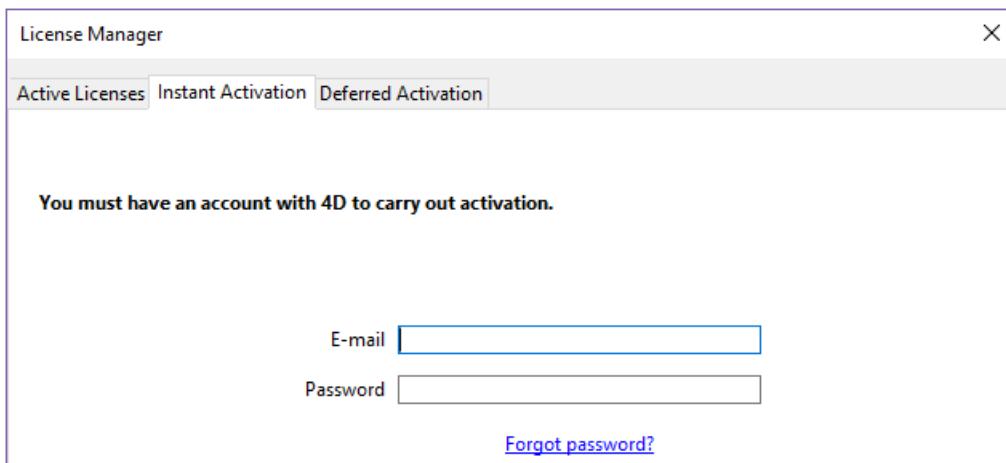


4D offers three activation modes. We recommend Instant Activation.

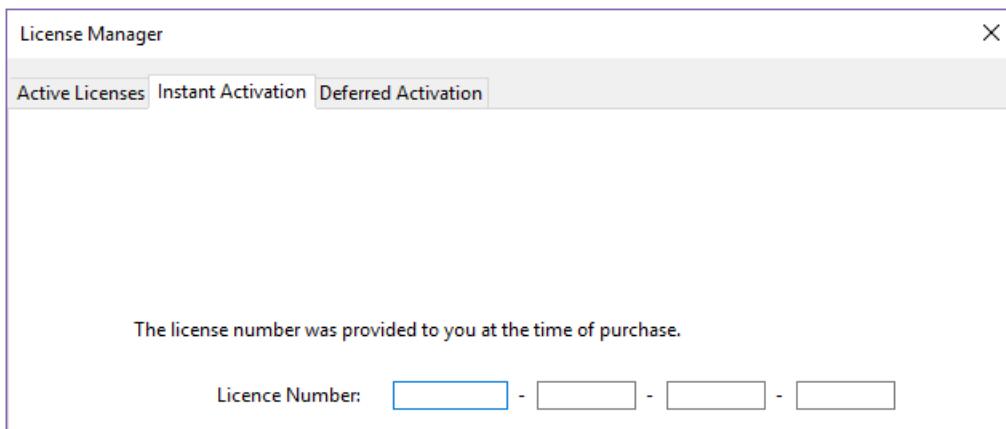
Instant Activation

Enter your user ID (email or 4D account) as well as your password. If you do not have an existing user account, you will need to create it at the following address:

<https://account.4d.com/us/login.shtml>



Then enter the license number of the product you want to activate. This number is provided by email or by mail after a product is purchased.



Deferred Activation

If you are unable to use [instant activation](#) because your computer does not have internet access, please proceed to deferred activation using the following steps.

1. In the License Manager window, select the Deferred Activation tab.
2. Enter the License Number and your e-mail address, then click Generate file to create the ID file (*reg.txt*).

License Manager

Active Licenses Instant Activation Deferred Activation

Step 1 out of 3

I want to generate an ID file that I will send to 4D in order to get an activation key in return.

→ Licence Number: - - -

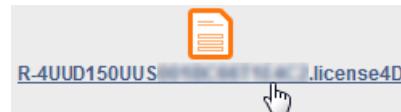
→ E-mail (mandatory):

→ Generate file...

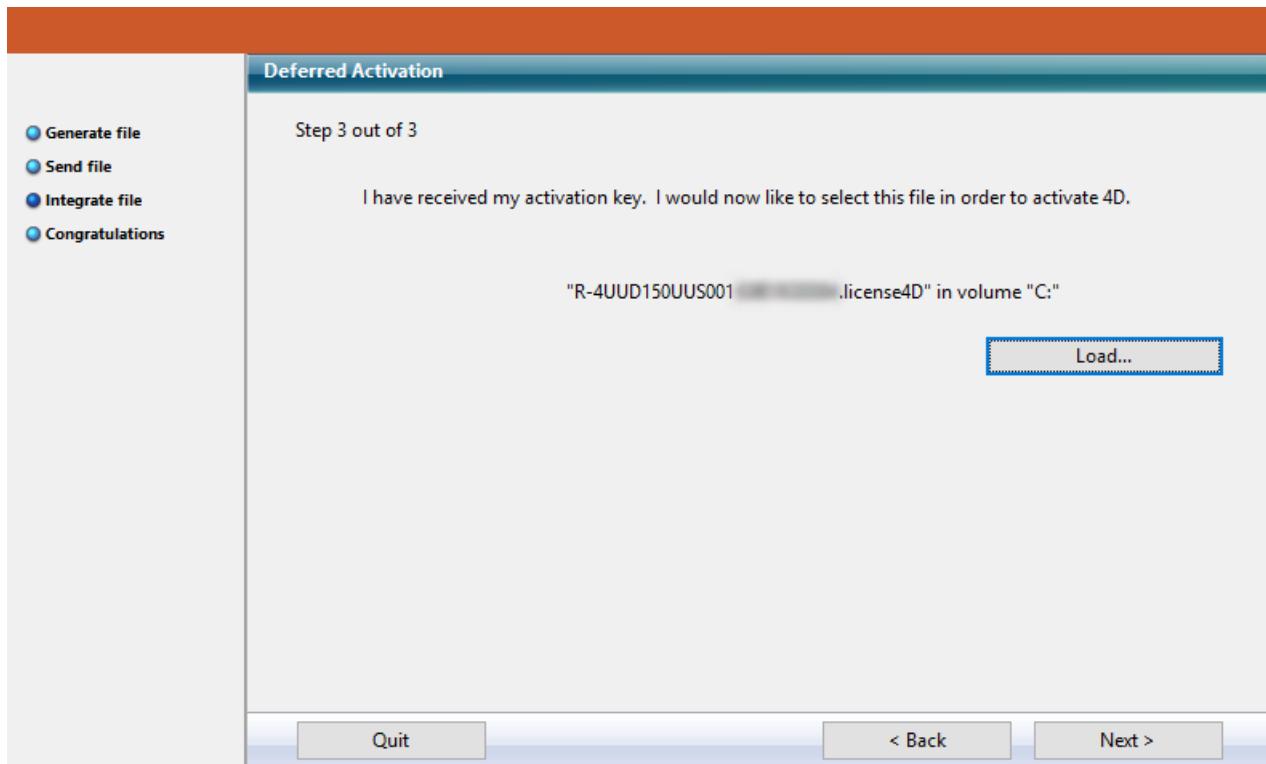
I have received my activation key. I would now like to select this key in order to activate 4D.

< Back Next > Done

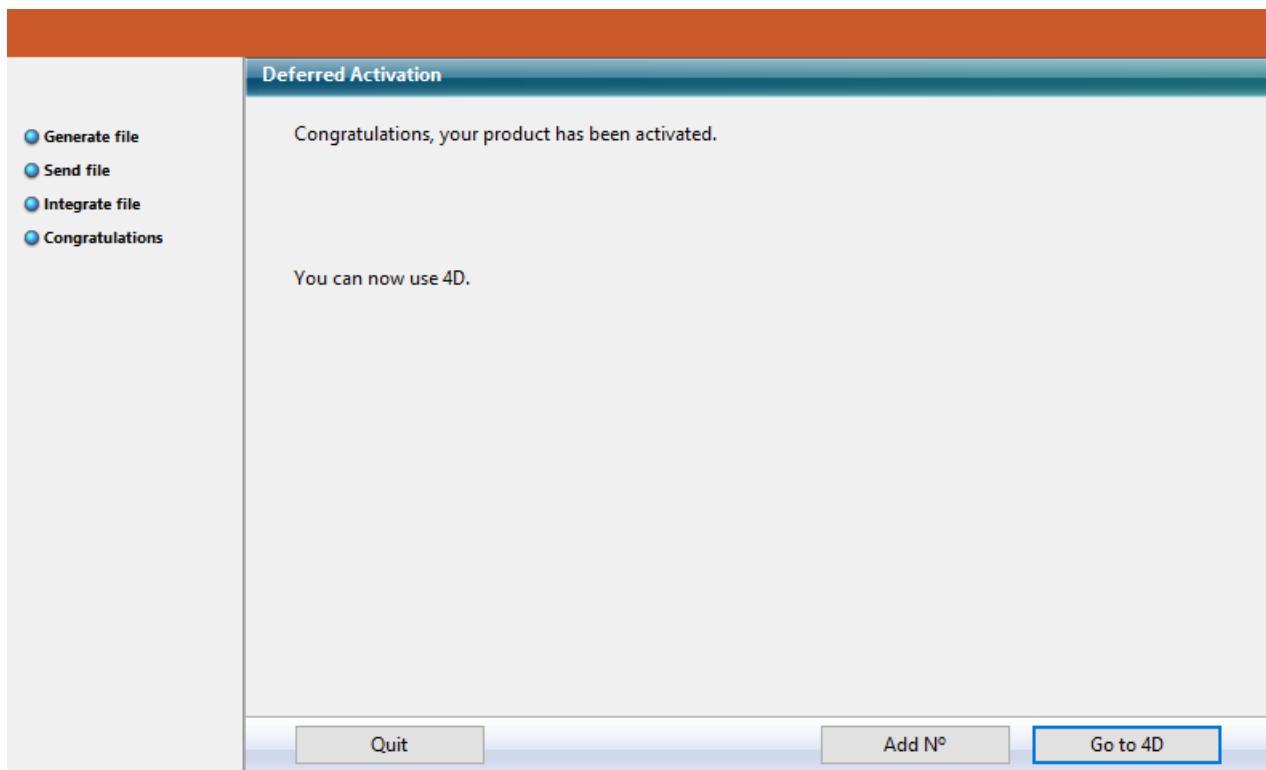
3. Save the *reg.txt* file to a USB drive and take it to a computer that has internet access.
4. On the machine with internet access, login to <https://activation.4d.com>.
5. On the Web page, click on the Choose File... button and select the *reg.txt* file from steps 3 and 4; then click on the Activate button.
6. Download the serial file(s).



7. Save the *license4d* file(s) on a shared media and transfer them back to the 4D machine from step 1.
8. Now back on the machine with 4D, still on the Deferred Activation page, click Next; then click the Load... button and select a *license4d* file from the shared media from step 7.



With the license file loaded, click on Next.



9. Click on the Add Nº button to add another license. Repeat these steps until all licenses from step 6 have been integrated.

Your 4D application is now activated.

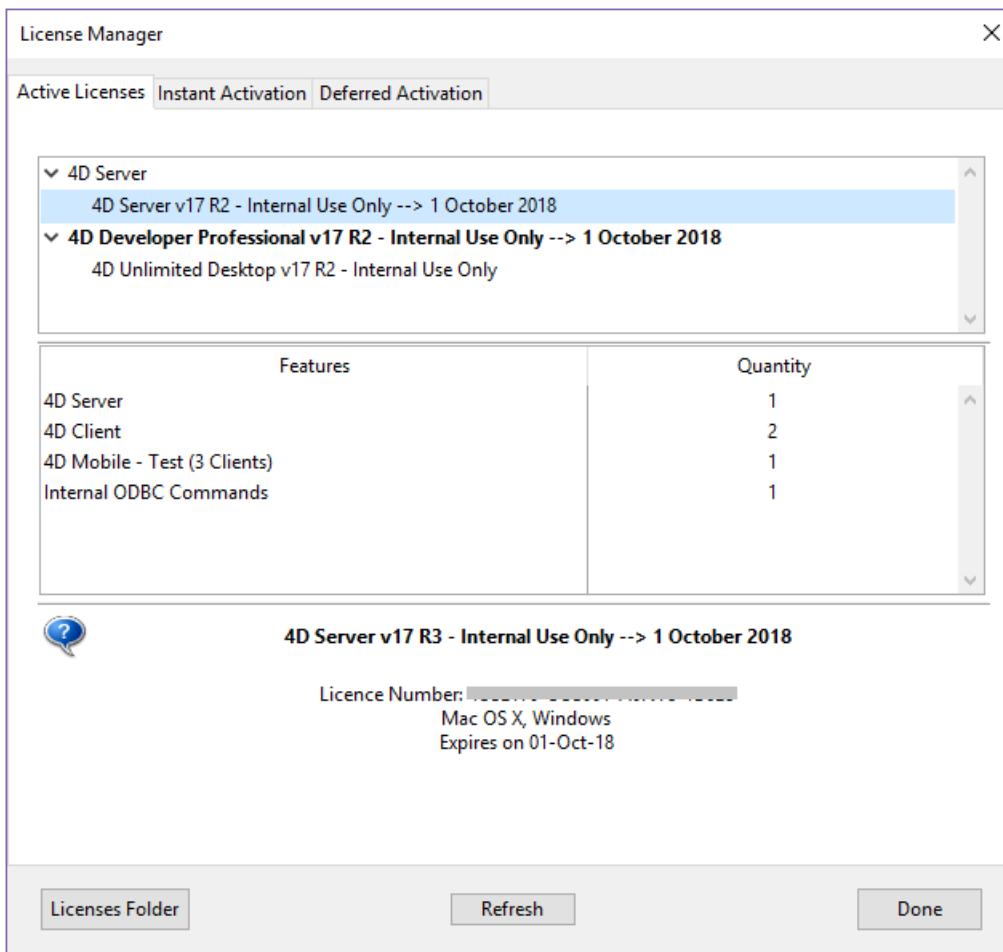
Emergency Activation

This mode can be used for a special temporary activation of 4D (5 days maximum) without connecting to the 4D Web site. This activation can only be used one time.

Adding licenses

You can add new licenses, for example to extend the capacities of your application, at any time.

Choose the License Manager... command from the Help menu of the 4D or 4D Server application, then click on the Refresh button:



This button connects you to our customer database and automatically activates any new or updated licenses related to the current license (the current license is displayed in bold in the "Active Licenses" list). You will just be prompted for your user account and password.

- If you purchased additional expansions for a 4D Server, you do not need to enter any license number -- just click Refresh.
- At the first activation of a 4D Server, you just need to enter the server number and all the purchased expansions are automatically assigned.

You can use the Refresh button in the following contexts:

- When you have purchased an additional expansion and want to activate it,
- When you need to update an expired temporary number (Partners or evolutions).

4D Online Store

In 4D Store, you can order, upgrade, extend, and/or manage 4D products. You can reach the store at the following address: <https://store.4d.com/us/> (you will need to select your country).

Click Login to sign in using your existing account or New Account to create a new one, then follow the on-screen instructions.

License Management

After you log in, you can click on License list at the top right of the page:

MY LICENSES

[License list »](#)
[License Registration »](#)
[Purchase an Upgrade »](#)
[Upgrade Under Maintenance »](#)

Here you can manage your licenses by assigning them to projects.

Select the appropriate license from the list then click Link to a project... > :

The screenshot shows the 'My licenses' interface. At the top left is a '4D Store' button and a 'My licenses' link. Below is a section titled 'Registered Licenses' containing a list for 'v18'. One item in the list is '4D Server' with the number '4'. To its right, it says 'Number of client connections: 7' and 'Maintenance until: 10/8/2020'. Below this list are three buttons: 'Show expansions »', 'Extend »', and 'Link to a project... »' (highlighted in orange), followed by 'Download serial file »'.

You can either select an existing project or create a new one:

The first screenshot shows a dropdown menu with 'Other licenses' selected. Below it is a 'Create a new project...' link. The second screenshot shows a 'New Project Name:' input field containing 'MyProject'. To its right is a 'Go back to the project list...' link. Both screenshots include 'Cancel' and 'Save' buttons at the bottom right.

You can use projects to organize your licenses according to your needs:

Registered Licenses

MyProject

v18

- ▶ 4D Developer Professional

v17

- ▶ 4D Server

Other licenses

v18

- ▶ 4D Developer Professional
- ▶ 4D Server
- ▶ 4D Web Application Server

Troubleshooting

If the installation or activation process fails, please check the following table, which gives the most common causes of malfunctioning:

Symptoms	Possible causes	Solution(s)
Impossible to download product from 4D Internet site	Internet site unavailable, antivirus application, firewall	1- Try again later OR 2- Temporarily disable your antivirus application or your firewall.
Impossible to install product on disk (installation refused).	Insufficient user access rights	Open a session with access rights allowing you to install applications (administrator access)
Failure of on-line activation	Antivirus application, firewall, proxy	1- Temporarily disable your antivirus application or your firewall OR 2- Use deferred activation (not available with licenses for "R" versions)

If this information does not help you resolve your problem, please contact 4D or your local distributor.

Contacts

For any questions about the installation or activation of your product, please contact 4D, Inc. or your local distributor.

For the US:

- Web: <https://us.4d.com/4d-technical-support>
- Telephone: 1-408-557-4600

For the UK:

- Web: <https://uk.4d.com/4d-technical-support>
- Telephone: 01625 536178

Managing 4D users and groups

In multi-user applications, 4D provides users with certain standard access privileges and certain powers. Once a users and groups system has been initiated, these standard privileges take effect.

Users and groups in projects

In project applications (.4DProject or .4dz files), 4D users and groups can be configured in both single-user and multi-user environments. However, access control is only effective with 4D Server. The following table lists the main users and groups features and their availability:

	4D (single-user)	4D Server
Adding/editing users and groups	yes	yes
Assigning user/group access to servers	yes	yes
User identification	no (all users are Designer)	yes
Access control once the Designer has been assigned a password	no (all access are Designer)	yes

For information about user identification and access control in single-user deployments, see [this paragraph](#).

Designer and Administrator

The most powerful user is named Designer. No aspect of the application is closed to the Designer. The Designer can:

- access all application servers without restriction,
- create users and groups,
- assign access privileges to groups,
- access the Design environment. In single-user environment, Designer access rights are always used. In client/server environment, assigning a password to the Designer activates the display of the 4D user login dialog. Access to Design environment is read-only.

After the Designer, the next most powerful user is the Administrator, who is usually given the tasks of managing the access system and administration features.

The Administrator can:

- create users and groups,
- access the 4D Server Administration window and monitor
- access the MSC window to monitor backup, restore, or server.

The Administrator cannot:

- edit the Designer user
- by default, access to protected parts of the application. In particular, the Administrator cannot access to the Design mode if it is restricted. The Administrator must be part of one or more groups to have access privileges in the application. The Administrator is placed in every new group, but you can remove the Administrator's name from any group.

Both the Designer and Administrator are available by default in all applications. In the [user management dialog box](#), the icons of the Designer and Administrator are displayed in red and green respectively:

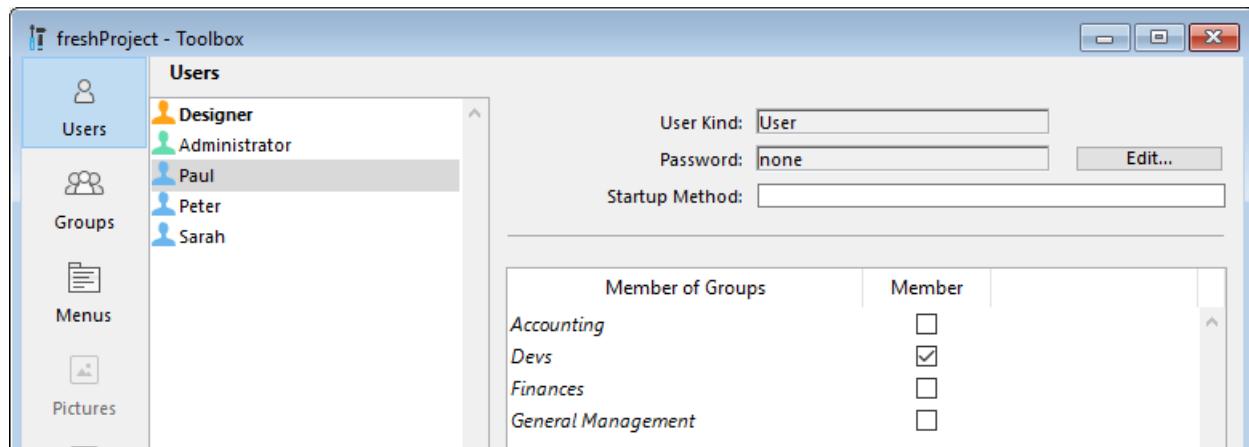
- Designer icon: 
- Administrator icon: 

You can rename the Designer and Administrator users. In the language, the Designer ID is always 1 and the Administrator ID is always 2.

The Designer and Administrator can each create up to 16,000 groups and 16,000 users.

Users editor

The editor for users is located in the Toolbox of 4D.



Users and groups editor can be displayed at runtime using the **EDIT ACCESS** command. The whole users and groups configuration can also be edited during application execution using 4D language commands of the **Users** and **Groups** theme.

Adding and modifying users

You use the users editor to create user accounts, set their properties and assign them to various groups.

To add a user from the Toolbox :

1. Select Tool Box > Users from the Design menu or click on the Tool Box button of the 4D toolbar. 4D displays the users editor.

The list of users displays all the users, including the **Designer** and the **Administrator**.

2. Click on the **+** button located below the list of users. OR Right-click in the list of users and choose Add or Duplicate in the context menu.

The Duplicate command can be used to create several users having the same characteristics quickly.

4D adds a new user to the list, named "New userX" by default.

3. Enter the user name. This name will be used by the user to open the application. You can rename a user at any time using the Rename command of the context menu, or by using the Alt+click (Windows) or Option+click (macOS) shortcuts, or by clicking twice on the name you want to change.
4. To enter a password for the user, click the Edit... button in the user properties area and enter the password twice in the dialog box. You can use up to 15 alphanumeric characters for a password. The password editor is case sensitive.

Users can change their password at any time according to the options in the "Security" page of the structure settings, or using the **CHANGE PASSWORD** command.

5. Set the group(s) to which the user belongs using the "Member of Groups" table. You can add or remove the selected user to/from a group by checking the corresponding option in the Member column.

The membership of users to different groups can also be set by group on the **Groups page**.

Deleting a user

To delete a user, select it then click the deletion button or use the Delete command of the context menu.

Deleted user names no longer appear in the Users editor. Note that the IDs for deleted users are reassigned when new user accounts are created.

User properties

- User Kind: The User Kind field contains "Designer", "Administrator", or (for all other users) "User".
- Startup Method: Name of an associated method that will be automatically executed when the user opens the application (optional). This method can be used for example to load the user preferences.

Groups editor

The editor for groups is located in the Toolbox of 4D.

Configuring groups

You use the groups editor to set the elements that each group contains (users and/or other groups) and to distribute access to plug-ins.

Keep in mind that once a group has been created, it cannot be deleted. If you want to deactivate a group, you just need to remove any users it contains.

To create a group:

1. Select Tool Box > Groups in the Design menu or click on the Tool Box button of the 4D toolbar then on the Groups button. 4D displays the groups editor window. The list of groups displays all the groups of the application project.
2. Click on the



button located below the list of groups.

OR

Right-click in the list of groups and choose the Add or Duplicate command in the context menu.

The Duplicate command can be used to create several groups having the same characteristics quickly.

4D adds a new group to the list, named "New groupX" by default.

3. Enter the name of the new group. The group name can be up to 15 characters long. You can rename a group at any time using the Rename command of the context menu, or by using the Alt+click (Windows) or Option+click (macOS) shortcuts, or by clicking twice on the name you want to change.

Placing users or groups into groups

You can place any user or group into a group, and you can also place the group itself into several other groups. It is not mandatory to place a user in a group.

To place a user or group in a group, you simply need to check the "Member" option for each user or group in the member attribution area:

	User / Group	Member
	Administrator	<input checked="" type="checkbox"/>
	Designer	<input type="checkbox"/>
	New user	<input type="checkbox"/>
	Paul	<input type="checkbox"/>
	Peter	<input checked="" type="checkbox"/>
	Sarah	<input type="checkbox"/>
	Finances	<input checked="" type="checkbox"/>
	General Management	<input checked="" type="checkbox"/>
	Devs	<input type="checkbox"/>
	Admins	<input type="checkbox"/>

If you check the name of a user, this user is added to the group. If you check the name of a group, all the users of the group are added to the new group. The affiliated user or group will then have the same access privileges as those assigned to the new group.

Placing groups into other groups lets you create a user hierarchy. The users of a group placed in another group will have the access privileges of both groups. See "[An access hierarchy scheme](#)" below.

To remove a user or group from another group, you just need to deselect the corresponding option in the member attribution area.

Assigning a group to a plug-in or to a server

You can assign a group privileges to any plug-ins installed in the project. This includes all the 4D plug-ins and any third-party plug-ins.

Distributing access to the plug-ins lets you control the use of the licenses you possess for these plug-ins. Any users that do not belong to the access group of a plug-in cannot load this plug-in.

Used licenses remain attached to 4D user accounts in the group for the whole 4D session.

The "Plug-in" area on the Groups page of the tool box lists all the plug-ins loaded by the 4D application. To give a group access to a plug-in, you simply need to check the corresponding option.

Plug-in	Access
4D Client Web Server	<input type="checkbox"/>
4D Client SOAP Server	<input type="checkbox"/>
4D Write PRO	<input checked="" type="checkbox"/>
4D View PRO	<input type="checkbox"/>

The 4D Client Web Server and 4D Client SOAP Server items lets you control the possibility of Web and SOAP (Web Services) publication for each 4D in remote mode. These licenses are considered as plug-in licenses by 4D Server. Therefore, in the same way as for plug-ins, you can restrict the right to use these licenses to a specific group of users.

An access hierarchy scheme

The best way to ensure the security of your application and provide users with different levels of access is to use an access hierarchy scheme. Users can be assigned to appropriate groups and groups can be nested to create a hierarchy of access rights. This section discusses several approaches to such a scheme.

In this example, a user is assigned to one of three groups depending on their level of responsibility. Users assigned to the Accounting group are responsible for data entry. Users assigned to the Finances group are responsible for maintaining the data, including updating records and deleting outdated records. Users assigned to the General Management group are responsible for analyzing the data, including performing searches and printing analytical reports.

The groups are then nested so that privileges are correctly distributed to the users of each group.

- The General Management group contains only "high-level" users.

freshProject - Toolbox

User / Group	Member
Administrator	<input checked="" type="checkbox"/>
Designer	<input type="checkbox"/>
Paul	<input type="checkbox"/>
Peter	<input type="checkbox"/>
Sarah	<input type="checkbox"/>
Accounting	<input type="checkbox"/>
Finances	<input type="checkbox"/>
Devs	<input type="checkbox"/>
Admins	<input type="checkbox"/>

Plug-in	Access
4D Client Web Server	<input type="checkbox"/>
4D Client SOAP Server	<input type="checkbox"/>
4D Write PRO	<input type="checkbox"/>
4D View PRO	<input type="checkbox"/>

- The Finances group contains data maintenance users as well as General Management users, thus the users in General Management have the privileges of the Finances group as well.

freshProject - Toolbox

User / Group	Member
Administrator	<input checked="" type="checkbox"/>
Designer	<input type="checkbox"/>
Paul	<input type="checkbox"/>
Peter	<input type="checkbox"/>
Sarah	<input type="checkbox"/>
Accounting	<input type="checkbox"/>
General Management	<input checked="" type="checkbox"/>
Devs	<input type="checkbox"/>
Admins	<input type="checkbox"/>

Plug-in	Access
4D Client Web Server	<input type="checkbox"/>
4D Client SOAP Server	<input type="checkbox"/>
4D Write PRO	<input type="checkbox"/>
4D View PRO	<input type="checkbox"/>

- The Accounting group contains data entry users as well as Finances group users, so the users who belong to the Finances group and the General Management group enjoy the privileges of the Accounting group as well.

User / Group	Member
Administrator	<input checked="" type="checkbox"/>
Designer	<input type="checkbox"/>
Paul	<input checked="" type="checkbox"/>
Peter	<input type="checkbox"/>
Sarah	<input type="checkbox"/>
Finances	<input checked="" type="checkbox"/>
General Management	<input checked="" type="checkbox"/>
Devs	<input type="checkbox"/>
Admins	<input type="checkbox"/>

Plug-in	Access
4D Client Web Server	<input type="checkbox"/>
4D Client SOAP Server	<input type="checkbox"/>
4D Write PRO	<input checked="" type="checkbox"/>
4D View PRO	<input type="checkbox"/>

You can decide which access privileges to assign to each group based on the level of responsibility of the users it includes.

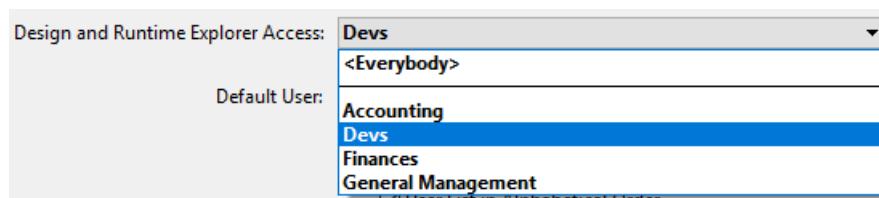
Such a hierarchical system makes it easy to remember to which group a new user should be assigned. You only have to assign each user to one group and use the hierarchy of groups to determine access.

Assigning group access

Groups are assigned access privileges to specific parts or features of the application:

- Design and Runtime Explorer access,
- HTTP server,
- REST server,
- SQL server.

These accesses are defined in the Settings dialog. The following example shows Design and Runtime explorer access rights being assigned to the "Devs" group:



You also use groups to [distribute available licenses](#). This distribution is defined in the Groups editor.

Directory.json file

Users, groups, as well as their access rights are stored in a specific project file named `directory.json`.

This file can be stored at the following locations, depending on your needs:

- If you want to use the same directory for all data files (or if you use a single data file), store the `directory.json` file in

the user settings folder, i.e. in the "Settings" folder at the [same level as the "Project" folder](#) (default location).

- If you want to use a specific directory file per data file, store the `directory.json` file in the data settings folder, i.e. in the ["Settings" folder of the "Data" folder](#). If a `directory.json` file is present at this location, it takes priority over the file in the user settings folder. This custom/local Users and Groups configuration will left untouched by an application upgrade.

To allow for safe changes of passwords and group memberships in a deployed environment, you can include your `directory.json` file in the server application during the build, using the [corresponding build application option](#).

Seite Information

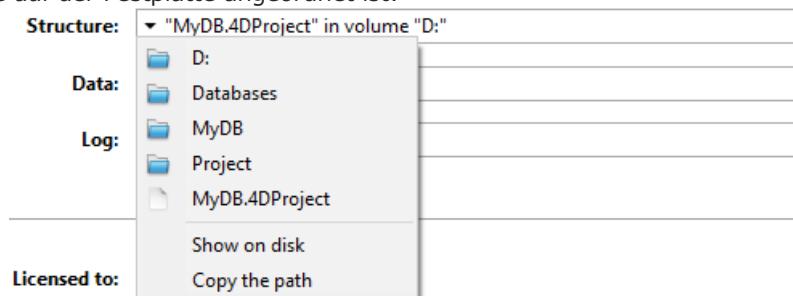
Die Seite "Information" liefert Informationen über die 4D Umgebung und die Systemumgebung, die Dateien der Datenbank und der Anwendung. Über die Registerkarten am oberen Rand können Sie die einzelnen Seiten aufrufen.

Programm

Der obere Bereich gibt Name, Version und Speicherort des Programms und des aktiven 4D Ordners an. Weitere Informationen dazu finden Sie unter dem Befehl `Get 4D folder` im Handbuch *4D Programmiersprache*.

Der mittlere Bereich gibt Name und Speicherort der Projektdatei und der Datendatei sowie des Logbuchs (wenn vorhanden) an. Der untere Bereich zeigt den Namen des 4D Lizenzinhabers, die Art der Lizenz, und den Namen des aktuellen 4D Benutzers.

- Pfadnamen anzeigen und auswählen: Auf der Seite **Programm** erscheinen die Pfadnamen in PopUp-Menüs mit der Ordnerfolge, so wie sie auf der Festplatte angeordnet ist:



Wählen Sie einen Eintrag (Festplatte oder Ordner), erscheint er in einem neuen Systemfenster. Der Eintrag Pfad kopieren kopiert den vollständigen Pfadnamen als Text mit den Trennern der aktuellen Plattform in die Zwischenablage.

- "Licenses" Ordner Diese Schaltfläche zeigt den Inhalt des aktiven Ordners "Licenses" in einem neuen Systemfenster an. Alle Lizenzdateien, die in Ihrer 4D Umgebung installiert sind, sind in diesem Ordner auf Ihrer Festplatte zusammengefasst. Beim Öffnen über einen Web Browser erscheinen die Informationen über die enthaltenen Lizzenzen und ihre Merkmale. Der Speicherort des Ordners Licenses kann je nach Version Ihres Betriebssystems variieren. Weitere Informationen dazu finden Sie unter dem Befehl `Get 4D folder`. *Hinweis: Sie können auf diesen Ordner auch zugreifen, wenn Sie im Menü Hilfe > Lizenz aktualisieren aufrufen.*

Tabellen

Diese Seite gibt einen Überblick über die Tabellen in Ihrer Anwendung:

Maintenance and Security Center

Information

Program Tables Data

ID	Tables	Records	Fields	Indexes	Encryptable	Encrypted	Address Table Size
1	Employee	5 083	3	1	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	5 083
2	Company	2 520	2	1	<input type="checkbox"/>	<input type="checkbox"/>	2 520
3	Cities	2 575	2	0	<input type="checkbox"/>	<input type="checkbox"/>	2 575
Total		3	10 178	7	2	1	10 178

Information auf dieser Seite ist im Standardmodus und im Wartungsmodus verfügbar.

Die Seite listet alle Tabellen der Anwendung - auch die ausgeblendeten - mit den dazugehörigen Merkmalen:

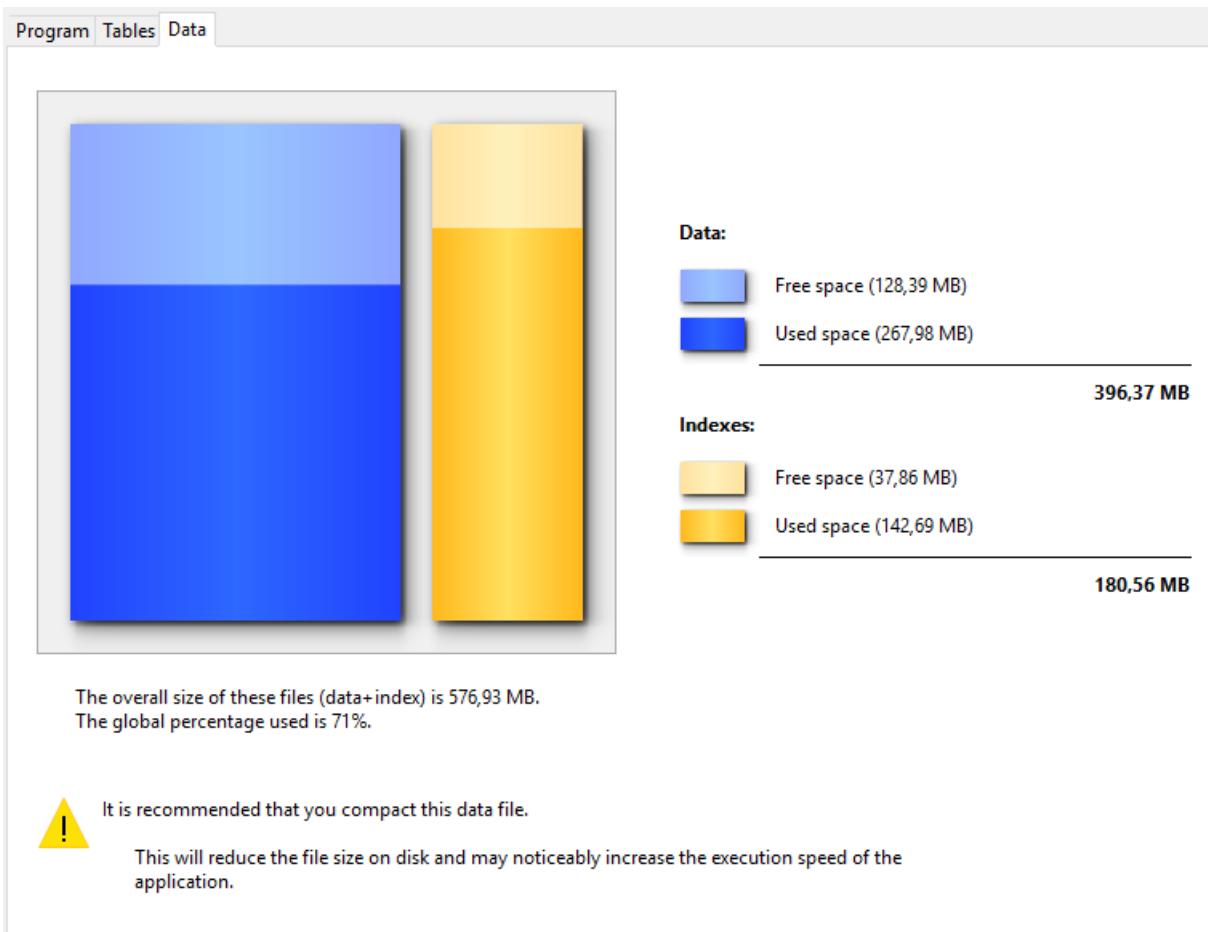
- ID: Interne Nummer der Tabelle.
 - Tabellen: Name der Tabelle Namen von gelöschten Tabellen erscheinen in Klammern (wenn sie noch im Papierkorb sind).
 - Datensätze: Gesamtanzahl der Datensätze in der Tabelle. Ist ein Datensatz beschädigt oder nicht lesbar, erscheint *Error* anstelle der Zahl. Dann können Sie abwägen, ob Sie die Tools zum Prüfen und Reparieren einsetzen.
 - Felder: Anzahl der Felder in der Tabelle Ausgeblendete Felder werden mitgezählt, gelöschte Felder dagegen nicht.
 - Indizes: Anzahl der verschiedenen Indizes in der Tabelle
 - Verschlüsselbar: Ist dieses Attribut aktiv, wird es für die Tabelle auf der Strukturebene ausgewählt (siehe unter Abschnitt Verschlüsselbar im Handbuch 4D Designmodus).
 - Verschlüsselt: Ist dieses Attribut aktiv, werden die Datensätze der Tabelle in der Datendatei verschlüsselt. *Hinweis:** Bei Inkonsistenz zwischen der Option Verschlüsselbar und Verschlüsselt müssen Sie den Verschlüsselungsstatus der Datendatei auf der Seite *Verschlüsseln des MSC prüfen.
 - Größe der Adresstabelle: Größe der Adresstabelle für jede Tabelle. In der Adresstabelle wird pro angelegtem Datensatz in der Tabelle intern ein Element gespeichert. Es verbindet Datensätze mit ihrer physikalischen Adresse. Aus Performance Gründen wird sie beim Löschen von Datensätzen nicht angepasst, so dass ihre Größe von der aktuellen Anzahl der Datensätze in der Tabelle abweichen kann. Bei einem deutlichen Unterschied können Sie die Größe der Adresstabelle über die Option "Komprimiere Adresstabelle" optimieren (siehe Seite [Kompakt](#)). *Hinweis:* Unterschiede zwischen Größe der Adresstabelle und Anzahl der Datensätze kann auch bei einer Störung während dem Leeren des Cache entstehen.

Daten

Die Seite Daten zeigt Informationen über den verfügbaren und den verwendeten Speicherplatz der Datendatei.

Diese Seite ist im Wartungsmodus nicht verfügbar

Diese Angaben werden grafisch dargestellt:



Diese Seite berücksichtigt keine Daten, die außerhalb der Datendatei gespeichert sind (siehe "Daten extern speichern").

Zu stark fragmentierte Dateien senken die Performance der Festplatte und somit der Datenbank. Bei zu niedriger Auslastungsrate zeigt 4D ein Icon als gelbes Warndreieck und meldet, dass Komprimieren notwendig ist. Das Icon erscheint in der Schaltfläche Information und in der Registerkarte der entsprechenden Datei:



Das Warndreieck erscheint auch in der Schaltfläche Komprimieren auf der Seite [Kompakt](#):



Seite Aktivität Analyse

Auf der Seite Aktivität Analyse des MSC können Sie den Inhalt des aktuellen Logbuchs betrachten. Diese Funktion ist hilfreich, um die Verwendung einer Anwendung zu analysieren oder die Operationen herauszufinden, die Fehler verursachen oder die Funktionsweise beeinträchtigen. Läuft die Anwendung im Client-/Server-Modus, können Sie auch die Operationen auf jedem Client-Rechner überprüfen.

Sie können die in den Daten der Anwendung ausgeführten Operationen auch zurückfahren (rollback). Weitere Informationen dazu finden Sie auf der [Seite Zurückfahren](#).

The screenshot shows the 'Maintenance and Security Center' interface with the 'Activity analysis' tab selected. On the left, there is a sidebar with icons for Information, Activity analysis (which is selected), Verify, Backup, Compact, Rollback, Restore, Repair, and Encrypt. The main area displays a table titled 'Activity analysis' with the following columns: Operation, Action sequence, Table, Primary..., Process, Size, Date, Hour, System User, 4D User, Values, and Record. The table lists 30 rows of log entries from operation 792 to 812, showing actions like Addition and Sequence on various tables (Parts, Invoices) with specific parameters and timestamps. At the bottom right of the main area are three buttons: Analyze, Browse, and Export... .

Operation	Action sequence	Table	Primary...	Process	Size	Date	Hour	System User	4D User	Values	Record
792	Addition	Parts	198	26	50	16/12/2019	16:37	aschmitt	Main user	198 ;	197
793	Sequence	Invoices		26		16/12/2019	16:37	aschmitt	Main user	200	
794	Addition	Invoices	199	26	54	16/12/2019	16:37	aschmitt	Main user	199 ; ;	198
795	Sequence	Parts		26		16/12/2019	16:37	aschmitt	Main user	200	
796	Addition	Parts	199	26	52	16/12/2019	16:37	aschmitt	Main user	199 ;	198
797	Sequence	Invoices		26		16/12/2019	16:37	aschmitt	Main user	201	
798	Addition	Invoices	200	26	54	16/12/2019	16:37	aschmitt	Main user	200 ; ;	199
799	Sequence	Parts		26		16/12/2019	16:37	aschmitt	Main user	201	
800	Addition	Parts	200	26	50	16/12/2019	16:37	aschmitt	Main user	200 ;	199
801	Sequence	Invoices		26		16/12/2019	16:37	aschmitt	Main user	202	
802	Addition	Invoices	201	26	52	16/12/2019	16:37	aschmitt	Main user	201 ; ;	200
803	Sequence	Parts		26		16/12/2019	16:37	aschmitt	Main user	202	
804	Addition	Parts	201	26	48	16/12/2019	16:37	aschmitt	Main user	201 ;	200
805	Sequence	Invoices		26		16/12/2019	16:37	aschmitt	Main user	203	
806	Addition	Invoices	202	26	54	16/12/2019	16:37	aschmitt	Main user	202 ; ;	201
807	Sequence	Parts		26		16/12/2019	16:37	aschmitt	Main user	203	
808	Addition	Parts	202	26	50	16/12/2019	16:37	aschmitt	Main user	202 ;	201
809	Sequence	Invoices		26		16/12/2019	16:37	aschmitt	Main user	204	
810	Addition	Invoices	203	26	52	16/12/2019	16:37	aschmitt	Main user	203 ; ;	202
811	Sequence	Parts		26		16/12/2019	16:37	aschmitt	Main user	204	
812	Addition	Parts	203	26	48	16/12/2019	16:37	aschmitt	Main user	203 ;	202

Jede im Logbuch gespeicherte Operation erscheint als eine Zeile. Die Spalten liefern verschiedene Informationen zur Operation. Durch Anklicken der Kopfzeile können Sie die Spalten beliebig umstellen.

Über diese Informationen können Sie die Quelle und den Kontext jeder Operation identifizieren:

- Operation: Sequenznummer der Operation im Logbuch.
- Aktion: Art der in den Daten ausgeführten Operation. Diese Spalte kann eine der nachfolgenden Operationen anzeigen:
 - Öffnen der Datendatei: Datendatei öffnen
 - Schließen der Datendatei: Eine geöffnete Datendatei wird geschlossen
 - Erstellen eines Kontexts: Einen Prozess erstellen, der einen Ausführungskontext angibt
 - Schließen eines Kontexts: Prozess schließen
 - Hinzufügen: Einen Datensatz erstellen und speichern
 - BLOB hinzufügen: Ein BLOB in einem BLOB Feld speichern
 - Löschen: Datensatz gelöscht

- Ändern: Datensatz geändert
- Starten der Transaktion: Transaktion gestartet
- Bestätigen der Transaktion: Transaktion bestätigt
- Abbrechen der Transaktion: Transaktion annulliert
- Update Kontext: Änderung in extra Daten (z.B. Aufruf von `CHANGE CURRENT USER` oder `SET USER ALIAS`)
- Tabelle: Tabelle, zu welcher der hinzugefügte/gelöschte/geänderte Datensatz bzw. das BLOB gehören.
- Primärschlüssel/BLOB: Inhalt des Primärschlüssels für jeden Datensatz (besteht der Primärschlüssel aus mehreren Feldern, sind die einzelnen Werte durch Strichpunkte voneinander getrennt) oder Sequenznummer des BLOB, welche an der Operation beteiligt ist.
- Prozess: Interne Nummer des Prozesses, in dem die Operation ausgeführt wurde. Diese interne Nummer entspricht dem Kontext der Operation.
- Größe: Größe (in Bytes) der Daten, die durch die Operation bearbeitet werden.
- Datum und Uhrzeit: Datum und Uhrzeit, zu der die Operation ausgeführt wurde.
- System Benutzer: Systemname des Anwenders, der die Operation ausgeführt hat. Im Client-/Server-Modus erscheint der Name des client-seitigen Rechners; im Einzelplatz der Sitzungsname des Anwenders.
- 4D Benutzer: 4D Benutzername des Anwenders, der die Operation ausgeführt hat. Wurde ein Alias für den Anwender definiert, wird das Alias anstelle des 4D Anwendernamens angezeigt.
- Werte: Werte der Felder für den Datensatz bei Hinzufügen oder Ändern. Die Werte werden durch ";" voneinander getrennt. Nur Werte in alphanumerischer Form erscheinen.
Hinweis: Ist die Anwendung verschlüsselt und wurde kein gültiger Verschlüsselungscode zum geöffneten Logbuch geliefert, werden verschlüsselte Werte in dieser Spalte nicht angezeigt.
- Datensätze: Datensatznummer

Klicken Sie am unteren Rand auf die Schaltfläche Analysieren, um den Inhalt des aktuellen Logbuchs der ausgewählten Anwendung anzuzeigen. Es hat in 4D standardmäßig den Namen `dataname.journal`. Mit der Schaltfläche Anzeigen wählen und öffnen Sie ein anderes Logbuch der Anwendung. Mit der Schaltfläche Exportieren exportieren Sie den Inhalt der Datei als Text.

Seite Prüfen

Auf dieser Seite können Sie die Datenintegrität überprüfen. Die Überprüfung lässt sich in Datensätzen und/oder Indizes durchführen. Diese Funktionalität prüft nur die Datenintegrität. Bei Fehlern oder notwendigen Reparaturen erhalten Sie eine Meldung, die [Seite Reparieren](#) zu verwenden.

Aktionen

Die Seite enthält die Schaltflächen für Aktionen, über die Sie direkt auf die Funktionen zum Überprüfen zugreifen können.

Ist die Datenbank verschlüsselt, wird auch die Gültigkeit der verschlüsselten Datenkonsistenz überprüft. Ist noch kein gültiger Datenschlüssel angegeben, erscheint ein Dialogfenster, dass die Passphrase oder den Datenschlüssel anfordert.

- Datensätze und Indizes prüfen: Startet den kompletten Prozess zum Überprüfen der Daten.
- Nur Datensätze prüfen: Startet nur den Prozess zum Überprüfen der Datensätze, d. h. Indizes werden nicht geprüft.
- Nur Indizes prüfen: Startet nur den Prozess zum Überprüfen der Indizes, d. h. Datensätze werden nicht geprüft.

Sie können Datensätze und Indizes auch im Detail Tabelle für Tabelle überprüfen. Weitere Informationen dazu finden Sie im unteren Abschnitt.

Logbuch öffnen

Bei allen Überprüfungsarten generiert 4D ein Logbuch im Ordner `Logs` der Anwendung. Hier erscheinen alle durchgeföhrten Überprüfungen und evtl. gefundene Fehler. Gibt es keine Fehler, wird das durch [OK] angezeigt. Das Logbuch wird im XML-Format angelegt und hat den Namen `ApplicationNameVerify_Logyyyy-mm-dd hh-mm-ss.xml`:

- `ApplicationName` ist der Name der Projektdatei ohne Endung, zum Beispiel "Rechnungen"
- `yyyy-mm-dd hh-mm-ss` ist der Zeitstempel der Datei. Er basiert auf der lokalen Systemzeit, zur der die Wartungsoperation gestartet wurde, zum Beispiel "2019-02-11 15-20-45".

Klicken Sie auf die Schaltfläche Logbuch öffnen, zeigt 4D das neueste Logbuch im standardmäßigen Browser des Rechners an.

Details

Die Schaltfläche Tabellenliste öffnet die Seite mit ausführlichen Angaben zur Überprüfung. Hier können Sie die aktuell zu prüfenden Datensätze und Indizes ansehen und auswählen:

	Tables	Action	Status
Employee	Verify indexes		
Records	(7324866 record(s))		
Indexed fields	(1 indexed field(s))		
Employee.ID			
Company	Verify indexes		
Records	(7322302 record(s))		
Indexed fields	(1 indexed field(s))		
Company.ID			
Cities			
Records	(2073735 record(s))		

Some records (2 073 735 out of 16 720 903) will be verified

All indexes (2) will be verified

Verify

Sie können bestimmte Einträge zum Überprüfen angeben, um so Zeit bei der Überprüfung zu sparen.

Die Hauptliste zeigt alle Tabellen der Datenbank. Sie können für jede Tabelle die Überprüfung auf Datensätze bzw. Indizes eingrenzen. Klicken Sie auf den Pfeil vor der Tabelle, um die Tabelle oder indizierte Datenfelder aufzuklappen und markieren Sie die Ankreuzfelder je nach gewünschter Aktion. Standardmäßig ist alles ausgewählt. Sie können dafür auch am rechten Rand die Schaltflächen Alles auswählen, Alles abwählen, Alle Datensätze und Alle Indizes verwenden.

Die Spalte „Aktion“ gibt für jede Zeile die auszuführenden Operationen an. Bei aufgeklappter Tabelle zeigen die Zeilen „Datensätze“ und „Indizierte Felder“ die Anzahl der betroffenen Einträge an.

Die Spalte „Status“ zeigt den Überprüfungsstatus für jeden Eintrag mit dem entsprechenden Symbol an:

	Überprüfung ausgeführt, keine Probleme
	Überprüfung ausgeführt, Probleme gefunden
	Überprüfung zum Teil ausgeführt
	Überprüfung nicht ausgeführt

Klicken Sie am unteren Rand rechts auf die Schaltfläche Prüfen, um die Überprüfung zu starten oder links auf die Schaltfläche Standard, um zur Standardseite zurückzukehren.

Klicken Sie auf die Schaltfläche Logbuch anzeigen, zeigt 4D das Logbuch im standardmäßigen Browser des Rechners (siehe oberen Abschnitt [Logbuch öffnen](#)).

Die Standardseite berücksichtigt keine Änderungen, die auf der Detailseite gemacht wurden: Klicken Sie auf der Standardseite auf eine Schaltfläche zum Überprüfen, werden alle Einträge überprüft. Die auf der Detailseite definierten Einstellungen bleiben jedoch von einer Sitzung zur nächsten erhalten.

Seite Kompakt

Auf dieser Seite können Sie die Funktionen zum Komprimieren der Datendatei verwenden.

Warum Dateien komprimieren?

Komprimieren der Dateien erfüllt zwei Anforderungen:

- Größe verringern und Dateien optimieren: Die Dateien können nicht-verwendete Leerräume ("Löcher") enthalten. Beim Löschen von Datensätzen wird der zuvor belegte Platz in der Datei zum Leerraum. In der Regel verwendet 4D diese Leerräume soweit wie möglich erneut. Da jedoch die Datengröße unterschiedlich ist, entstehen durch sukzessives Löschen oder Ändern unweigerlich nicht-verwendbare Leerräume. Dasselbe passiert, wenn eine große Menge Daten gerade gelöscht wurde: die leeren Stellen bleiben in der Datei ohne Zuweisung. Das Verhältnis zwischen Größe der Datendatei und derzeit für die Daten genutztem Platz ist die Auslastungsrate der Daten. Eine zu geringe Rate ist zunächst Platzverschwendungen, kann aber auch die Performance der Datenbank beeinträchtigen. Hier schafft Komprimieren Abhilfe, denn dadurch wird das Speichern der Daten neu organisiert und optimiert, d. h. die Löcher werden entfernt. Der Bereich "Information" fasst die Daten im Hinblick auf Fragmentierung zusammen und schlägt die auszuführenden Operationen vor. Die Registerkarte [Daten](#) auf der Seite "Information" des MSC gibt die Fragmentierung der aktuellen Datendatei an.
- Komplettes Update der Daten mit der aktuellen Formatierung, die in der Strukturdatei festgelegt ist. Das ist hilfreich, wenn Daten aus der gleichen Tabelle in unterschiedlichen Formaten gespeichert wurden, z. B. nach einer Änderung in der Struktur der Anwendung.

Komprimieren ist nur im Wartungsmodus verfügbar. Versuchen Sie, diese Operation im Standardmodus auszuführen, erhalten Sie die Meldung, dass die Anwendung geschlossen und im Wartungsmodus neu gestartet wird. Sie können jedoch eine Datendatei komprimieren, die nicht von der Anwendung geöffnet ist (siehe unten [Komprimiere Datensätze und Indizes](#)).

Standard Komprimierung

Um das Komprimieren direkt zu starten, klicken Sie im MSC-Fenster auf die Schaltfläche zum Komprimieren.



Da beim Komprimieren die Originaldatei dupliziert wird, ist die Schaltfläche inaktiv, wenn auf der Festplatte mit dieser Datei nicht genügend Speicherplatz vorhanden ist.

Dieser Vorgang komprimiert die Hauptdatei sowie alle Index-Dateien. 4D kopiert die Originaldateien und setzt sie in einen Ordner mit Namen Replaced Files (Compacting), der neben der Originaldatei angelegt wird. Haben Sie mehrere Komprimierungen durchgeführt, wird jedes Mal ein neuer Ordner angelegt. Er lautet "Replaced Files (Compacting)_1", "Replaced Files (Compacting)_2", usw. Im erweiterten Modus können Sie den Ordner zum Abspeichern der Originaldateien verändern.

Ist die Operation abgeschlossen, ersetzen die komprimierten Dateien automatisch die Originaldateien. Die Anwendung ist ohne weitere Bearbeitung sofort einsatzbereit.

Bei einer verschlüsselten Anwendung enthält die Komprimierung auch die Schritte Entschlüsselung und Verschlüsselung. Dazu ist auch der aktuelle Verschlüsselungscode erforderlich. Ist noch kein gültiger Datenschlüssel angegeben, erscheint ein Dialogfenster, dass die Passphrase oder den Datenschlüssel anfordert.

Warnung: Die Originaldatei wird bei jedem Reparievorgang dupliziert, was den Anwendungsordner vergrößert. Sie

sollten darauf achten (besonders auf macOS, wo 4D Anwendungen als Package erscheinen), dass die Größe der Anwendung nicht exzessiv ansteigt. In diesem Fall ist es hilfreich, die Kopien der Originaldatei im Package manuell zu entfernen, damit die Größe des Package im Rahmen bleibt.

Logbuch öffnen

Ist das Komprimieren abgeschlossen, erzeugt 4D ein Logbuch im Ordner Logs des Projekts. Hier können Sie alle ausgeführten Operationen ansehen. Es wird im XML-Format erstellt und lautet: *ApplicationName_Compact_Log_YYYY-MM-DD HH-MM-SS.XML*:

- *ApplicationName* ist der Name der Projektdatei ohne Endung, zum Beispiel "Rechnungen"
- *YYYY-MM-DD HH-MM-SS* ist der Zeitstempel der Datei. Er basiert auf der lokalen Systemzeit, zur der die Wartungsoperation gestartet wurde, zum Beispiel "2019-02-11 15-20-45".

Klicken Sie auf die Schaltfläche Logbuch öffnen, zeigt 4D das neueste Logbuch im standardmäßigen Browser des Rechners an.

Erweiterter Modus

Die Seite Kompakt enthält die Schaltfläche Erweitert>. Damit öffnen Sie eine Seite mit Optionen zum Komprimieren der Datendatei.

Komprimiere Datensätze und Indizes

Der Bereich Komprimiere Datensätze und Indizes enthält den Pfadnamen der aktuellen Datendatei und die Schaltfläche [...] zum Auswählen einer anderen Datendatei. Klicken Sie auf diese Schaltfläche, erscheint ein Standard-Öffnen Dialog, um die gewünschte Datendatei zum Komprimieren auszuwählen. Sie müssen eine Datendatei auswählen, die zur geöffneten Strukturdatei passt. Bestätigen Sie dieses Dialogfenster, erscheint der Pfadname der zu komprimierenden Datei im Fenster.

Über die Schaltfläche [...] können Sie vor dem Komprimieren einen anderen Ort zum Speichern der Originaldateien angeben. Diese Option ist insbesondere beim Komprimieren umfangreicher Dateien auf verschiedenen Festplatten hilfreich.

Erzwinge Aktualisierung aller Datensätze

Ist diese Option markiert, schreibt 4D während der Komprimierung jeden Datensatz für jede Tabelle gemäß seiner Beschreibung in der Struktur erneut. Ist diese Option nicht markiert, organisiert 4D lediglich das Speichern der Daten auf der Festplatte neu. Diese Option ist in folgenden Fällen von Nutzen:

- Wenn Feldtypen in der Struktur der Anwendung nach der Dateneingabe geändert wurden. Sie haben z. B. ein Feld vom Typ Lange Ganzzahl in den Typ Zahl geändert. 4D erlaubt sogar Änderungen zwischen unterschiedlichen Typen (mit dem Risiko von Datenverlust), z. B. lässt sich ein Feld vom Typ Zahl in den Typ Text ändern und umgekehrt. In diesem Fall konvertiert 4D bereits eingegebene Daten nicht rückwirkend; Daten werden nur beim Laden und Sichern von Datensätzen konvertiert. Diese Option erzwingt die Konvertierung aller Daten.
- Wenn die Option externes Speichern für Daten vom Typ Text, Bild oder BLOB nach der Dateneingabe geändert wurde. Das kann insbesondere beim Konvertieren der Datenbanken aus einer Version älter als v13 passieren. Auch hier konvertiert 4D bereits eingegebene Daten nicht rückwirkend. Mit dieser Option können Sie erzwingen, dass alle Datensätze aktualisiert werden, damit der neue Speicherungsmodus auch auf bereits eingegebene Datensätze angewandt wird.
- Wenn Tabellen oder Felder gelöscht wurden. In diesem Fall wird der Platz der entfernten Daten beim Komprimieren mit Aktualisieren aller Datensätze wieder verwendet und so die Dateigröße verringert.

Ist diese Option gewählt, werden alle Indizes aktualisiert.

Komprimiere Adresstabelle

(Option nur aktiv, wenn die vorige Option markiert ist)

Diese Option baut beim Komprimieren die Adresstabelle für die Datensätze komplett neu auf. Das optimiert die Größe der Adresstabelle und ist nur sinnvoll für Datenbanken, wo umfangreiches Datenvolumen erstellt und dann wieder gelöscht wurde. In anderen Fällen ist die Optimierung nicht signifikant.

Beachten Sie, dass diese Option die Komprimierung beträchtlich verlangsamt und alle Mengen, die über den Befehl `SAVE SET` gesichert wurden, ungültig werden. Wir empfehlen außerdem dringend, in diesem Fall gesicherte Mengen zu löschen, da ihre Verwendung zur Auswahl nicht-korrektener Daten führen kann.

- Beim Komprimieren werden auch die Datensätze von Tabellen berücksichtigt, die im Papierkorb liegen. Gibt es dort eine große Anzahl Datensätze, kann das ein weiterer Faktor sein, der die Operation verlangsamt.
- Diese Option macht die Adresstabelle und folglich auch die Anwendung inkompatibel zum aktuellen Logbuch (sofern vorhanden). Es wird automatisch gesichert und beim nächsten Start der Anwendung muss ein neues Logbuch angelegt werden.
- Um zu sehen, ob die Adresstabelle komprimiert werden muss, gehen Sie auf die Seite [Information des MSC](#) und vergleichen die Gesamtanzahl der Datensätze mit der Größe der Adresstabelle.

Seite Zurückfahren

Auf dieser Seite können Sie auf die Funktion Rollback für die im Logbuch ausgeführten Operationen zugreifen. Sie arbeitet ähnlich wie die Operation Rückgängig auf mehreren Ebenen. Das ist besonders hilfreich, wenn ein Datensatz versehentlich in der Anwendung gelöscht wurde.

Diese Funktion ist nur verfügbar, wenn die Anwendung mit einem Logbuch arbeitet.

Maintenance and Security Center

Rollback

The list below shows all the performed operations recorded in the log file since the last backup.

Operation	Action	Table	Primary...	Process	Size	Date	Hour	System User	4D User	Values	Records
1006	Deletion	Parts	103		63	16/12/2019	18:10	aschmitt	Main user		102
1007	Deletion	Parts	102		63	16/12/2019	18:10	aschmitt	Main user		101
1008	Deletion	Parts	101		63	16/12/2019	18:10	aschmitt	Main user		100
1009	Deletion	Parts	100		63	16/12/2019	18:10	aschmitt	Main user		99
1010	Deletion	Parts	99		63	16/12/2019	18:10	aschmitt	Main user		98
1011	Deletion	Parts	98		63	16/12/2019	18:10	aschmitt	Main user		97
1012	Deletion	Parts	97		63	16/12/2019	18:10	aschmitt	Main user		96
1013	Deletion	Parts	146		63	16/12/2019	18:10	aschmitt	Main user		145
1014	Deletion	Parts	145		63	16/12/2019	18:10	aschmitt	Main user		144
1015	Deletion	Parts	144		63	16/12/2019	18:10	aschmitt	Main user		143
1016	Deletion	Parts	143		63	16/12/2019	18:10	aschmitt	Main user		142
1017	Deletion	Parts	142		63	16/12/2019	18:10	aschmitt	Main user		141
1018	Deletion	Parts	141		63	16/12/2019	18:10	aschmitt	Main user		140
1019	Deletion	Parts	8		63	16/12/2019	18:10	aschmitt	Main user		7
1020	Deletion	Parts	7		63	16/12/2019	18:10	aschmitt	Main user		6
1021	Deletion	Parts	6		63	16/12/2019	18:10	aschmitt	Main user		5

By selecting a specific log action in the list above and clicking the Rollback button, 4D Application will close the current data file, restore and open the selected backup of the database and perform all the above logged actions including the selected one.

The rollback operation cannot be undone, but the current data file will be renamed and stored on the disk.

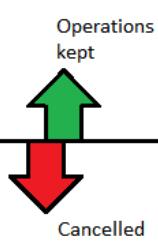
Current log file

Rollback

Ist die Anwendung verschlüsselt und wird kein gültiger Verschlüsselungscode für das offene Logbuch geliefert, erscheinen verschlüsselte Werte nicht in der Spalte Werte. Klicken Sie auf die Schaltfläche Rollback, erscheint ein Dialogfenster, das die Passphrase oder den Datenschlüssel anfordert.

Die Liste ist genauso aufgebaut und funktioniert wie auf der Seite [Aktivitätsanalyse](#).

Um ein Rollback in den Operationen auszuführen, wählen Sie die Zeile, nach der alle Operationen annulliert werden sollen. Die Operation der gewählten Zeile bleibt als letzte erhalten. Wollen Sie z. B. einen Löschvorgang aufheben, wählen Sie die direkt davor liegende Operation. Diese bleibt dann erhalten, alle nachfolgenden Operationen werden annulliert.



A screenshot of a database log table showing a list of operations. The table has columns: Operation, Action, Table, Primary..., Process, Size, Date, Hour, System User, 4D User, Values, and Recorc. A horizontal line with arrows indicates the selection range. The selected operation (row 1014) is highlighted in blue. A green arrow points upwards from this row to the text 'Operations kept'. A red arrow points downwards from the same row to the text 'Cancelled operations'.

Operation	Action	Table	Primary...	Process	Size	Date	Hour	System User	4D User	Values	Recorc
1006	Deletion	Parts	103		63	16/12/2019	18:10	aschmitt	Main user		102
1007	Deletion	Parts	102		63	16/12/2019	18:10	aschmitt	Main user		101
1008	Deletion	Parts	101		63	16/12/2019	18:10	aschmitt	Main user		100
1009	Deletion	Parts	100		63	16/12/2019	18:10	aschmitt	Main user		99
1010	Deletion	Parts	99		63	16/12/2019	18:10	aschmitt	Main user		98
1011	Deletion	Parts	98		63	16/12/2019	18:10	aschmitt	Main user		97
1012	Deletion	Parts	97		63	16/12/2019	18:10	aschmitt	Main user		96
1013	Deletion	Parts	146		63	16/12/2019	18:10	aschmitt	Main user		145
Selected operation	1014	Deletion	Parts	145	63	16/12/2019	18:10	aschmitt	Main user	144	
	1015	Deletion	Parts	144	63	16/12/2019	18:10	aschmitt	Main user	143	
	1016	Deletion	Parts	143	63	16/12/2019	18:10	aschmitt	Main user	142	
	1017	Deletion	Parts	142	63	16/12/2019	18:10	aschmitt	Main user	141	
	1018	Deletion	Parts	141	63	16/12/2019	18:10	aschmitt	Main user	140	
	1019	Deletion	Parts	8	63	16/12/2019	18:10	aschmitt	Main user	7	
	1020	Deletion	Parts	7	63	16/12/2019	18:10	aschmitt	Main user	6	
	1021	Relation	Parts	6	63	16/12/2019	18:10	aschmitt	Main user	5	

Als nächstes klicken Sie auf die Schaltfläche Rollback. Auf dem Bildschirm erscheint ein Dialogfenster zum Bestätigen. Klicken Sie auf die Schaltfläche OK, werden die Daten exakt in dem Stadium wiederhergestellt, das zum Zeitpunkt der gewählten Operation galt.

Über das PopUp-Menü am unteren Rand wählen Sie das passende Logbuch zum Ausführen der Rollback-Funktion in einer wiederhergestellten Datenbank. In diesem Fall müssen Sie das passende Logbuch der Datei im Archiv angeben.

Rollback funktioniert folgendermaßen: Klickt der Benutzer auf die Schaltfläche Rollback, schließt 4D die aktuelle Anwendung und stellt das letzte Backup der Daten der Anwendung wieder her. Die wiederhergestellte Anwendung wird dann geöffnet. 4D integriert die Operationen des Logbuchs bis zur gewählten Operation. Wurde die Anwendung noch nicht gesichert, startet 4D mit einer leeren Datendatei.

Seite Reparieren

Auf dieser Seite wählen Sie Optionen zum Reparieren der Datendatei bei Beschädigung. Generally, you will only use these functions under the supervision of 4D technical teams, when anomalies have been detected while opening the application or following a [verification](#).

Warnung: Die Originaldatei wird bei jedem Reparievorgang dupliziert, was den Anwendungsordner vergrößert. Sie sollten darauf achten (besonders auf macOS, wo 4D Anwendungen als Package erscheinen), dass die Größe der Anwendung nicht exzessiv ansteigt. In diesem Fall ist es hilfreich, die Kopien der Originaldatei im Package manuell zu entfernen, damit die Größe des Package im Rahmen bleibt.

Reparieren ist nur im Wartungsmodus verfügbar. Versuchen Sie, diese Operation im Standardmodus auszuführen, erhalten Sie die Meldung, dass die Anwendung geschlossen und im Wartungsmodus neu gestartet wird. Bei einer verschlüsselten Anwendung enthält das Reparieren auch die Schritte Entschlüsselung und Verschlüsselung. Dazu ist auch der aktuelle Verschlüsselungscode erforderlich. Ist noch kein gültiger Verschlüsselungscode angegeben, erscheint ein Dialogfenster, das die Passphrase oder den Verschlüsselungscode anfordert (siehe Seite Verschlüsseln).

Datei Überblick

Datendatei reparieren

Pfadname der aktuellen Datendatei. Über die Schaltfläche ** [...]** können Sie eine andere Datendatei auswählen. Klicken Sie auf diese Schaltfläche, erscheint ein Standard-Öffnen Dialog, um die gewünschte Datendatei zum Reparieren auszuwählen. Bei der [Standard Reparatur](#) müssen Sie eine Datendatei wählen, die mit der geöffneten Projektdatei kompatibel ist. Bei [Reparieren nach Datensatzheader](#) können Sie jede Datendatei wählen. Bestätigen Sie dieses Dialogfenster, erscheint der Pfadname der Datei zum Reparieren im Fenster.

Ordner Backup der Originaldateien

Standardmäßig wird die Originaldatei vor dem Reparieren dupliziert und im Unterordner "Replaced files (repairing)" im Anwendungsordner abgelegt. Über die zweite Schaltfläche [...] können Sie vor dem Reparieren einen anderen Ort zum Speichern der Originaldateien angeben. Diese Möglichkeit ist insbesondere beim Reparieren umfangreicher Dateien auf verschiedenen Festplatten hilfreich.

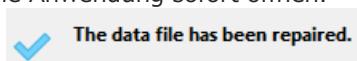
Reparierte Dateien

4D erstellt eine neue leere Datendatei an der Stelle der Originaldatei. Die Originaldatei wird in den Ordner mit Namen "%Ersetzte Dateien (Reparatur) Datum Zeit" geschoben. Seine Position wird im Bereich "Backup der Original Dateien" definiert. Standardmäßig ist der Anwendungsordner angegeben. Die leere Datei wird mit den wiederhergestellten Daten gefüllt.

Standard Reparatur

Wählen Sie diese Option, wenn nur wenige Datensätze oder Indizes beschädigt sind (Adressstabellen sind intakt). Die Daten werden komprimiert und repariert. Diese Art der Reparatur lässt sich nur ausführen, wenn Datendatei und Strukturdatei zueinander passen.

Ist die Reparatur abgeschlossen, erscheint die Seite "Reparieren" des MSC. Eine Meldung gibt an, ob die Reparatur erfolgreich war. In diesem Fall können Sie die Anwendung sofort öffnen.



Wiederherstellen nach Datensatzheader

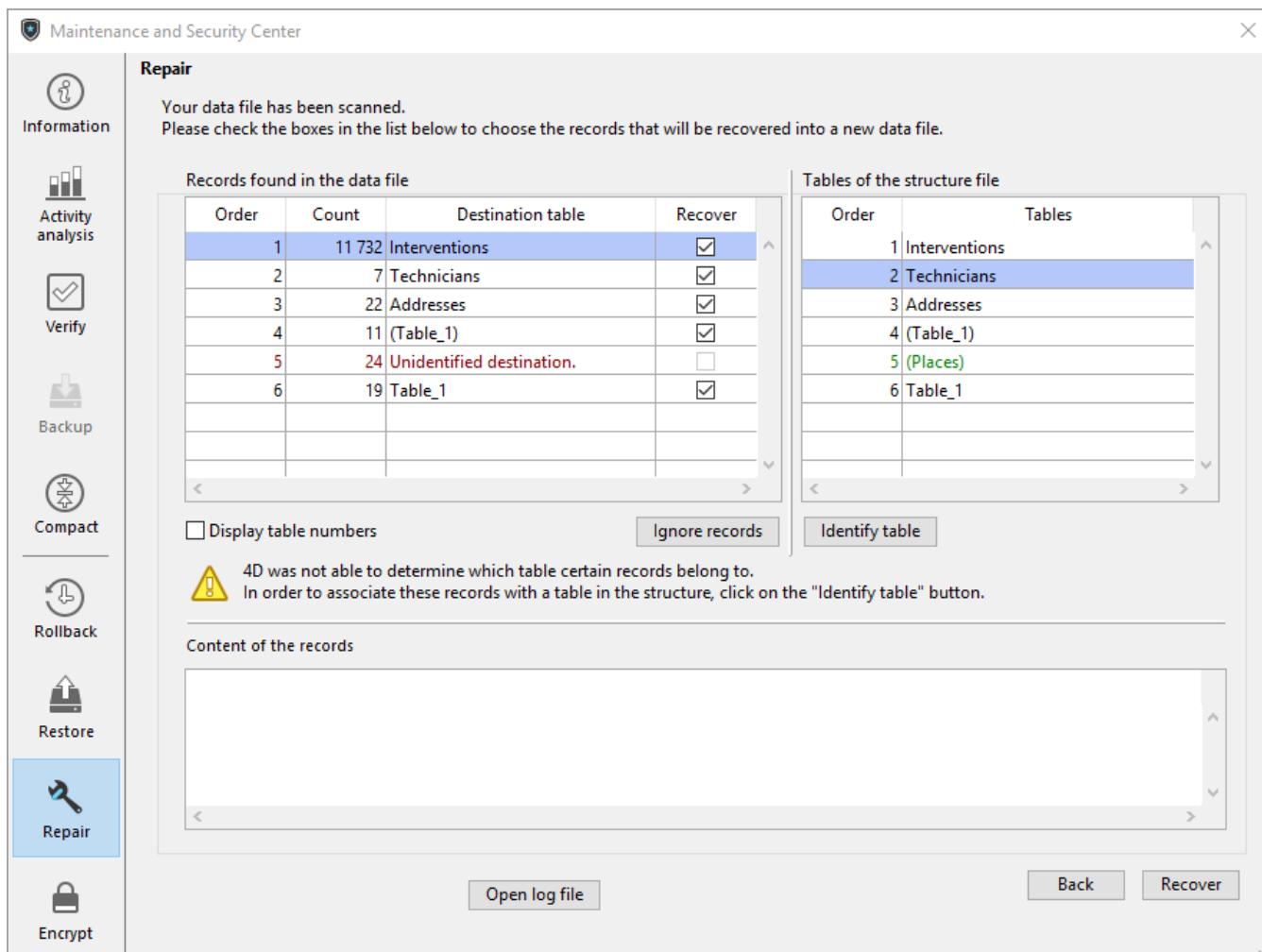
Verwenden Sie diese Reparatur auf niederer Ebene nur, wenn die Datendatei ernsthaft beschädigt ist und alle anderen Lösungen, wie Wiederherstellen über ein Backup, Standard Reparatur wirkungslos geblieben sind.

4D Datensätze sind unterschiedlich groß. Deshalb muss die Stelle, wo sie auf der Festplatte in einer spezifischen Tabelle, genannt Adresstabelle, gespeichert sind, beibehalten werden, um sie wieder zu finden. Das Programm greift deshalb auf die Adresse des Datensatzes über einen Index und eine Adresstabelle zu. Sind nur Datensätze oder Indizes beschädigt, reicht die Standardreparatur in der Regel aus, um das Problem zu lösen. Ist dagegen die Adresstabelle selbst betroffen, ist ein komplexeres Wiederherstellen erforderlich, da diese Tabelle wiederhergestellt werden muss. Dazu verwendet das MSC die Marker, die im Kopfteil jedes Datensatzes angelegt sind. Sie sind vergleichbar mit einem Inhaltsverzeichnis des Datensatzes, inkl. aller wichtigen Informationen, über die sich die Adresstabelle rekonstruieren lässt.

Haben Sie in der Datenbankstruktur in den Tabelleneigenschaften die Option **Datensätze definitiv löschen** deaktiviert, können nach dem Wiederherstellen nach Datensatzheader zuvor gelöschte Datensätze wieder erscheinen.

Wiederherstellen nach Kopfteil berücksichtigt keine Einschränkungen zur Datenintegrität. So erhalten Sie nach Ausführen dieser Operation u. U. doppelte Werte in einmaligen Feldern oder NULL Werte mit Feldern, für die Nie Null definiert wurde.

Klicken Sie auf die Schaltfläche **Scannen und Reparieren**, scannt 4D die Datendatei komplett. Ist die Operation abgeschlossen, erscheint folgendes Fenster:



Ließen sich alle Datensätze und alle Tabellen zuordnen, erscheint nur der Hauptbereich.

Der Bereich "Datensätze in Datendatei gefunden" besteht aus zwei Tabellen mit den Informationen aus dem Scan-Vorgang.

- Die erste Tabelle zeigt die Information aus dem Scannen der Datendatei. Jede Zeile enthält eine Gruppe der wiederherstellbaren Datensätze in der Datendatei:
 - Die Spalte Reihenfolge gibt die Reihenfolge der Wiederherstellung für die Gruppe der Datensätze an.
 - Die Spalte Anzahl zeigt die Anzahl der Datensätze in der Tabelle.
 - Die Spalte Zieltabelle gibt die Namen der Tabellen an, die automatisch den Gruppen der identifizierten Datensätze zugewiesen wurden. Die Namen der dazugehörigen Tabellen erscheinen automatisch in grün. Nicht zugewiesene Gruppen, z.B. Tabellen, die keinen Datensätzen zugeordnet werden konnten, erscheinen in rot.
 - Über die Spalte Retten können Sie für jede Gruppe angeben, ob Sie die Datensätze wiederherstellen wollen. Diese Option ist standardmäßig für jede Gruppe mit Datensätzen markiert, die einer Tabelle zugeordnet werden können.
- Die zweite Tabelle zeigt die Tabellen der Projekt-Datei.

Manuell zuweisen

Ließen sich einige Datensatzgruppen aufgrund einer beschädigten Adressstabelle keinen Tabellen zuweisen, können Sie diese manuell zuweisen. Dazu wählen Sie zuerst im ersten Bereich eine nicht zugewiesene Gruppe aus. Zur leichteren Zuordnung zeigt der untere Bereich "Inhalt der Datensätze" eine Vorschau vom Inhalt der ersten Datensätze:

The screenshot shows the 'Repair' section of the Maintenance and Security Center. On the left, a sidebar lists various maintenance tasks: Information, Activity analysis, Verify, Backup, Compact, Rollback, Restore, Repair (which is selected and highlighted in blue), and Encrypt. The main area has two tables. The left table, 'Records found in the data file', lists three groups: 'Interventions' (Order 1, Count 11,732, Recover checked), 'Unidentified destination.' (Order 2, Count 7, Recover unchecked), and 'Addresses' (Order 3, Count 22, Recover checked). The right table, 'Tables of the structure file', lists 'Interventions' (Order 1) and 'Addresses' (Order 2). Below the tables are buttons for 'Display table numbers', 'Ignore records', and 'Identify table'. A warning message states: '4D was not able to determine which table certain records belong to. In order to associate these records with a table in the structure, click on the "Identify table" button.' At the bottom, there's a table preview titled 'Content of the records' showing five fields for each record, and buttons for 'Open log file', 'Back', and 'Recover'.

Als nächstes wählen Sie im rechten Bereich "Nicht-zugewiesene Tabellen" die passende Tabelle für die Gruppe aus und klicken auf die Schaltfläche Tabelle identifizieren. Sie können eine Tabelle auch per Drag-and-Drop zuweisen. Die Datensatzgruppe wird dann der Tabelle zugewiesen und in dieser Tabelle wiederhergestellt. Die per Hand zugewiesenen Tabellennamen erscheinen in schwarz. Über die Schaltfläche Datensätze ignorieren können Sie die manuell ausgeführte Zuweisung zwischen Tabelle und Datensatzgruppe wieder entfernen.

Logbuch öffnen

Ist das Komprimieren abgeschlossen, erzeugt 4D ein Logbuch im Ordner Logs des Projekts. Hier können Sie alle ausgeführten Operationen ansehen. Es wird im XML-Format erstellt und lautet: *ApplicationName_Repair_Log_YYYY-MM-DD_HH-MM-SS.XML*

mm-dd hh-mm-ss.xml" :

- *ApplicationName* ist der Name der Projektdatei ohne Endung, zum Beispiel "Rechnungen"
- *yyyy-mm-dd hh-mm-ss* ist der Zeitstempel der Datei. Er basiert auf der lokalen Systemzeit, zur der die Wartungsoperation gestartet wurde, zum Beispiel "2019-02-11 15-20-45".

Klicken Sie auf die Schaltfläche Logbuch öffnen, zeigt 4D das neueste Logbuch im standardmäßigen Browser des Rechners an.

Seite Verschlüsseln

Auf dieser Seite können Sie die Datendatei verschlüsseln oder *entschlüsseln* (z.B. die Verschlüsselung entfernen). Das richtet sich nach der Eigenschaft **Verschlüsselbar**, die für jede Tabelle in der Anwendung gesetzt werden kann.

Weitere Informationen dazu finden Sie im Abschnitt "Daten verschlüsseln" des 4D Handbuchs *Designmodus*. You can also read the [A deeper look into 4D data encryption](#) blog post.

Bei jeder Operation Verschlüsselung/Entschlüsselung wird ein neuer Ordner angelegt. Er lautet "Replaced Files (Encrypting) yyyy-mm-dd hh-mm-ss> oder "Replaced Files (Decrypting) yyyy-mm-dd hh-mm-ss".

Verschlüsselung ist nur im [Wartungsmodus](#) verfügbar. Versuchen Sie, diese Operation im Standardmodus auszuführen, erhalten Sie die Meldung, dass die Anwendung geschlossen und im Wartungsmodus neu gestartet wird

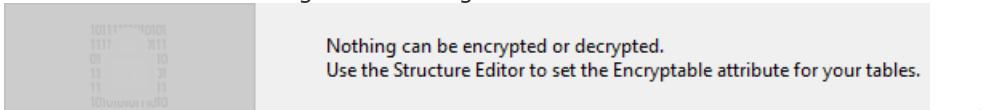
Warnung:

- Das Verschlüsseln einer Anwendung ist eine längere Operation. Währenddessen erscheint ein Ablaufbalken (den der Benutzer unterbrechen kann). Beachten Sie auch, dass beim Verschlüsselungsprozess immer eine Komprimierung durchgeführt wird.
- Jeder Verschlüsselungsvorgang produziert eine Kopie der Datendatei, was den Anwendungsordner vergrößert. Sie sollten darauf achten (besonders auf macOS, wo 4D Anwendungen als Package erscheinen), dass die Größe der Anwendung nicht exzessiv ansteigt. In diesem Fall ist es hilfreich, die Kopien der Originaldatei im Package manuell zu entfernen, damit die Größe des Package im Rahmen bleibt.

Daten zum ersten Mal verschlüsseln

Beim ersten Verschlüsseln Ihrer Daten über das MSC sind folgende Schritte erforderlich:

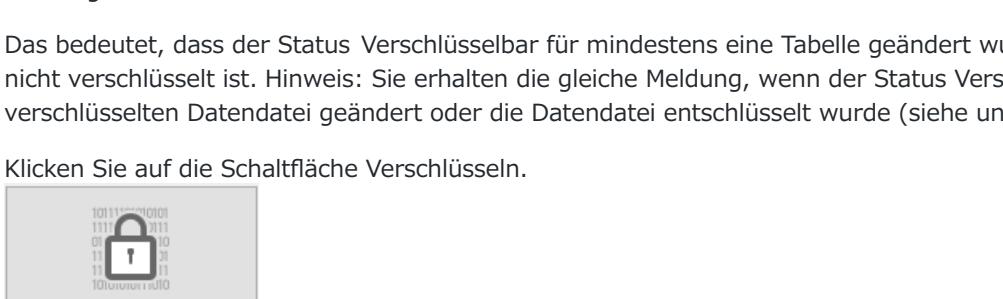
- Markieren Sie im Struktureditor über das Inspektorfenster für jede Tabelle, die verschlüsselbar sein soll, die Eigenschaft **Verschlüsselbar**. Weitere Informationen dazu finden Sie im Abschnitt "Tabelleneigenschaften".
- Öffnen Sie die Seite Verschlüsseln des MSC. Haben Sie für keine Tabelle die Eigenschaft **Verschlüsselbar** gewählt, erscheint auf der Seite folgende Meldung:



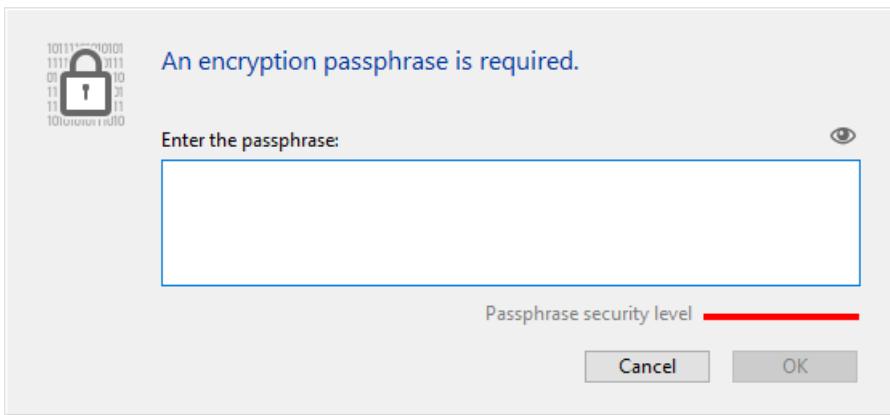
Andernfalls erscheint diese



Meldung:



Sie erhalten ein Dialogfenster zum Eingeben einer Passphrase für Ihre Datendatei:



Die Passphrase dient zum Generieren des Verschlüsselungscodes für die Daten. Eine Passphrase ist eine sicherere Version als ein Kennwort, da sie eine größere Anzahl Zeichen enthalten kann. Sie können beispielsweise einen kompletten Satz eingeben, wie "Wir kommen alle nach Massenhausen" oder "Meine 1. große Passphrase!!" Der Indikator für die Sicherheitsstufe zeigt an, wie hoch die eingegebene Passphrase bewertet wird: Passphrase security level: (komplett grün ist die höchste Stufe)

4. Geben Sie zum Bestätigen Ihre gesicherte Passphrase ein.

Dann wird der Prozess zum Verschlüsseln gestartet. Wurde das MSC im Standardmodus geöffnet, wird die Anwendung geschlossen und erneut im Wartungsmodus geöffnet.

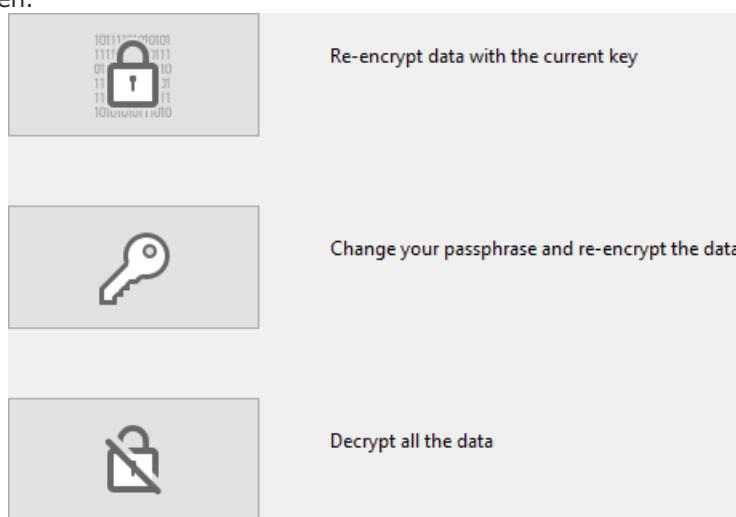
4D bietet an, den Verschlüsselungscode zu sichern (siehe unten im Absatz [Verschlüsselungscode sichern](#)). Sie können das gleich oder später machen. Sie können auch das Logbuch zur Verschlüsselung öffnen.

War der Prozess zum Verschlüsseln erfolgreich, zeigt die Seite Verschlüsseln Schaltflächen für Wartungsoperationen beim Verschlüsseln.

Warnung: 4D erstellt beim Verschlüsseln eine neue leere Datendatei und füllt sie mit Daten aus der ursprünglichen Datendatei. Datensätze aus "verschlüsselbaren" Tabellen werden verschlüsselt und dann kopiert, andere Datensätze werden nur kopiert. (Außerdem wird eine Komprimierung durchgeführt). War die Operation erfolgreich, wird die ursprüngliche Datendatei in den Ordner "Replaced Files (Encrypting)" geschoben. Wollen Sie eine verschlüsselte Datendatei ausliefern, stellen Sie sicher, dass zuvor alle unverschlüsselten Datendateien aus dem Anwendungsordner verschoben/entfernt wurden.

Wartungsoperationen beim Verschlüsseln

Beim Verschlüsseln einer Anwendung (siehe oben) bietet die Seite Verschlüsseln verschiedene Möglichkeiten für standardmäßige Operationen.



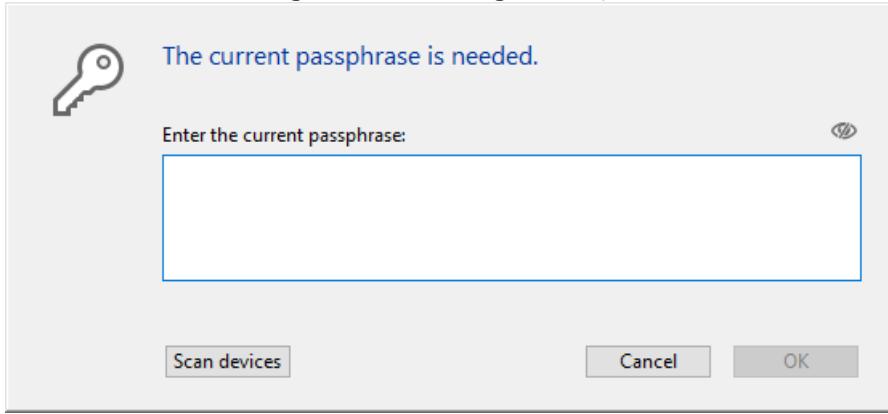
Den aktuellen Verschlüsselungscode für Daten liefern

Aus Sicherheitsgründen wird bei allen Wartungsoperationen für Verschlüsselung der aktuelle Verschlüsselungscode der Daten angefordert.

- Wurde der Verschlüsselungscode für Daten bereits in den 4D Schlüsselbund (1) geladen, verwendet 4D ihn

automatisch wieder.

- Wird kein Verschlüsselungscode für Daten gefunden, müssen Sie ihn liefern. Es erscheint folgendes Dialogfenster:



An dieser Stelle haben Sie zwei Möglichkeiten:

- Sie geben die aktuelle Passphrase(2) ein und klicken auf OK. ODER
- Sie schließen ein Gerät, z. B. einen USB Key an und klicken auf die Schaltfläche Gerät scannen.

(1) Der 4D Schlüsselbund speichert alle gültigen Verschlüsselungscodes für Daten, die während der Anwendungssitzung eingegeben wurden.

(2) Die aktuelle Passphrase ist die Passwort-Folge, die zum Generieren des aktuellen Verschlüsselungscodes verwendet wird.

Ist die Eingabe korrekt, startet 4D in allen Fällen erneut im Wartungsmodus (falls das noch nicht der Fall ist) und führt die Operation aus.

Daten mit dem aktuellen Verschlüsselungscode erneut verschlüsseln

Diese Operation ist hilfreich, wenn der Status Verschlüsselbar für eine oder mehrere Tabellen mit Daten geändert wurde. Zur Vermeidung von Inkonsistenzen in der Datendatei erlaubt 4D in solchen Fällen keinen Schreibzugriff auf die Datensätze dieser Tabellen in der Anwendung. Die Daten müssen dann erneut verschlüsselt werden, um wieder einen gültigen Verschlüsselungsstatus herzustellen.

1. Markieren Sie die Option Daten mit dem aktuellen Schlüssel wieder verschlüsseln.
2. Geben Sie den aktuellen Verschlüsselungscode für Daten ein.

Die Datendatei wird erneut ordnungsgemäß mit dem aktuellen Schlüssel verschlüsselt und es erscheint eine Meldung als Bestätigung:



Passphrase verändern und Daten erneut verschlüsseln

Diese Operation bietet sich an, wenn Sie Ihren aktuellen Verschlüsselungscode für Daten verändern müssen, um bestimmte Sicherheitsregeln einzuhalten (z. B. wenn ein Admin das Unternehmen verlassen hat).

1. Wählen Sie die Option Ändern Sie Ihre Passphrase und verschlüsseln Sie die Daten erneut .
2. Geben Sie den aktuellen Verschlüsselungscode für Daten ein.
3. Geben Sie die neue Passphrase ein. Für zusätzliche Sicherheit werden Sie aufgefordert, diese ein zweites Mal



einzugeben: _____ Die Datendatei wird mit dem neuen Schlüssel verschlüsselt und es erscheint eine Meldung als Bestätigung.

Your data has been successfully encrypted

Alle Daten entschlüsseln

Diese Operation entfernt jede Verschlüsselung aus der Datendatei. Sollen Ihre Daten nicht länger verschlüsselt sein:

1. Klicken Sie auf die Option Alle Daten entschlüsseln.
2. Geben Sie den aktuellen Verschlüsselungscode für Daten ein (siehe oben unter "Den aktuellen Verschlüsselungscode für Daten liefern").

Die Datendatei wird komplett entschlüsselt und es erscheint eine Meldung als Bestätigung:

Your data is no longer encrypted.

Ist die Datendatei entschlüsselt, passt der Verschlüsselungsstatus der Tabellen nicht mehr zur Eigenschaft Verschlüsselbar. Um den passenden Status wiederherzustellen, müssen Sie alle Eigenschaften Verschlüsselbar auf der Strukturbene der Anwendungen abwählen.

Verschlüsselungscode sichern

In 4D können Sie den Verschlüsselungscode für Daten in einer spezifischen Datei speichern. Speichern Sie diese Datei auf einem externen Gerät, z. B. einem USB Key, vereinfacht das den Einsatz einer verschlüsselten Anwendung. Der Benutzer muss vor dem Öffnen der Anwendung lediglich das Gerät anschließen und kann dann auf verschlüsselte Daten zugreifen.

Sie können den Verschlüsselungscode jedes Mal sichern, wenn eine neue Passphrase angelegt wird:

- wenn die Anwendung zum ersten Mal verschlüsselt wird
- wenn die Anwendung mit einer neuen Passphrase erneut verschlüsselt wird.

Aufeinanderfolgende Verschlüsselungscodes lassen sich auf dem gleichen Gerät speichern.

Logbuch

Ist das Komprimieren abgeschlossen, erzeugt 4D eine Datei im Ordner Logs der Anwendung im XML Format mit Namen "Anwendungsname_Encrypt_Log_yyyy-mm-dd hh-mm-ss.xml" oder "Anwendungsname_Decrypt_Log_yyyy-mm-dd hh-mm-ss.xml".

Immer wenn ein neues Logbuch angelegt wurde, erscheint auf der Seite Verschlüsselt unten die Schaltfläche Logbuch anzeigen.

Das Logbuch listet alle internen Operationen, die während dem Prozess Verschlüsseln/Entschlüsseln ausgeführt werden, sowie evtl. aufgetretene Fehler.

Cópia de segurança

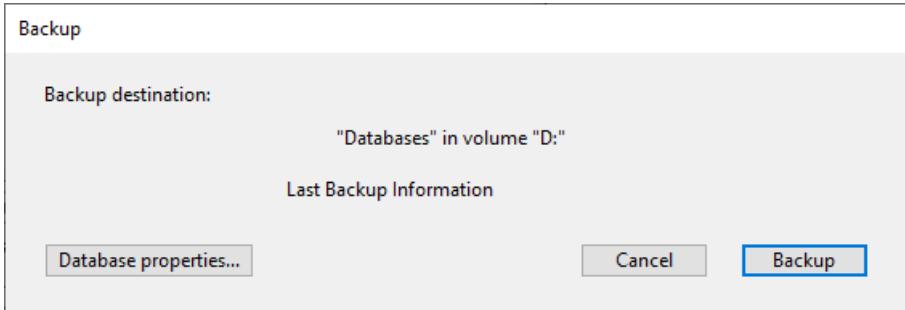
Uma cópia de segurança pode ser começada de três maneiras:

- Manualmente, usando o comando Cópia de segurança... do menu 4D Arquivo ou o botão Backup de [Centro de Manutenção e Segurança](#).
- Automaticamente, usando o programador que pode ser definido nas Propriedades,
- Por programação, utilizando o comando `BACKUP`.

4D Server: é possível iniciar uma cópia de segurança manualmente desde uma máquina remota mediante um método que chama ao comando `BACKUP`. O comando será executado, em todos os casos, no servidor.

Manual backup

1. Select the Backup... command in the 4D File menu.



The backup window appears:

You can see the location of the backup folder using the pop-up menu next to the "Backup destination" area. This location is set on the Backup/Configuration page of the Database Settings.

- You can also open the [Maintenance and Security Center](#) of 4D and display the [Backup page](#).

The Database properties... button causes the Backup/Configuration page of the Structure Settings to be displayed.

2. Click Backup to start the backup using current parameters.

Scheduled automatic backup

Scheduled backups are started automatically. They are configured in the Backup/Scheduler page of the Settings.

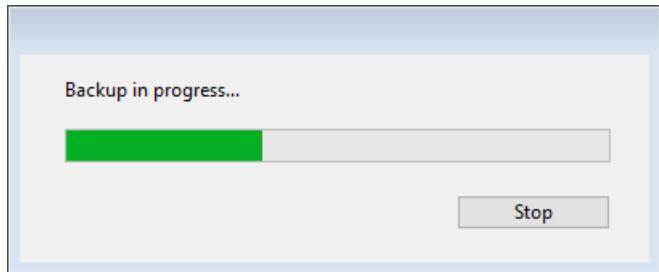
Backups are automatically performed at the times defined on this page without any type of user intervention. For more information on using this dialog box, refer to [Scheduler in backup settings](#).

BACKUP command

When the `BACKUP` 4D language command is executed from any method, the backup starts using the current parameters as defined in the Settings. You can use the `On Backup Startup` and `On Backup Shutdown` database methods for handling the backup process (see the *4D Language Reference* manual).

Managing the backup processing

Once a backup is started, 4D displays a dialog box with a thermometer indicating the progress of the backup:



This thermometer is also displayed on the [Backup page of the MSC](#) if you have used this dialog box.

The Stop button lets the user interrupt the backup at any time (refer to [Handling backup issues](#) below).

The status of the last backup (successful or failed) is stored in the Last Backup Information area of the [Backup page in the MSC](#) or in the Maintenance page of 4D Server. It is also recorded in the database Backup journal.txt.

Accessing the application during backup

During a backup, access to the application is restricted by 4D according to the context. 4D locks any processes related to the types of files included in the backup: if only the project files are being backed up, access to the structure is not possible but access to the data will be allowed.

Conversely, if only the data file is being backed up, access to the structure is still allowed. In this case, the application access possibilities are as follows:

- With the 4D single-user version, the application is locked for both read and write; all processes are frozen. No actions can be performed.
- With 4D Server, the application is only write locked; client machines can view data. If a client machine sends an add, remove or change request to the server, a window appears asking the user to wait until the end of the backup. Once the application is saved, the window disappears and the action is performed. To cancel the request in process and not wait for the end of the backup, simply click the Cancel operation button. However, if the action waiting to be executed comes from a method launched prior to the backup, you should not cancel it because only operations remaining to be performed are cancelled. Also, a partially executed method can cause logical inconsistencies in the data. > When the action waiting to be executed comes from a method and the user clicks the Cancel operation button, 4D Server returns error -9976 (This command cannot be executed because the database backup is in progress).

Handling backup issues

It may happen that a backup is not executed properly. There may be several causes of a failed backup: user interruption, attached file not found, destination disk problems, incomplete transaction, etc. 4D processes the incident according to the cause.

In all cases, keep in mind that the status of the last backup (successful or failed) is stored in the Last Backup Information area of the [Backup page in the MSC](#) or in the Maintenance page of 4D Server, as well as in the Backup journal.txt.

- User interruption: The Stop button in the progress dialog box allows users to interrupt the backup at any time. In this case, the copying of elements is stopped and the error 1406 is generated. You can intercept this error in the `On Backup Shutdown` database method.
- Attached file not found: When an attached file cannot be found, 4D performs a partial backup (backup of application files and accessible attached files) and returns an error.
- Backup impossible (disk is full or write-protected, missing disk, disk failure, incomplete transaction, application not launched at time of scheduled automatic backup, etc.): If this is a first-time error, 4D will then make a second attempt to perform the backup. The wait between the two attempts is defined on the Backup/Backup & Restore page of the Settings. If the second attempt fails, a system alert dialog box is displayed and an error is generated. You can intercept this error in the `On Backup Shutdown` database method.

Backup Journal

To make following up and verifying backups easier, the backup module writes a summary of each operation performed in a special file, which is similar to an activity journal. Like an on-board manual, all database operations (backups,

restores, log file integrations) are logged in this file whether they were scheduled or performed manually. The date and time that these operations occurred are also noted in the journal.

The backup journal is named "Backup Journal[001].txt" and is placed in the "Logs" folder of the project. The backup journal can be opened with any text editor.

Management of backup journal size

In certain backup strategies (for example, in the case where numerous attached files are being backed up), the backup journal can quickly grow to a large size. Two mechanisms can be used to control this size:

- Automatic backup: Before each backup, the application examines the size of the current backup journal file. If it is greater than 10 MB, the current file is archived and a new file is created with the [xxx] number incremented, for example "Backup Journal[002].txt". Once file number 999 is reached, the numbering begins at 1 again and the existing files will be replaced.
- Possibility of reducing the amount of information recorded: To do this, simply modify the value of the `VerboseMode` key in the *Backup.4DSettings* file of the project. By default, this key is set to True. If you change the value of this key to False, only the main information will be stored in the backup journal: date and time of start of operation and any errors encountered. The XML keys concerning backup configuration are described in the *4D XML Keys Backup* manual.

backupHistory.json

All information regarding the latest backup and restore operations are stored in the application's `backupHistory.json` file. It logs the path of each saved file (including attachments) as well as number, date, time, duration, and status of each operation. To limit the size of the file, the number of logged operations is the same as the number of available backups ("Keep only the last X backup files") defined in the backup settings.

The `backupHistory.json` file is created in the current backup destination folder. You can get the actual path for this file using the following statement:

```
$backupHistory:=Get 4D file(Backup history file)
```

WARNING

Deleting or moving the `backupHistory.json` file will cause the next backup number to be reset. The `backupHistory.json` file is formatted to be used by the 4D application. If you are looking for a human-readable report on backup operations, you might find the Backup journal more accurate.

Backup Settings

Backup settings are defined through three pages in the [Settings dialog box](#). You can set:

- the scheduler for automatic backups
- the files to include in every backup
- the advanced features allowing to execute automatic tasks

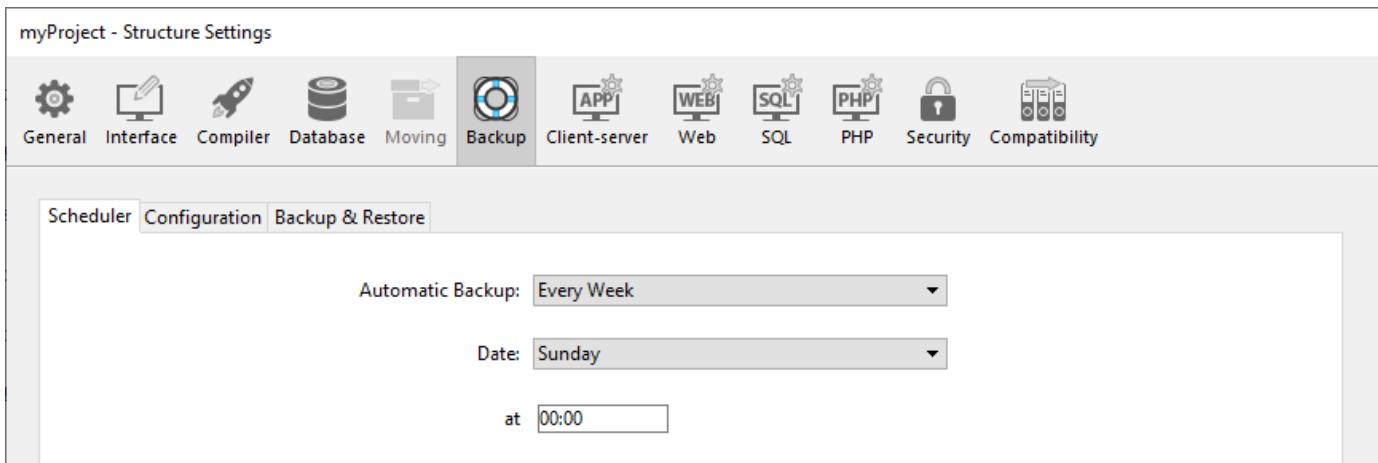
Settings defined in this dialog box are written in the *Backup.4DSettings* file, stored in the [Settings folder](#).

Scheduler

You can automate the backup of applications opened with 4D or 4D Server (even when no client machines are connected). This involves setting a backup frequency (in hours, days, weeks or months); for each session, 4D automatically starts a backup using the current backup settings.

If this application was not launched at the theoretical moment of the backup, the next time 4D is launched, it considers the backup as having failed and proceeds as set in the Settings (refer to [Handling backup issues](#)).

The scheduler backup settings are defined on the Backup/Scheduler page of the Structure Settings:



The options found on this tab let you set and configure scheduled automatic backups of the application. You can choose a standard quick configuration or you can completely customize it. Various options appear depending on the choice made in the Automatic Backup menu:

- Never: The scheduled backup feature is disabled.
- Every Hour: Programs an automatic backup every hour, starting with the next hour.
- Every Day: Programs an automatic backup every day. You can then enter the time when the backup should start.
- Every Week: Programs an automatic backup every week. Two additional entry areas let you indicate the day and time when the backup should start.
- Every Month: Programs an automatic backup every month. Two additional entry areas let you indicate the day of the month and the time when the backup should start.
- Personalized: Used to configure "tailormade" automatic backups. When you select this option, several additional entry areas appear:
 - Every X hour(s): Allows programming backups on an hourly basis. You can enter a value between 1 and 24.
 - Every X day(s) at x: Allows programming backups on a daily basis. For example, enter 1 if you want to perform a daily backup. When this option is checked, you must enter the time when the backup should start.
 - Every X week(s) day at x: Allows programming backups on a weekly basis. Enter 1 if you want to perform a weekly backup. When this option is checked, you must enter the day(s) of the week and the time when the backup should start. You can select several days of the week, if desired. For example, you can use this option to set two weekly backups: one on Wednesday and one on Friday.
 - Every X month(s), Xth Day at x: Allows programming backups on a monthly basis. Enter 1 if you want to

perform a monthly backup. When this option is checked, you must indicate the day of the month and the time when the backup should start.

Switches back and forth from Standard time to Daylight saving time could temporarily affect the automatic scheduler and trigger the next backup with a one-hour time shift. This happens only once and subsequent backups are run at the expected scheduled time.

Configuration

The Backup/Configuration page of the Structure Settings lets you set the backup files and their location, as well as that of the log file. These parameters are specific to each application opened by 4D or 4D Server.

myProject - Structure Settings

General Interface Compiler Database Moving **Backup** Client-server Web SQL PHP Security Compatibility

Scheduler Configuration **Backup & Restore**

Content

Data
 Structure
 User Structure (only for binary database)

Attachments:

./Data/data.4DIndx
./Data/data.4DSyncData
./Data/data.4DSyncHeader

Delete Add folder... Add file...

Backup File Destination Folder

"myProject" in volume "D:"

Used Space: 130,19 Go Free Space: 346,26 Go

Log Management

Use Log:
"data.journal" in volume "D:"

4D Server: These parameters can only be set from the 4D Server machine.

Content

This area allows you to set which files and/or folders to copy during the next backup.

- Data: Application data file. When this option is checked, the following elements are automatically backed up at the same time as the data:
 - the current log file of the application (if it exists),
 - the full `Settings` folder located [next to the data file](#) (if it exists), i.e. the *user settings for data*.
- Structure: Application project folders and files. In cases where projects are compiled, this option allows you to backup the `.4dz` file. When this option is checked, the full `Settings` folder located [at the same level as the Project folder](#), i.e. the *user settings*, is automatically backed up.
- User Structure File (only for binary database): *deprecated feature*

- **Attachments:** This area allows you to specify a set of files and/or folders to be backed up at the same time as the application. These files can be of any type (documents or plug-in templates, labels, reports, pictures, etc.). You can set either individual files or folders whose contents will be fully backed up. Each attached element is listed with its full access path in the "Attachments" area.
 - **Delete:** Removes the selected file from the list of attached files.
 - **Add folder...:** Displays a dialog box that allows selecting a folder to add to the backup. In the case of a restore, the folder will be recovered with its internal structure. You can select any folder or volume connected to the machine, with the exception of the folder containing the application files.
 - **Add file...:** Displays a dialog box that allows you to select a file to add to the backup.

Backup File Destination Folder

This area lets you view and change the location where backup files as well as log backup files (where applicable) will be stored.

To view the location of the files, click in the area in order to display their pathname as a pop-up menu.

To modify the location where these files are stored, click the ... button. A selection dialog box appears, which allows you to select a folder or disk where the backups will be placed. The "Used Space" and "Free Space" areas are updated automatically and indicate the remaining space on the disk of the selected folder.

Log management

The Use Log option, when checked, indicates that the application uses a log file. Its pathname is specified below the option. When this option is checked, it is not possible to open the application without a log file.

By default, any project created with 4D uses a log file (option Use Log File checked in the General Page of the Preferences). The log file is named *data.journal* and is placed in the Data folder.

Activating a new log file requires the data of the application to be backed up beforehand. When you check this option, a warning message informs you that a backup is necessary. The creation of the log file is postponed and it will actually be created only after the next backup of the application.

Backup & Restore

Modifying backup and restore options is optional. Their default values correspond to a standard use of the function.

myProject - Structure Settings

General settings

- Keep only the last backup files
- Backup only if the data file has been modified
- Delete oldest backup file
- If backup fails:
 - Retry at the next scheduled date and time
 - Retry after Seconds
- Cancel the operation after attempts

Archive

- Segment Size (Mb):
- Compression Rate:
- Interlacing Rate:
- Redundancy Rate:

Automatic Restore

- Restore last backup if database is damaged
- Integrate last log if database is incomplete

General settings

- Keep only the last X backup files: This parameter activates and configures the mechanism used to delete the oldest backup files, which avoids the risk of saturating the disk drive. This feature works as follows: Once the current backup is complete, 4D deletes the oldest archive if it is found in the same location as the archive being backed up and has the same name (you can request that the oldest archive be deleted before the backup in order to save space). If, for example, the number of sets is set to 3, the first three backups create the archives MyBase-0001, MyBase-0002, and MyBase-0003 respectively. During the fourth backup, the archive MyBase-0004 is created and MyBase-0001 is deleted. By default, the mechanism for deleting sets is enabled and 4D keeps 3 backup sets. To disable the mechanism, simply deselect the option.

This parameter concerns both application and log file backups.

- Backup only if the data file has been modified : When this option is checked, 4D starts scheduled backups only if data has been added, changed or deleted since the last backup. Otherwise, the scheduled backup is cancelled and put off until the next scheduled backup. No error is generated; however the backup journal notes that the backup has been postponed. This option also allows saving machine time for the backup of applications principally used for viewing purposes. Please note that enabling this option does not take any modifications made to the project files or attached files into account.

This parameter concerns both application and log file backups.

- Delete oldest backup file before/after backup : This option is only used if the "Keep only the last X backup files" option is checked. It specifies whether 4D should start by deleting the oldest archive before starting the backup (before option) or whether the deletion should take place once the backup is completed (after option). In order for this mechanism to work, the oldest archive must not have been renamed or moved.
- If backup fails: This option allows setting the mechanism used to handle failed backups (backup impossible). When a backup cannot be performed, 4D lets you carry out a new attempt.

- Retry at the next scheduled date and time : This option only makes sense when working with scheduled automatic backups. It amounts to cancelling the failed backup. An error is generated.
- Retry after X second(s), minute(s) or hour(s) : When this option is checked, a new backup attempt is executed after the wait period. This mechanism allows anticipating certain circumstances that may block the backup. You can set a wait period in seconds, minutes or hours using the corresponding menu. If the new attempt also fails, an error is generated and the failure is noted in the status area of the last backup and in the backup journal file.
- Cancel the operation after X attempts: This parameter is used to set the maximum number of failed backup attempts. If the backup has not been carried out successfully after the maximum number of attempts set has been reached, it is cancelled and the error 1401 is generated ("The maximum number of backup attempts has been reached; automatic backup is temporarily disabled"). In this case, no new automatic backup will be attempted as long as the application has not been restarted, or a manual backup has been carried out successfully. This parameter is useful in order to avoid a case where an extended problem (requiring human intervention) that prevented a backup from being carried out would have led to the application repeatedly attempting the backup to the detriment of its overall performance. By default, this parameter is not checked.

4D considers a backup as failed if the application was not launched at the time when the scheduled automatic backup was set to be carried out.

Archive

These options apply to main backup files and to log backup files.

- Segment Size (Mb) 4D allows you to segment archives, i.e., to cut it up into smaller sizes. This behavior allows, for example, the storing of a backup on several different disks (DVDs, usb devices, etc.). During restore, 4D will automatically merge the segments. Each segment is called `MyApplication[xxxx-yyyy].4BK`, where xxxx is the backup number and yyyy is the segment number. For example, the three segments of the `MyApplication` backup are called `MyApplication[0006-0001].4BK`, `MyApplication[0006-0002].4BK` and `MyApplication[0006-0003].4BK`. The Segment Size menu is a combo box that allows you to set the size in MB for each segment of the backup. You can choose one of the preset sizes or enter a specific size between 0 and 2048. If you pass 0, no segmentation occurs (this is the equivalent of passing None).
- Compression Rate By default, 4D compresses backups to help save disk space. However, the file compression phase can noticeably slow down backups when dealing with large volumes of data. The Compression Rate option allows you to adjust file compression:
 - None: No file compression is applied. The backup is faster but the archive files are considerably larger.
 - Fast (default): This option is a compromise between backup speed and archive size.
 - Compact: The maximum compression rate is applied to archives. The archive files take up the least amount of space possible on the disk, but the backup is noticeable slowed.
- Interlacing Rate and Redundancy Rate 4D generates archives using specific algorithms that are based on optimization (interlacing) and security (redundancy) mechanisms. You can set these mechanisms according to your needs. The menus for these options contain rates of Low, Medium, High and None (default).
 - Interlacing Rate: Interlacing consists of storing data in non-adjacent sectors in order to limit risks in the case of sector damage. The higher the rate, the higher the security; however, data processing will use more memory.
 - Redundancy Rate: Redundancy allows securing data present in a file by repeating the same information several times. The higher the redundancy rate, the better the file security; however, storage will be slower and the file size will increase accordingly.

Automatic Restore

- Restore last backup if database is damaged: When this option is checked, the program automatically starts the restore of the data file of the last valid backup of the application, if an anomaly is detected (corrupted file, for example) during application launch. No intervention is required on the part of the user; however, the operation is logged in the backup journal.
- Integrate last log file if database is incomplete : When this option is checked, the program automatically integrates the log file when opening or restoring the application.
 - When opening an application, the current log file is automatically integrated if 4D detects that there are

operations stored in the log file that are not present in the data. This situation arises, for example, if a power outage occurs when there are operations in the data cache that have not yet been written to the disk.

- When restoring an application, if the current log file or a log backup file having the same number as the backup file is stored in the same folder, 4D examines its contents. If it contains operations not found in the data file, the program automatically integrates it.

The user does not see any dialog box; the operation is completely automatic. The goal is to make use as easy as possible. The operation is logged in the backup journal.

In the case of an automatic restore, only the following elements are restored: - .4DD file - .4DIndx file - .4DSyncData file - .4DSyncHeader file - External Data folder

If you wish to get the attached files or the project files, you must perform a [manual restore](#).

Log file (.journal)

A continuously-used application is always recording changes, additions or deletions. Performing regular backups of data is important but does not allow (in case of incident) restoring data entered since the last backup. To respond to this need, 4D now offers a specific tool: the log file. This file allows ensuring permanent security of data.

In addition, 4D works continuously with a data cache in memory. Any changes made to the application data are stored temporarily in the cache before being written to the hard disk. This accelerates the operation of applications; in fact, accessing memory is faster than accessing the hard disk. If an incident occurs in the application before the data stored in the cache could be written to the disk, you must include the current log file in order to restore the application entirely.

Finally, 4D has functions that analyze the contents of the log file, making it possible to rollback the operations carried out on the application data. These functions area available in the MSC: refer to the [Activity analysis](#) page and the [Rollback](#) page.

How the log file works

The log file generated by 4D contains a description of all operations performed on the data of journaled tables, which are logged sequentially. By default, all the tables are journaled, i.e. included in the log file, but you can deselect individual tables using the **Include in Log File** table property.

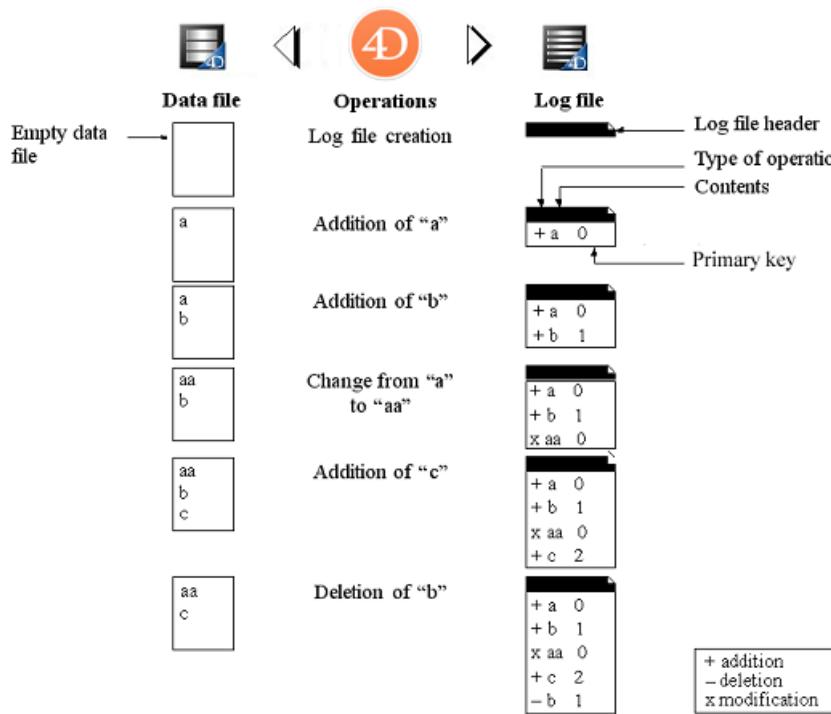
As such, each operation performed by a user causes two simultaneous actions: the first one in the data file (instruction is executed normally) and the second one in the log file (the description of the operation is recorded). The log file is created independently without disturbing or slowing down the work of the user. An application can only work with one log file at a time. The log file records the following action types:

- Opening and closing of the data file,
- Opening and closing of the process (contexts),
- Adding of records or BLOBs,
- Modifying of records,
- Deleting of records,
- Creating and closing of transactions.

For more information about these actions, refer to the [Activity analysis](#) page of the MSC.

4D manages the log file. It takes into account all operations that affect the data file equally, regardless of any manipulations performed by a user, a 4D method, the SQL engine, plug-ins, or from a Web browser or a mobile applicaton.

The following illustration sums up how the log file works:



The current log file is automatically saved with the current data file. This mechanism has two distinct advantages:

- Its avoids saturating the disk volume where the log file is stored. Without a backup, the log file would get bigger and bigger with use, and would eventually use all available disk space. For each data file backup, 4D or 4D Server closes the current log file and immediately starts a new, empty file, thereby avoiding the risk of saturation. The old log file is then archived and eventually destroyed depending on the mechanism for managing the backup sets.
- It keeps log files corresponding to backups in order to be able to parse or repair an application at a later point in time. The integration of a log file can only be done in the application to which it corresponds. It is important, in order to be able to properly integrate a log file into a backup, to have backups and log files archived simultaneously.

Creating the log file

By default, any application project created with 4D uses a log file (option set in the General page of the Preferences). The log file is named *data.journal* and is placed in the Data folder.

You can find out if your application uses a log file at any time: just check whether the Use Log option is selected on the Backup/Configuration page of the Settings. If you deselected this option, or if you use an application without a log file and wish to set up a backup strategy with a log file, you will have to create one.

To create a log file:

1. On the Backup/Configuration page of the Structure Settings, check the Use Log option. The program displays a standard open/new file dialog box. By default, the log file is named *data.journal*.
2. Keep the default name or rename it, and then select the file location. If you have at least two hard drives, it is recommended that you place the log file on a disk other than the one containing the application project. If the application hard drive is lost, you can still recall your log file.
3. Click Save. The disk and the name of the open log file are now displayed in the Use Log area of the dialog box. You can click on this area in order to display a pop-up menu containing the log path on the disk.
4. Validate the Settings dialog box.

In order for you to be able to create a log file directly, the data must be in one of the following situations:

- The data file is blank,
- You just performed a backup and no changes have yet been made to the data.

In all other cases, when you validate the Settings dialog box, an alert dialog box will appear to inform you that it is necessary to perform a backup. If you click OK, the backup begins immediately, then the log file is activated. If you click Cancel, the request is saved but the creation of the log file is postponed and it will actually be created only after the next backup of the application. This precaution is indispensable because, in order to restore an application after any

incidents, you will need a copy of the application into which the operations recorded in the log file will be integrated.

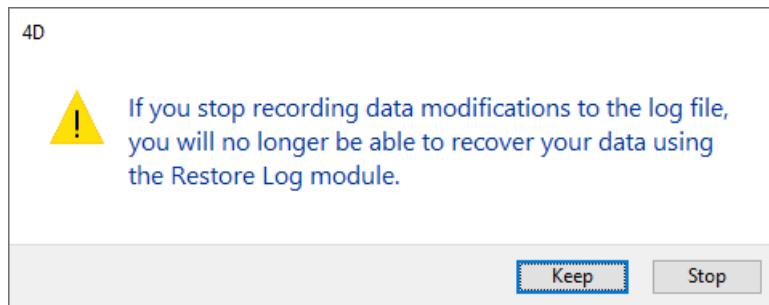
Without having to do anything else, all operations performed on the data are logged in this file and it will be used in the future when the application is opened.

You must create another log file if you create a new data file. You must set or create another log file if you open another data file that is not linked to a log file (or if the log file is missing).

Stopping a log file

If you would like to stop logging operations to the current log file, simply deselect the Use Log option on the Backup/Configuration page of the Settings.

4D then displays an alert message to remind you that this action prevents you from taking advantage of the security that the log file provides:



If you click Stop, the current log file is immediately closed (the Settings dialog box does not need to be validated afterwards).

If you wish to close the current log file because it is too large, you might consider performing a data file backup, which will cause the log file to be backed up as well.

4D Server: The `New log file` command automatically closes the current log file and starts a new one. If for some reason the log file becomes unavailable during a working session, error 1274 is generated and 4D Server does not allow users to write data anymore. When the log file is available again, it is necessary to do a backup.

Restore

4D allows you to restore entire sets of application data in case of any incidents, regardless of the cause of the incident. Two primary categories of incidents can occur:

- The unexpected stoppage of an application while in use. This incident can occur because of a power outage, system element failure, etc. In this case, depending on the current state of the data cache at the moment of the incident, the restore of the application can require different operations:
 - If the cache was empty, the application opens normally. Any changes made in the application were recorded. This case does not require any particular operation.
 - If the cache contains operations, the data file is intact but it requires integrating the current log file.
 - If the cache was in the process of being written, the data file is probably damaged. The last backup must be restored and the current log file must be integrated.
- The loss of application file(s). This incident can occur because of defective sectors on the disk containing the application, a virus, manipulation error, etc. The last backup must be restored and then the current log file must be integrated. To find out if an application was damaged following an incident, simply relaunch the application using 4D. The program performs a self-check and details the necessary restore operations to perform. In automatic mode, these operations are performed directly without any intervention on the part of the user. If a regular backup strategy was put into place, the 4D restore tools will allow you to recover (in most cases) the application in the exact state it was in before the incident.

4D can launch procedures automatically to recover applications following incidents. These mechanisms are managed using two options available on the Backup/Backup & Restore page of the Settings. For more information, refer to the [Automatic Restore](#) paragraph.

If the incident is the result of an inappropriate operation performed on the data (deletion of a record, for example), you can attempt to repair the data file using the "rollback" function in the log file. This function is available on the [Rollback](#) page of the MSC.

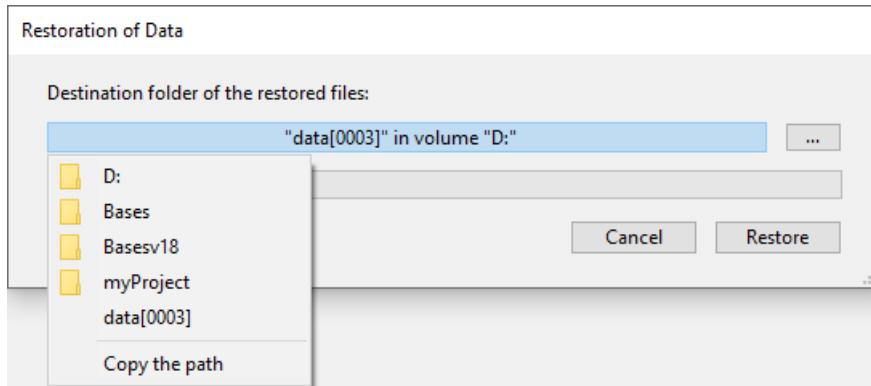
Manually restoring a backup (standard dialog)

You can restore the contents of an archive generated by the backup module manually. A manual restore may be necessary, for instance, in order to restore the full contents of an archive (project files and enclosed attached files), or for the purpose of carrying out searches among the archives. The manual restore can also be performed along with the integration of the current log file.

The manual restore of backups can be carried out either via the standard Open document dialog box, or via the [Restore](#) page of the MSC. Restoring via the MSC provides more options and allows the archive contents to be previewed. On the other hand, only archives associated with the open application can be restored.

To restore an application manually via a standard dialog box:

1. Choose **Restore...** in the 4D application File menu. It is not mandatory that an application project be open. OR Execute the **RESTORE** command from a 4D method. A standard Open file dialog box appears.
2. Select a backup file (.4bk) or a log backup file (.4bl) to be restored and click **Open**. A dialog box appears, which allows you to specify the location where files will be restored. By default, 4D restores the files in a folder named **Archivename** (no extension) located next to the archive. You can display the path:



You can also click on the [...] button to specify a different location.

3. Click on the Restore button. 4D extracts all backup files from the specified location. If the current log file or a log backup file with the same number as the backup file is stored in the same folder, 4D examines its contents. If it contains operations not present in the data file, the program asks you if you want to integrate these operations. Integration is done automatically if the Integrate last log file... option is checked (see [Automatic Restore](#)).
- 4.(Optional) Click OK to integrate the log file into the restored application. If the restore and integration were carried out correctly, 4D displays a dialog box indicating that the operation was successful.

5. Click OK.

The destination folder is displayed. During the restore, 4D places all backup files in this folder, regardless of the position of the original files on the disk when the backup starts. This way your files will be easier to find.

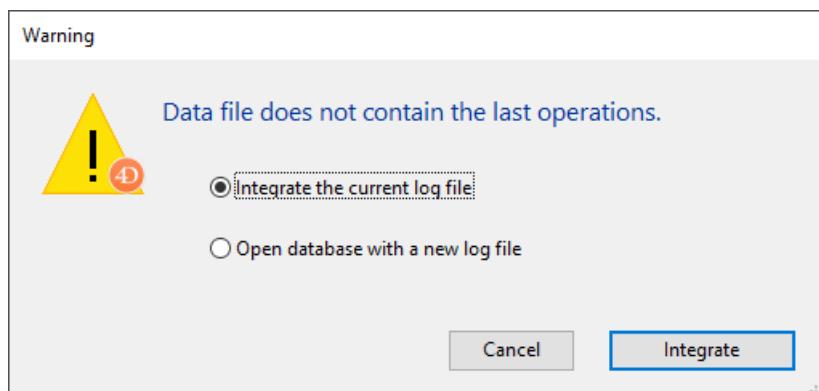
Any content related to the data file (files and `Settings` folder) are automatically restored in a `Data` subfolder within the destination folder.

Manually restoring a backup (MSC)

You can manually restore an archive of the current application using the [Restore page of the Maintenance and Security Center \(MSC\)](#).

Manually integrating the log

If you have not checked the option for the automatic integration of the log file on the Restore page of the MSC (see [Successive integration of several log files](#)), a warning dialog box appears during the opening of the application when 4D notices that the log file contains more operations than have been carried out in the data file.



In order for this mechanism to work, 4D must be able to access the log file in its current location.

You can choose whether or not to integrate the current log file. Not integrating the current log file allows you to avoid reproducing errors made in the data.

Überblick

4D in local mode, 4D in remote mode and 4D Server include a web server engine (aka http server) that enables you to design and publish powerful web applications that can make the most of your 4D databases.

Easy Monitoring

You can start or stop publication of the web application at any time. To do so, you just need to select a menu command or execute a single line of code.

Monitoring the 4D web server is easy and can be done using the 4D Server administration window or through [special URLs](#).

Ready-to-use

The 4D web server automatically creates a default root folder and a default home page for an instantaneous availability.

Security

Data security is present at every stage of the 4D web server implementations. Security levels are scalable and default settings usually select the most secure options. The 4D web server security is based upon the following elements:

- Extended support of the [TLS Protocol \(HTTPS\)](#),
- Authentication: flexible and customizable [authentication features](#) based upon built-it settings as well as fallback database methods ([On Web Authentication](#) for the web server and [On REST Authentication](#) for the REST server),
- Control of exposed contents: only elements that you expose explicitly can be available from direct web or REST requests. You must declare:
 - [Project methods](#) exposed through HTTP requests
 - [ORDA functions](#) exposed through REST requests
 - [Tables and fields](#) that you don't want to be available to REST requests.
- Sandboxing through the definition of a [HTML Root](#) folder by default,
- Control of server resource usage (e.g. [maximum concurrent web processes](#) option).

For a general overview of 4D's security features, see the [4D Security guide](#).

User Sessions

The 4D web server includes complete automatic features for easily managing [web sessions](#) (user sessions) based on cookies.

Gateway to REST Requests

The 4D web server allows accessing data stored in your 4D applications through REST requests. REST requests provide direct access to any database operation such as adding, reading, editing, ordering, or searching data.

REST requests are detailed in the [REST server](#) section.

Extended settings

The 4D web server configuration is defined through a comprehensive set of application-level settings that can also be customized for the session using the `webServer` object properties or the `WEB SET OPTION` command.

Templates and URLs

The 4D web server supports access to data stored in your 4D applications through template pages and specific URLs.

- Template pages contain [special tags](#) that initiate web server processing at the time when they are sent to browsers.
- [specific URLs](#) enable 4D to be called in order to execute any action; these URLs can also be used as form actions to trigger processing when the user posts HTML forms.

Dedicated Database Methods

[On Web Authentication](#), [On Web Connection](#), as well as [On REST Authentication](#) database methods are the entry points of requests in the web server; they can be used to evaluate and route any type of request.

Configuration

The 4D web server settings include security parameters, listening ports, defaults paths, and various options covering all the server features. 4D provides default values for every settings.

Where to configure settings?

There are different ways to configure the 4D web server settings, depending on the scope and the server you want to set:

Setting location	Scope	Involved web server
webServer object	Temporary (current session)	Any web server, including component web servers
<code>WEB SET OPTION</code> or a <code>WEB XXX</code> command	Temporary (current session)	Main server
Settings dialog box (Web pages)	Permanent (all sessions, stored on disk)	Main server

Some settings are not available from all locations.

Cache

Can be set with	Name	Kommentare
Settings dialog box	Configuration page/Use the 4D Web cache	
Settings dialog box	Configuration page/Page Cache Size	

Enables and configures the web page cache.

The 4D web server has a cache that allows you to load static pages, GIF images, JPEG images (<512 kb) and style sheets (.css files) in memory, as they are requested. Using the cache allows you to significantly increase the web server's performance when sending static pages. The cache is shared between all the web processes. When the cache is enabled, the 4D Web server looks for any static page requested by the browser in the cache first. If it finds the page, it sends it immediately. If not, 4D loads the page from disk and places it in the cache.

You can modify the size of the cache in the Pages Cache Size area. The value you set depends on the number and size of your website's static pages, as well as the resources that the host machines has at its disposal.

While using your web database, you can check the performance of the cache by using the `WEB GET STATISTICS` command. If, for example, you notice that the cache's rate of use is close to 100%, you may want to consider increasing the size that has been allocated to it. The `[/4DSTATS]` and `[/4DHMLSTATS]` URLs allow you to also obtain information about the cache's state.

Certificate folder

Can be set with	Name	Kommentare
<code>webServer object</code>	<code>certificateFolder</code>	Text property but can be a <code>4D.Folder</code> object when used with the <i>settings</i> parameter of the <code>start()</code> function.

Folder where the TLS certificate files for the web server are located.

By default with 4D or 4D Server, these files must be placed next to the [project folder](#).

With 4D in remote mode, these files must be located in the local resources folder of the database on the remote machine (see [4D Client Database Folder](#) paragraph of the [Get 4D folder](#) command). You must copy these files manually on the remote machine.

TLS certificate files are *key.pem* (document containing the private encryption key) and *cert.pem* (document containing the certificate).

Character Set

Can be set with	Name	Kommentare
webServer object	<code>characterSet</code>	MIBEnum integer or Name string
<code>WEB SET OPTION</code>	<code>Web character set</code>	MIBEnum integer or Name string
Settings dialog box	Options (II) page/Standard Set	Pop up menu

Defines the set of characters to be used by the 4D web server. The default value actually depends on the language of the OS.

This setting is also used for generating Quick Reports in HTML format .

Cipher list

Can be set with	Name	Kommentare
webServer object	<code>cipherSuite</code>	Text

Cipher list used for the secure protocol; sets the priority of ciphering algorithms implemented by the web server. Can be a sequence of strings separated by colons (for example "ECDHE-RSA-AES128-..."). See the [ciphers page](#) on the OpenSSL site.

The default cipher list used by 4D can be modified for the session using the [SET DATABASE PARAMETER](#) command, in which case the modification applies to the entire 4D application, including the web server, SQL server, client/server connections, as well as the HTTP client and all the 4D commands that make use of the secure protocol.

CORS Settings

Can be set with	Name	Kommentare
webServer object	CORSSettings	Collection of objects (List of allowed hosts and methods for the CORS service)
<code>WEB SET OPTION</code>	<code>Web CORS settings</code>	Collection of objects (List of allowed hosts and methods for the CORS service)
Settings dialog box	Options (II) page/Domain names and HTTP methods allowed	Click on the [+] button to add an allowed domain name and its method(s)

List of allowed hosts and methods for the CORS service.

Domain names (host property)

Domain name or IP address from where external pages are allowed to send data requests to the Server via CORS.
Multiple domain attributes can be added to create a white list. Several syntaxes are supported:

- 192.168.5.17:8081
- 192.168.5.17
- 192.168.*
- 192.168.*:8081
- <http://192.168.5.17:8081>
- http://*.myDomain.com
- <http://myProject.myDomain.com>
- *.myDomain.com
- myProject.myDomain.com
- *

HTTP methods allowed (methods property)

Accepted HTTP method(s) for the corresponding CORS host. The following HTTP methods are supported:

- GET
- HEAD
- POST
- PUT
- DELETE
- OPTIONS
- TRACE
- PATCH

Separate each method with a ";" (e,g,: "post;get"). If methods is empty, null, or undefined, all methods are enabled.

See also

[Enable CORS Service](#)

Debug log

Can be set with	Name	Kommentare
webServer object	debugLog	number
WEB SET OPTION	Web debug log	number

Status of the HTTP request log file of the web server ([HTTPDebugLog_nn.txt](#), stored in the "Logs" folder of the application -- nn is the file number). It is useful for debugging issues related to the Web server. It records each request and each response in raw mode. Whole requests, including headers, are logged; optionally, body parts can be logged as well.

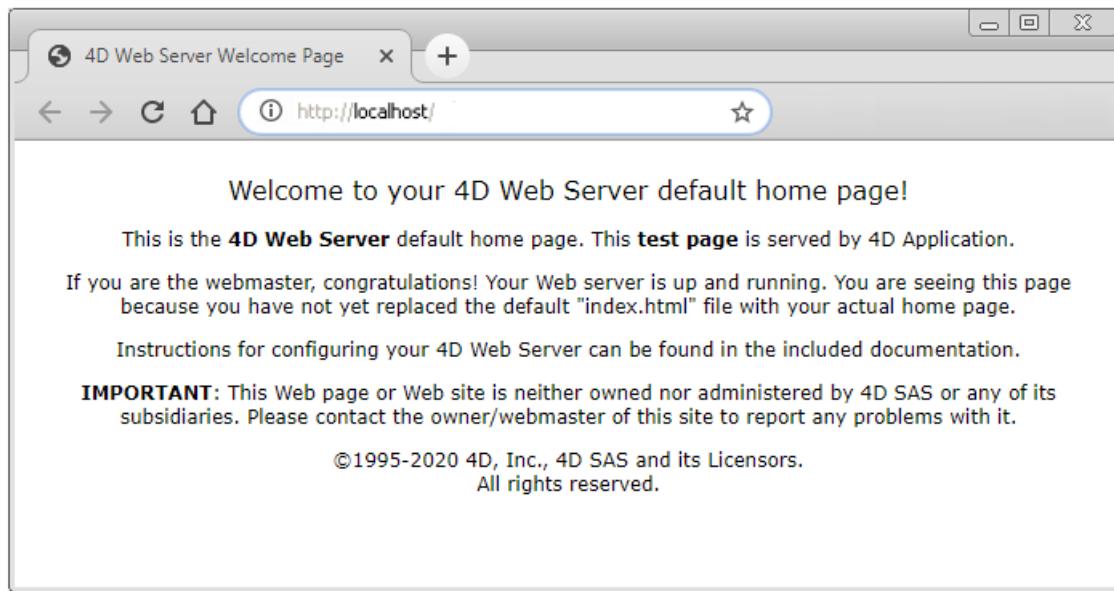
Wert	Constant	Beschreibung
0	wdl disable	Web HTTP debug log is disabled
1	wdl enable without body	Web HTTP debug log is enabled without body parts (body size is provided in this case)
3	wdl enable with response body	Web HTTP debug log is enabled with body part in response only
5	wdl enable with request body	Web HTTP debug log is enabled with body part in request only
7	wdl enable with all body parts	Web HTTP debug log is enabled with body parts in response and request

Default Home page

Can be set with	Name	Kommentare
webServer object	defaultHomepage	Text
WEB SET HOME PAGE		Can be different for each web process
Settings dialog box	Configuration page/Default Home Page	

Designate a default home page for the web server. This page can be static or [semi-dynamic].

By default, when the web server is launched for the first time, 4D creates a home page named "index.html" and puts it in the HTML root folder. If you do not modify this configuration, any browser connecting to the web server will obtain the following page:



You can designate another default home page by entering its pathname.

- The path is relative to the [default HTML root folder](#).
- The path is expressed with the POSIX syntax (folders are separated by a slash ("/"))
- The path must neither start nor end with a slash.

For example, if you want the default home page to be "MyHome.htm", and it is located in the "Web" folder (itself located in the default HTML root folder), use "Web/MyHome.htm".

If you do not specify any default home page, the [On Web Connection](#) database method is called. It is up to you to process the request procedurally.

Enable CORS Service

Can be set with	Name	Kommentare
webServer object	CORSEnabled	Boolean, true to enable the CORS (false by default)
WEB SET OPTION	Web CORS enabled	0 (disabled, default) or 1 (enabled)
Settings dialog box	Options (II) page/Enable CORS	Unchecked by default

The 4D web server implements cross-origin resource sharing (CORS) to allow specific Web pages served from another domain to access the current Web application's resources via XHR calls, e.g., using REST. For security reasons, "cross-domain" requests are forbidden at the browser level by default. For security reasons, "cross-domain" requests are forbidden at the browser level by default. When enabled, XHR calls (e.g. REST requests) from Web pages outside the domain can be allowed in your application (you need to define the list of allowed addresses in the CORS domain list, see CORS Settings below).

When disabled (default), all cross site requests sent with CORS are ignored.

For more information about CORS, please refer to the [Cross-origin resource sharing page](#) on Wikipedia.

See also

[CORS Settings](#)

Enable HTTP

Can be set with	Name	Kommentare
webServer object	<code>HTTPEnabled</code>	Boolean
WEB SET OPTION	Web HTTP enabled	
Settings dialog box	Configuration page/Enable HTTP	

Indicates whether or not the web server will accept non-secure connections.

Enable HTTPS

Can be set with	Name	Kommentare
webServer object	<code>HTTPSEnabled</code>	Boolean
WEB SET OPTION	Web HTTPS enabled	
Settings dialog box	Configuration page/Enable HTTPS	

Status for communication over HTTPS. This option is described in [this section](#).

Enable HSTS

Can be set with	Name	Kommentare
webServer object	<code>HSTSEnabled</code>	Boolean, true to enable HSTS (default is false)
WEB SET OPTION	Web HSTS enabled	0 (disabled, default) or 1 (enabled)

HTTP Strict Transport Security (HSTS) status.

When [HTTPS is enabled](#), keep in mind that if [HTTP is also enabled](#), the browser can still switch between HTTPS and HTTP (for example, in the browser URL area, the user can replace "https" by "http"). To forbid http redirections, you can [disable HTTP](#), however in this case an error message is displayed to client HTTP requests.

HSTS allows the 4D web server to declare that browsers should only interact with it via secure HTTPS connections. Once activated, the 4D web server will automatically add HSTS-related information to all response headers. Browsers will record the HSTS information the first time they receive a response from the 4D web server, then any future HTTP requests will automatically be transformed into HTTPS requests. The length of time this information is stored by the browser is specified with the Web HSTS max age setting.

HSTS requires that HTTPS is [enabled](#) on the server. [HTTP](#) must also be enabled to allow client initial connections.

You can get the current connection mode using the `WEB Is secured connection` command.

HSTS Max Age

Can be set with	Name	Kommentare
webServer object	HSTSMaxAge	number in seconds
WEB SET OPTION	Web HSTS max age	number in seconds

Specifies the maximum length of time (in seconds) that HSTS is active for each new client connection. This information is stored on the client side for the specified duration. Default value is 63072000 (2 years)

Warning: Once HSTS is enabled, client connections will continue to use this mechanism for the specified duration. When you are testing your applications, it is recommended to set a short duration to be able to switch between secured and non-secured connection modes if necessary.

HTTP Compression Level

Can be set with	Name	Kommentare
webServer object	HTTPCompressionLevel	
WEB SET OPTION	Web HTTP compression level	Applies to Web and Web Service

Compression level for all compressed HTTP exchanges for the 4D web server (client requests or server replies). This setting lets you optimize exchanges by either privileging speed of execution (less compression) or the amount of compression (less speed). The choice of a value depends on the size and type of data exchanged.

Pass 1 to 9 as value where 1 is the fastest compression and 9 the highest. You can also pass -1 to get a compromise between speed and rate of compression. By default, the compression level is 1 (faster compression).

HTTP Compression Threshold

Can be set with	Name	Kommentare
webServer object	HTTPCompressionThreshold	
WEB SET OPTION	Web HTTP compression threshold	

In the framework of optimized HTTP exchanges, size threshold for requests below which exchanges should not be compressed. This setting is useful in order to avoid losing machine time by compressing small exchanges.

Pass the size expressed in bytes as value. By default, the compression threshold is set to 1024 bytes.

HTTP Port

Can be set with	Name	Kommentare
webServer object	HTTPPort	number
WEB SET OPTION	Web port ID	
Settings dialog box	Configuration page/HTTP Port	

Listening IP (TCP) port number for HTTP. By default, 4D publishes a web application on the regular Web HTTP Port (TCP port), which is port 80. If that port is already used by another web service, you need to change the HTTP Port used by 4D for this database.

In macOS, modifying the HTTP port allows you to start the 4D web server without being the root user of the machine (see [macOS HelperTool](#)).

From a web browser, you need to include the non-default HTTP port number into the address you enter for connecting

to the web application. The address must have a suffix consisting of a colon followed by the port number. For example, if you are using the HTTP port number 8080, you will specify "123.4.567.89:8080".

Warning: If you use TCP port numbers other than the default numbers (80 for standard HTTP and 443 for HTTPS), be careful not to use port numbers that are defaults for other services that you might want to use simultaneously. For example, if you also plan to use the FTP protocol on your web server machine, do not use the TCP port 20 and 21, which are the default ports for that protocol. Ports numbers below 256 are reserved for well known services and ports numbers from 256 to 1024 are reserved for specific services originated on the UNIX platforms. For maximum security, specify a port number beyond these intervals (for example, in the 2000's or 3000's).

If you specify 0, 4D will use the default HTTP port number 80.

HTTP Trace

Can be set with	Name	Kommentare
webServer object	HTTPTrace	Boolean, default = false
WEB SET OPTION	Web HTTP TRACE	Integer, default = 0 (disabled)

HTTP TRACE method activation in the 4D web server. For security reasons, by default the 4D web server rejects HTTP TRACE requests with an error 405. If necessary, you can enable the HTTP TRACE method, in which case the 4D Web server replies to HTTP TRACE requests with the request line, header, and body.

HTTPS Port

Can be set with	Name	Kommentare
webServer object	HTTPSPort	number

| WEB SET OPTION | Web HTTPS port ID ||

|Settings dialog box|[Configuration page/HTTPS Port](#)||

Listening IP port number for HTTPS connections via TLS. By default, the value is 443 (standard value). See also [HTTP Port](#) for information on port numbers.

Inactive Process Timeout

Can be set with	Name	Kommentare
webServer object	inactiveProcessTimeout	
WEB SET OPTION	Web inactive process timeout	
Settings dialog box	Options (I) page/Inactive Process Timeout	Slider

Life duration (in minutes) of inactive processes associated with sessions. At the end of the timeout, the process is killed on the server, the `On Web Close Process` database method is called, then the session context is destroyed.

Default: 480 minutes (pass 0 to restore the default value)

Inactive Session Timeout

Can be set with	Name	Kommentare
webServer object	inactiveSessionTimeout	
WEB SET OPTION	Web inactive session timeout	

Life duration (in minutes) of inactive sessions (duration set in cookie). At the end of this period, the session cookie expires and is no longer sent by the HTTP client.

Default: 480 minutes (pass 0 to restore the default value)

IP Address to listen

Can be set with	Name	Kommentare
webServer object	IPAddressToListen	
WEB SET OPTION	Web IP address to listen	
Settings dialog box	Configuration page/IP Address	Pop up menu

IP address strings on which the 4D web server will receive HTTP requests (4D local and 4D Server).

By default, no specific address is defined (Any value in the Settings dialog box), which means that the server responds to all IP addresses. When you designate a specific address, the server only responds to requests sent to this address. This feature is designed for 4D web servers located on machines with multiple TCP/IP addresses. It is, for example, frequently the case of most host providers.

Possible values: IP address string. Both IPv6 string formats (e.g. "2001:0db8:0000:0000:0000:ff00:0042:8329") and IPv4 string formats (e.g. "123.45.67.89") are supported.

About IPv6 support

- No warning when TCP port is occupied

When the server is set to respond on "Any" IP addresses, if the TCP port is being used by another application, this is not indicated when the server is started. In fact, 4D server does not detect any error in this case because the port remains free on the IPv6 address. However, it is not possible to access it using the IPv4 address of the machine, nor by means of the local address: 127.0.0.1.

If your 4D server does not seem to be responding on the port defined, you can test the address [::1] on the server machine (equivalent to 127.0.0.1 for IPv6, add [:portNum] to test another port number). If 4D responds, it is likely that another application is using the port in IPv4.

- IPv4-mapped IPv6 addresses

To standardize processing, 4D provides a standard hybrid representation of IPv4 addresses in IPv6. These addresses are written with a 96-bit prefix in IPv6 format, followed by 32 bits written in the dot-decimal notation of IPv4. For example, ::ffff:192.168.2.34 represents the IPv4 address 192.168.2.34.

- Indication of port numbers

Since IPv6 notation uses colons (:), adding port numbers may lead to some confusion, for example:

```
2001:0DB8::85a3:0:ac1f:8001 // IPv6 address
2001:0DB8::85a3:0:ac1f:8001:8081 // IPv6 address with port 8081
```

To avoid this confusion, we recommend using the [] notation whenever you combine an IPv6 address with a port number, for instance:

```
[2001:0DB8::85a3:0:ac1f:8001]:8081 //IPv6 address with port 8081
```

Keep Session

Can be set with	Name	Kommentare
webServer object	keepSession	
WEB SET OPTION	Web keep session	
Settings dialog box	Options (I) page/Legacy sessions (single process sessions)	only in converted projects

Legacy session management enabling status for the 4D web server (deprecated).

When this option is checked, the "Reuse Temporary Contexts" option is automatically checked (and locked).

Log Recording

Can be set with	Name	Kommentare
webServer object	logRecording	
WEB SET OPTION	Web log recording	
Settings dialog box	Log (type) page	Pop up menu

Starts or stops the recording of requests received by the 4D web server in the *logweb.txt* file and sets its format. By default, requests are not recorded (0/No Log File). When enabled, the *logweb.txt* file is automatically placed in the Logs folder.

This setting allows you to select the format of this file. Available values are:

Wert	Format name	Beschreibung
0	No Log File	Default
1	Record in CLF format	Common Log Format - Each line of the file represents a request, such as: host rfc931 user [DD/MMM/YYYY:HH:MM:SS] "request" state length - Each field is separated by a space and each line ends by the CR/LF sequence.
2	Record in DLF format	Combined Log Format - Similar to CLF format but adds two additional HTTP fields at the end of each request: Referer and User-agent.
3	Record in ELF format	Extended Log Format - To be customized in the Settings dialog box
4	Record in WLF format	WebStar Log Format - To be customized in the Settings dialog box

Formats 3 and 4 are custom formats whose contents must be set beforehand in the [Settings dialog box](#). If you use one of these formats without any of its fields having been selected on this page, the log file will not be generated.

Maximum Concurrent Web Processes

Can be set with	Name	Kommentare
webServer object	maxConcurrentProcesses	
WEB SET OPTION	Web max concurrent processes	
Settings dialog box	Options (I) page/Maximum Concurrent Web Processes	

Strictly high limit of concurrent web processes that can be simultaneously open on the server when no sessions or legacy sessions are used (scalable sessions support an [unlimited number](#) of preemptive processes). This parameter allows prevention of server saturation as the result of massive number of requests. When the maximum number of concurrent Web processes (minus one) is reached, 4D no longer creates new processes and sends the HTTP status [503 – Service Unavailable](#) to all new requests.

By default, the value is 100. You can set the number anywhere between 10 and 32000.

Maximum Request Size

Can be set with	Name	Kommentare
webServer object	maxRequestSize	
WEB SET OPTION	Web maximum requests size	

Maximum size (in bytes) of incoming HTTP requests (POST) that the web server is authorized to process. By default, the value is 2 000 000, i.e. a little less than 2 MB. Passing the maximum value (2 147 483 648) means that, in practice, no limit is set.

Passing the maximum value (2147483647) means that, in practice, no limit is set. This limit is used to avoid web server saturation due to incoming requests that are too large.

Possible values: 500 000 to 2 147 483 648.

Maximum Session Number

Can be set with	Name	Kommentare
webServer object	maxSessions	
WEB SET OPTION	Web max sessions	

Maximum number of simultaneous sessions. When you reach the limit set, the oldest session is closed (and [On Web Close Process](#) database method is called) if the Web server needs to create a new one. The number of simultaneous sessions cannot exceed the [maximum number of Web processes](#) (100 by default).

Default value: 100 (pass 0 to restore the default value).

Minimum TLS Version

Can be set with	Name	Kommentare
webServer object	minTLSVersion	number

Minimum TLS version accepted for connections. Connection attempts from clients supporting only versions below the minimum will be rejected.

Possible values:

- 1 = TLSv1_0
- 2 = TLSv1_1
- 3 = TLSv1_2 (default)
- 4 = TLSv1_3

If modified, the server must be restarted to use the new value.

The minimum TLS version used by 4D can be modified for the session using the `SET DATABASE PARAMETER` command, in which case the modification applies to the entire 4D application, including the web server, SQL server and client/server connections.

Name

Can be set with	Name	Kommentare
webServer object	<code>name</code>	

Name of the web server application. Useful when component web servers are started.

OpenSSL Version

Can be set with	Name	Kommentare
webServer object	<code>openSSLVersion</code>	Read-only

Version of the OpenSSL library used.

Perfect Forward Secrecy

Can be set with	Name	Kommentare
webServer object	<code>perfectForwardSecrecy</code>	Boolean, read-only

True if PFS is available on the web server (see [TLS](#) section).

Reuse temporary contexts (in remote mode)

Can be set with	Name	Kommentare
Settings dialog box	Options (I) page/Maximum Concurrent Web Processes	

This option is only available when No sessions option is checked.

Allows you to optimize the operation of the 4D Web Server in remote mode by reusing web processes created for processing previous web requests. In fact, the web server in 4D needs a specific web process for the handling of each web request; in remote mode, when necessary, this process connects to the 4D Server machine in order to access the data and database engine. It thus generates a temporary context using its own variables, selections, etc. Once the request has been dealt with, this process is killed. Once the request has been dealt with, this process is killed.

When the Reuse Temporary Contexts option is checked, in remote mode 4D maintains the specific web processes and reuses them for subsequent requests. By removing the process creation stage, web server performance is improved.

In return, you must make sure in this case to systematically initialize the variables used in 4D methods in order to avoid getting incorrect results. Similarly, it is necessary to erase any current selections or records defined during the previous request.

This option only has an effect with a 4D web server in remote mode. With a 4D in local mode, all web processes (other than session processes) are killed after their use.

Robots.txt

Certain robots (query engines, spiders...) scroll through web servers and static pages. If you do not want robots to be able to access your entire site, you can define which URLs they are not allowed to access.

To do so, put the ROBOTS.TXT file at the server's root. This file must be structured in the following manner:

```
User-Agent: <name>
Disallow: <URL> or <beginning of the URL>
```

Beispiel:

```
User-Agent: *
Disallow: /4D
Disallow: /%23%23
Disallow: /GIFS/
```

- “User-Agent: *” - all robots are affected.
- “Disallow: /4D” - robots are not allowed to access URLs beginning with /4D.
- “Disallow: /%23%23” - robots are not allowed to access URLs beginning with /%23%23.
- “Disallow: /GIFS/” - robots are not allowed to access the /GIFS/ folder or its subfolders.

Another example:

```
User-Agent: *
Disallow: /
```

In this case, robots are not allowed to access the entire site.

Root Folder

Can be set with	Name	Kommentare
webServer object	<code>rootFolder</code>	Text property but can be a <code>4D.Folder</code> object when used with the <code>settings</code> parameter of the <code>start()</code> function
<code>WEB SET</code> <code>ROOT FOLDER</code>		
Settings dialog box	Configuration page / Default HTML Root	

Path of web server root folder, i.e. the folder in which 4D will search for the static and semi-dynamic HTML pages, pictures, etc., to send to the browsers. The path is formatted in POSIX full path. The web server will need to be restarted in order for the new root folder to be taken into account.

Moreover, the HTML root folder defines, on the web server hard drive, the hierarchical level above which the files will not be accessible. If a requested URL or a 4D command tries to access a file located above the HTML root folder, an error is returned indicating that the file has not been found.

By default, 4D defines a HTML Root folder named `WebFolder`. If it does not already exist, the HTML root folder is physically created on disk at the moment the Web server is launched for the first time. The root folder is created:

- with 4D (local) and 4D Server, at the same level as the [Project folder](#).
- with 4D in remote mode, in the local resources folder.

You can designate another default HTML root folder by entering its pathname.

- The path is relative to the [Project folder](#) (4D local and 4D Server) or to the folder containing the 4D application or software package (4D in remote mode).
- The path is expressed with the POSIX syntax (folders are separated by a slash ("/"))
- To "go up" one level in the folder hierarchy, enter ".." (two periods) before the folder name
- The path must not start with a slash (except if you want the HTML root folder to be the Project or 4D remote folder, but for access to the folders above to be forbidden, in which case you can pass "/" as the root folder).

For example, if you want the HTML root folder to be the "Web" subfolder in the "MyWebApp" folder, enter "MyWebApp/Web".

When the HTML root folder is modified, the cache is cleared so as to not store files whose access is restricted.

Scalable Sessions

Can be set with	Name	Kommentare
webServer object	scalableSession	
WEB SET OPTION	Web scalable session	
Settings dialog box	Options (I) page/Scalable sessions (multi-process sessions)	

Scalable session management enabling status for the 4D web server. Web server sessions are detailed in the [User sessions](#) page.

Session Cookie Domain

Can be set with	Name	Kommentare
webServer object	sessionCookieDomain	
WEB SET OPTION	Web session cookie domain	

Value of the "domain" field of the session cookie. Useful for controlling the scope of the session cookies. If you set, for example, the value "/*.4d.fr" for this selector, the client will only send a cookie when the request is addressed to the domain ".4d.fr", which excludes servers hosting external static data.

Session Cookie Name

Can be set with	Name	Kommentare
webServer object	sessionCookieName	
WEB SET OPTION	Web session cookie name	

Name of the cookie used for saving the session ID. Default = "4DSID".

Session Cookie Path

Can be set with	Name	Kommentare
webServer object	sessionCookiePath	
WEB SET OPTION	Web session cookie path	

"path" field of the session cookie. Used to control the scope of the session cookies. If you set, for example, the value "/4DACTION" for this selector, the client will only send a cookie for dynamic requests beginning with 4DACTION, and not for pictures, static pages, etc.

Session Cookie SameSite

Can be set with	Name	Kommentare
webServer object	sessionCookieSameSite	

Value of the `SameSite` attribute value of the session cookie. This attribute allows you to declare if your cookie should be restricted to a first-party or same-site context, as a protection from some cross-site request forgery ([CSRF](#)) attacks.

For a detailed description of the `SameSite` attribute, please refer to the [Mozilla documentation](#) or [this web.dev page](#).

Three values are available:

- "Strict" (default `SameSite` attribute value for 4D session cookies): cookies will only be sent in the first-party context, i.e. context matching the domain of the current site, and never to third-party websites.
- "Lax": Cookies are not sent on cross-site subrequests (for example to load images or frames into a third-party site), but are sent when a user is navigating to the origin site (i.e. they follow a link).
- "None": Cookies are sent in all contexts, i.e in responses to both first-party and cross-origin requests. When "None" value is used, the cookie `Secure` attribute must also be set (or the cookie will be blocked).

The `Secure` attribute value of the session cookie is automatically set to "True" if the connection is HTTPS (whatever the `SameSite` attribute value).

It is not recommended to set `SameSite=None` on a HTTP server since the `Secure` attribute will be missing (used in HTTPS only) and cookies will be blocked.

Use preemptive processes

Can be set with	Name	Kommentare
Settings dialog box	Options (I) page/Maximum Concurrent Web Processes	

This option enables the preemptive mode for your application's web server code when `No sessions` option is selected (the preemptive mode is always enabled with scalable sessions). When this option is checked in this context, the 4D compiler will automatically evaluate the thread-safety property of each piece of [web-related code](#) and return errors in case of incompatibility.

Deprecated Settings

The following settings are still supported but rely on deprecated features or technologies. It is usually recommended to keep default values.

Allow database access through 4DSYNC URLs

This option controls the support of HTTP synchronization requests containing deprecated `/4DSYNC` URLs.

Session IP Address Validation

This option is not available in [scalable sessions mode](#) (there is no validation).

IP address validation status for session cookies. For security reasons, by default the 4D web server checks the IP address of each request containing a session cookie and rejects it if this address does not match the IP address used to create the cookie. In some specific applications, you may want to disable this validation and accept session cookies, even when their IP addresses do not match. For example when mobile devices switch between Wifi and 4G/5G networks, their IP address will change. In this case, you must pass 0 in this option to allow clients to be able to continue using their Web sessions even when the IP addresses change. Note that this setting lowers the security level of your

application. When it is modified, this setting is effective immediately (you do not need to restart the HTTP server).

Send Extended Characters Directly

When this option is checked, the web server sends extended characters "as is" in semi-dynamic pages, without converting them into HTML entities. This option has shown a speed increase on most foreign operating systems (especially the Japanese system).

Keep-Alive Connections

The 4D Web Server can use keep-alive connections. The keep-alive option allows you to maintain a single open TCP connection for the set of exchanges between the web browser and the server to save system resources and to optimize transfers.

The Use Keep-Alive Connections option enables or disables keep-alive TCP connections for the web server. This option is enabled by default. In most cases, it is advisable to keep this option check since it accelerates the exchanges. If the web browser does not support connection keep alive, the 4D Web Server automatically switches to HTTP/1.0.

The 4D Web Server keep-alive function concerns all TCP/IP connections (HTTP, HTTPS). Note however that keep-alive connections are not always used for all 4D web processes.

In some cases, other optimized internal functions may be invoked. Keep-alive connections are useful mainly for static pages.

Two options allow you to set how the keep-alive connections work:

- Number of requests by connection : Allows you to set the maximum number of requests and responses able to travel over a connection keep alive. Limiting the number of requests per connection allows you to prevent server flooding due to a large number of incoming requests (a technique used by hackers).

The default value (100) can be increased or decreased depending on the resources of the machine hosting the 4D Web Server.

- Timeout: This value defines the maximum wait period (in seconds) during which the web server maintains an open TCP connection without receiving any requests from the web browser. Once this period is over, the server closes the connection.

If the web browser sends a request after the connection is closed, a new TCP connection is automatically created. This operation is not visible for the user.

Administration

4D provides several integrated tools to start, stop, or monitor the integrated web server.

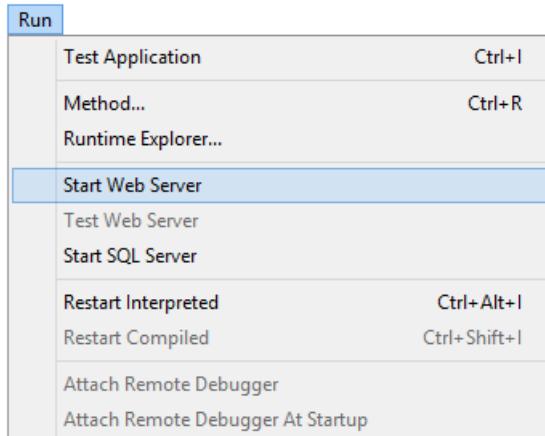
Starting the 4D Web Server

To be able to launch the web server of 4D or 4D Server, you must have a "4D Web Application" license. For more information, please refer to the [4D Web site](#).

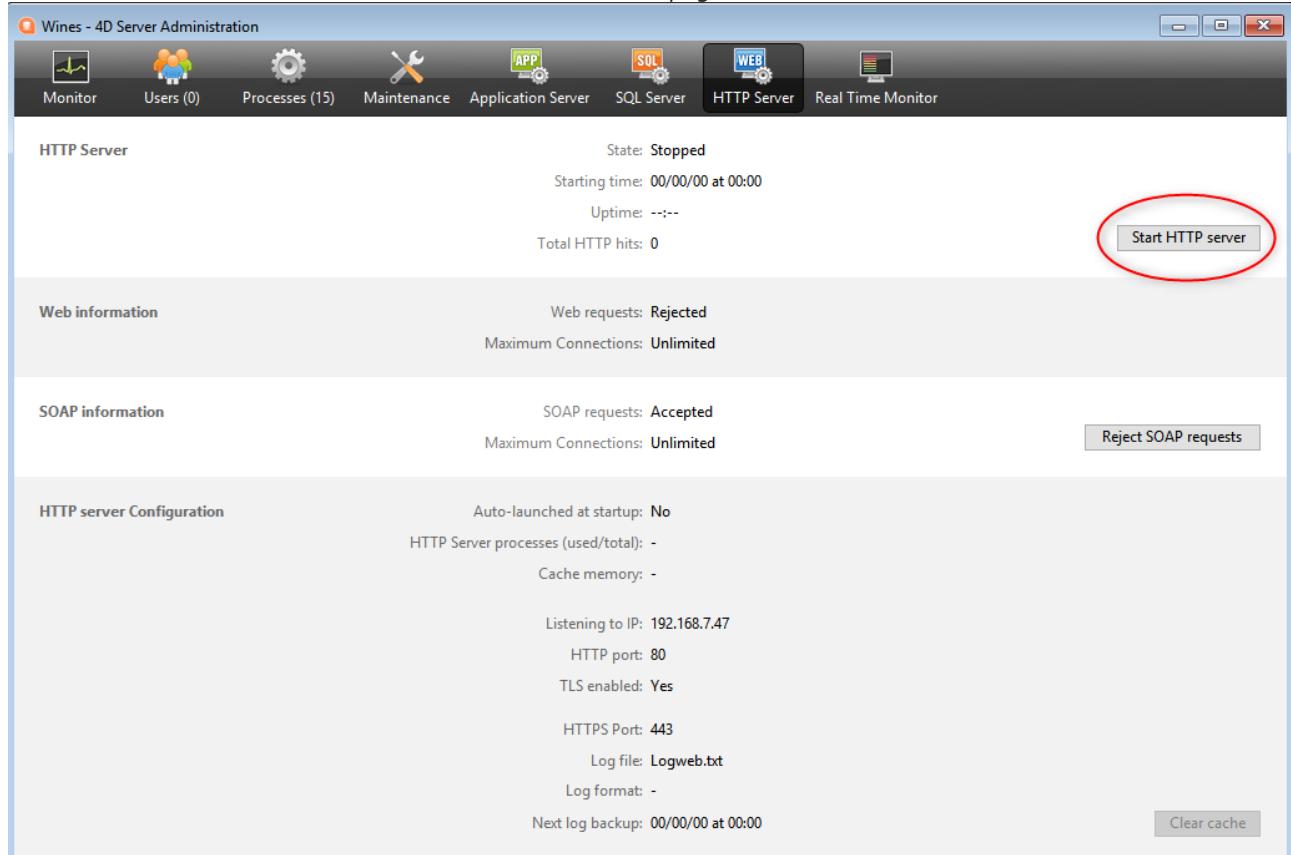
A 4D project can start and monitor a web server for the main (host) application as well as for each hosted component.

The main 4D web server can be started in different ways:

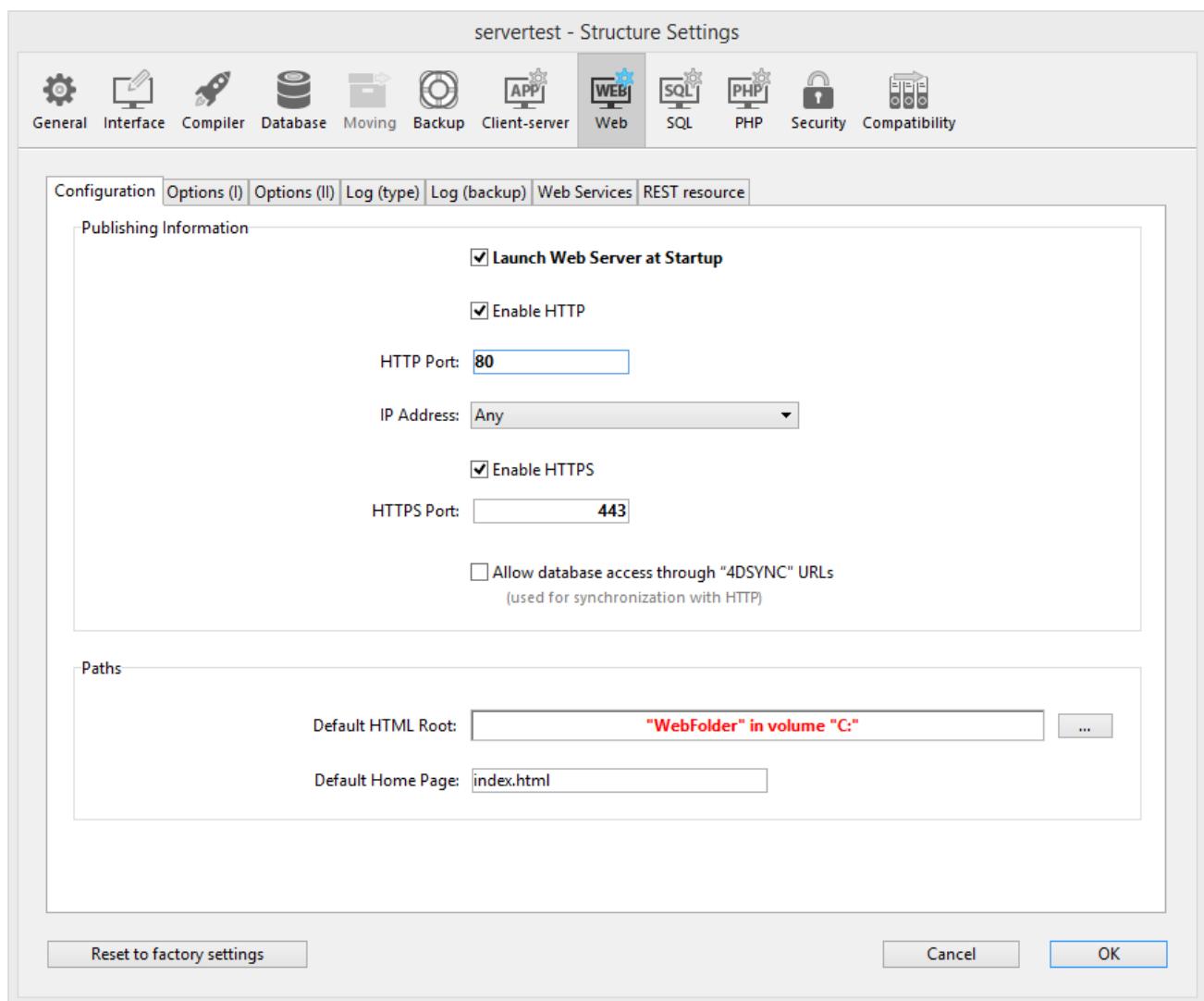
- Using a button/menu command.
 - 4D: Run>Start Web Server menu



- 4D Server: Start HTTP server button of the HTTP Server page



- Automatically starting it each time the 4D application is opened. To do this, display the Web/Configuration page of the Settings and select the Launch Web Server at Startup check box:



- Programmatically, by calling the `webServer.start()` function or `WEB START SERVER` command.

The web server of any component can be launched by calling the `webServer.start()` function on the component's web server object.

You do not need to relaunch the 4D application to start or stop the web server.

Stopping the 4D Web Server

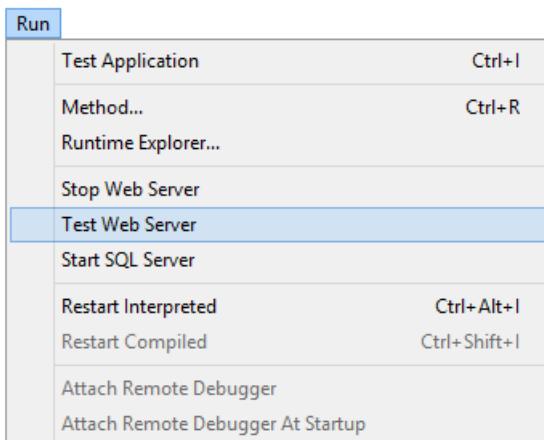
The main 4D web server can be stopped in different ways:

- Using the Run>Stop Web Server menu of 4D or the Stop HTTP server button of the HTTP Server page of 4D Server (both items show Start... when the server is not already started).
- Programmatically, by calling the `webServer.stop()` function or `WEB STOP SERVER` command.

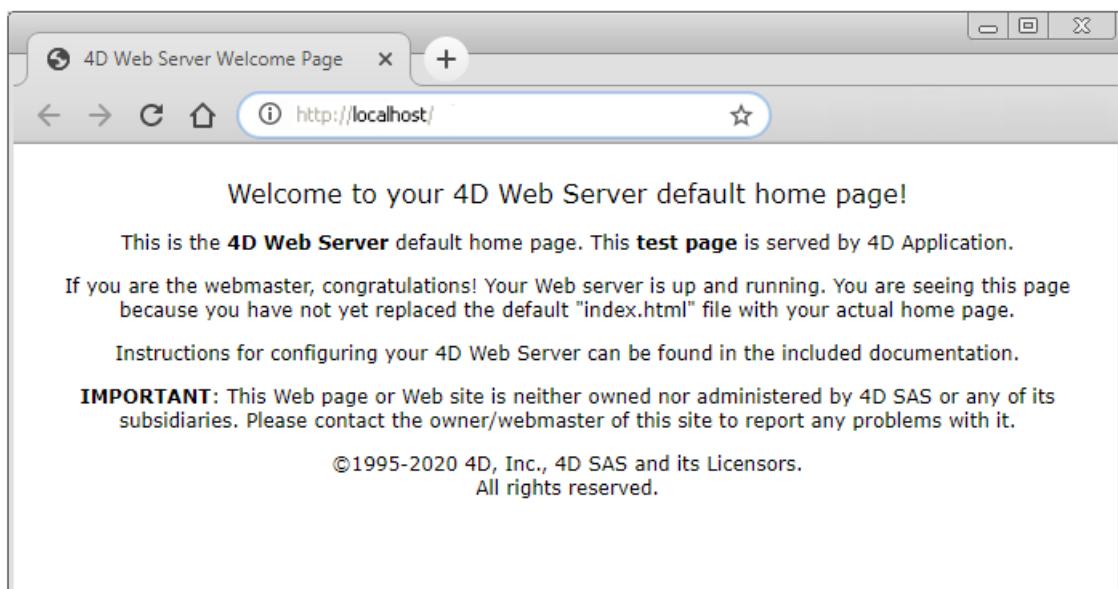
The web server of any component can be stopped by calling the `webServer.stop()` function on the component's web server object.

Testing the 4D Web Server

The Test Web Server command can be used to make sure the built-in web server is functioning correctly (4D only). This command is accessible in the Run menu when the web server is launched:



When you select this command, the home page of the website published by the 4D application is displayed in a window of your default web browser:



This command lets you verify that the web server, home page display, etc. work correctly. The page is called using the *localhost* URL, which is the standard shortcut designating the IP address of the machine on which the web browser is executed. The command takes into account the [TCP publication port](#) number specified in the settings.

Clearing the Cache

At any moment, you can clear the cache of the pages and images that it contains (if, for example, you have modified a static page and you want to reload it in the cache).

To do so, you can:

- 4D: click on the Clear Cache button in the Web/Options (I) page of the Settings dialog box.
- 4D Server: click on the Clear Cache button in the HTTP page of the [4D Server Administration window](#).

The cache is then immediately cleared.

You can also use the [/4DCACHECLEAR](#) URL.

Runtime Explorer

The Watch page (Web heading) in the Runtime Explorer displays web server information, particularly:

- Web Cache Usage: indicates the number of pages present in the web cache as well as its use percentage. This information is only available if the web server is active and if the cache size is greater than 0.

- Web Server Elapsed Time : indicates the duration of use (in hours:minutes:seconds format) of the Web server. This information is only available if the web server is active.
- Web Hits Count : indicates the total number of HTTP requests received since the web server boot, as well as an instantaneous number of requests per second (measure taken between two Runtime Explorer updates). This information is only available if the web server is active.

Administration URLs

Website administration URLs allow you to control the website published on your server. 4D Web Server accepts four particular URLs: `/4DSTATS`, `/4DHTMLSTATS`, `/4DCACHECLEAR` and `/4DWEBTEST`.

`/4DSTATS`, `/4DHTMLSTATS` and `/4DCACHECLEAR` are only available to the Designer and Administrator of the database. If the 4D password system has not been activated, these URLs are available to all the users. `/4DWEBTEST` is always available.

`/4DSTATS`

The `/4DSTATS` URL returns several items of information in an HTML table (displayable in a browser):

Item	Beschreibung
Cache Current Size	Current size of web server cache (in bytes)
Cache Max Size	Maximum size of cache (in bytes)
Cached Object Max Size	Maximum size of each object in the cache (in bytes)
Cache Use	Percentage of cache used
Cached Objects	Number of objects found in the cache, including pictures

This information can allow you to check the functioning of your server and eventually adapt the corresponding parameters.

The `WEB GET STATISTICS` command allows you to also obtain information about how the cache is being used for static pages.

`/4DHTMLSTATS`

The `/4DHTMLSTATS` URL returns, also as an HTML table, the same information as the `/4DSTATS` URL. The difference is that the Cached Objects field only counts HTML pages (without counting picture files). Moreover, this URL returns the Filtered Objects field.

Item	Beschreibung
Cache Current Size	Current size of web server cache (in bytes)
Cache Max Size	Maximum size of cache (in bytes)
Cached Object Max Size	Maximum size of each object in the cache (in bytes)
Cache Use	Percentage of cache used
Cached Objects	Number of objects found in the cache, without pictures
Filtered Objects	Number of objects in cache not counted by URL, in particular, pictures

`/4DCACHECLEAR`

The `/4DCACHECLEAR` URL immediately clears the cache of the static pages and images. It allows you to therefore "force" the update of the pages that have been modified.

/4DWEBTEST

The `/4DWEBTEST` URL is designed to check the web server status. When this URL is called, 4D returns a text file with the following HTTP fields filled:

HTTP Field	Beschreibung	Beispiel
Datum	current date at the RFC 822 format	Mon, 7 Dec 2020 13:12:50 GMT
Server	4D/version number	4D/18.5.0 (Build 18R5.257368)
User-Agent	name and version @ IP client address	Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/86.0.4240.183 Safari/537.36 @ 127.0.0.1

Logs

4D allows you to generate two logs of web requests:

- a debug log, useful in the web server development phase (`HTTPDebugLog.txt`),
- a standardized web request log, rather used for statistic purposes (`logweb.txt`).

Both log files are automatically created in the `Logs` folder of the application project.

HTTPDebugLog.txt

The [http debug file](#) can be enabled using the `web server object` or the `WEB SET OPTION` command.

This log file records each HTTP request and each response in raw mode. Whole requests, including headers, are logged; optionally, body parts can be logged as well.

The following fields are logged for both Request and Response:

Field name	Beschreibung
SocketID	ID of socket used for communication
PeerIP	IPv4 address of host (client)
PeerPort	Port used by host (client)
TimeStamp	Timestamp in milliseconds (since system startup)
ConnectionID	Connection UUID (UUID of VTCPSocket used for communication)
SequenceNumber	Unique and sequential operation number in the logging session

logweb.txt

The [web log recording file](#) can be enabled using the `web server object`, the `WEB SET OPTION` command, or the Web/Log (type) page of the settings. You need to select the log format.

CLF/DLF

Each line of the file represents a request, such as: `host rfc931 user [DD/MMM/YYYY:HH:MM:SS] "request" state length`
Each field is separated by a space and each line ends by the CR/LF sequence (character 13, character 10).

DLF (Combined Log Format) format is similar to CLF (Common Log Format) format and uses exactly the same structure. It simply adds two additional HTTP fields at the end of each request: Referer and User-agent. Here is the description of CLF/DLF formats (not customizable):

Field name	Beschreibung
host	IP address of the client (ex. 192.100.100.10)
rfc931	information not generated by 4D, it's always - (a minus sign)
user	user name as it is authenticated, or else it is - (a minus sign). If the user name contains spaces, they will be replaced by _ (an underscore).
DD/MMM/YYYY:HH:MM:SS	DD: day, MMM: a 3-letter abbreviation for the month name (Jan, Feb,...), YYYY: year, HH: hour, MM: minutes, SS: seconds. The date and time are local to the server.
request	request sent by the client (ex. GET /index.htm HTTP/1.0)
state	reply given by the server
length	size of the data returned (except the HTTP header) or 0
Referer	DLF only- Contains the URL of the page pointing to the requested document.
User-agent	DLF only- Contains the name and version of the browser or software of the client at the origin of the request

ELF/WLF

The ELF (Extended Log Format) format is very widespread in the world of HTTP browsers. It can be used to build sophisticated logs that meet specific needs. For this reason, the ELF format can be customized: it is possible to choose the fields to be recorded as well as their order of insertion into the file.

The WLF (WebStar Log Format) was developed specifically for the 4D WebSTAR server.

Configuring the fields

When you choose the ELF or WLF format, the "Web Log Token Selection" area displays the fields available for the chosen format. You will need to select each field to be included in the log. To do so, check the desired fields.

You cannot select the same field twice.

The following table lists the fields available for each format (in alphabetical order) and describes its contents:

Datenfeld	ELF	WLF	Wert
BYTES_RECEIVED		X	Number of bytes received by the server
BYTES_SENT	X	X	Number of bytes sent by the server to the client
C_DNS	X	X	IP address of the DNS (ELF: field identical to the C_IP field)
C_IP	X	X	IP address of the client (for example 192.100.100.10)
CONNECTION_ID		X	Connection ID number
CS(COOKIE)	X	X	Information about cookies contained in the HTTP request
CS(HOST)	X	X	Host field of the HTTP request
CS(REFERER)	X	X	URL of the page pointing to the requested document
CS(USER_AGENT)	X	X	Information about the software and operating system of the client
CS_SIP	X	X	IP address of the server
CS_URI	X	X	URI on which the request is made
CS_URI_QUERY	X	X	Request query parameters
CS_URI_STEM	X	X	Part of request without query parameters
DATE	X	X	DD: day, MMM: 3-letter abbreviation for month (Jan, Feb, etc.), YYYY: year
METHOD	X	X	HTTP method used for the request sent to the server
PATH_ARGS		X	CGI parameters: string located after the "\$" character
STATUS	X	X	Reply provided by the server
TIME	X	X	HH: hour, MM: minutes, SS: seconds
TRANSFER_TIME	X	X	Time requested by server to generate the reply
USER	X	X	User name if authenticated; otherwise - (minus sign). If the user name contains spaces, they are replaced by _ (underlines)
URL		X	URL requested by the client

Dates and times are given in GMT.

Backup Frequency

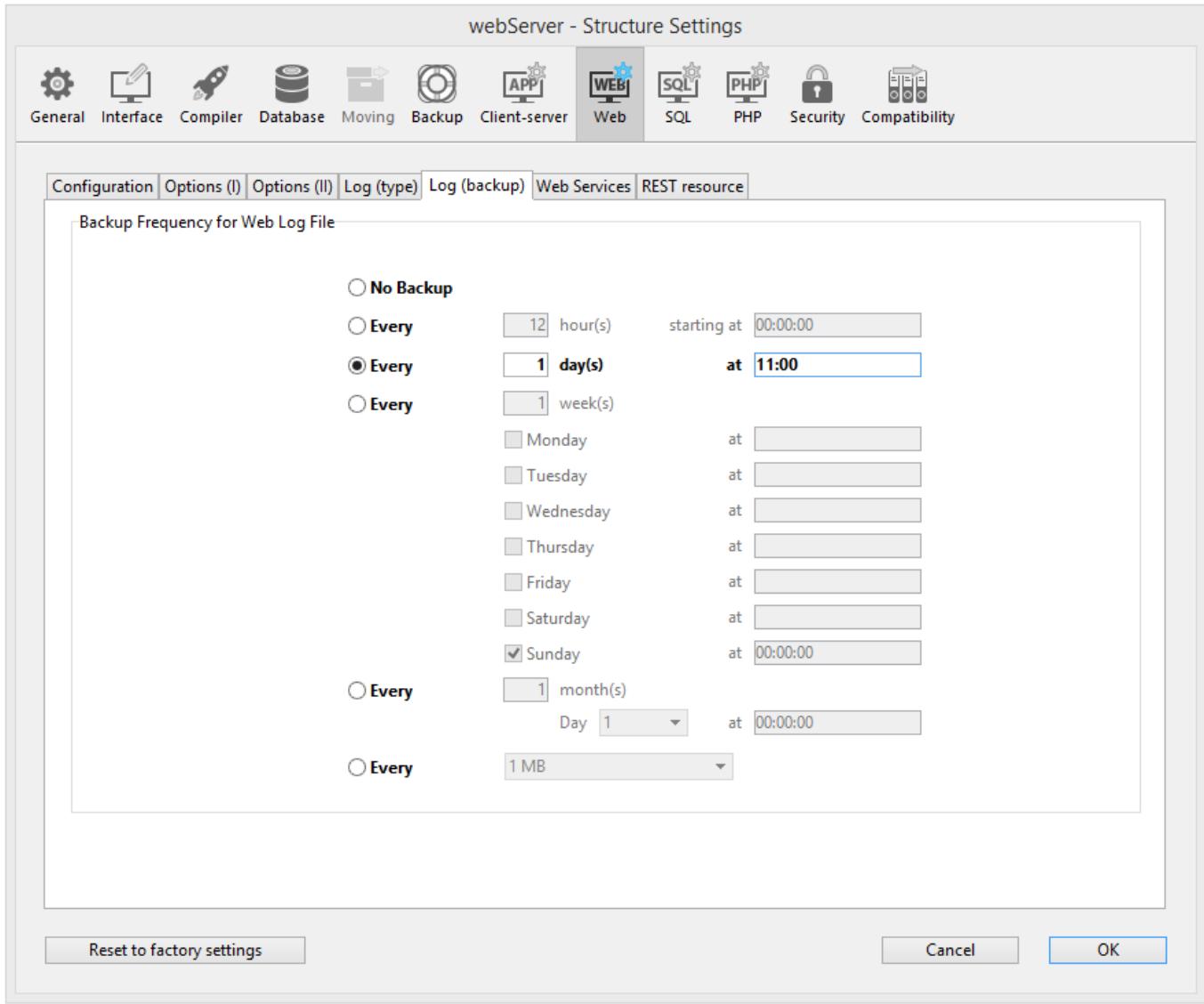
Since a *logweb.txt* file can become considerably large, it is possible to set up an automatic archiving mechanism. The triggering of a backup can be based on a certain period of time (expressed in hours, days, week or months), or based on the file size; when the set deadline (or file size) is reached, 4D automatically closes and archives the current log file and creates a new one.

When the web log file backup is triggered, the log file is archived in a folder named "Logweb Archives," which is created at the same level as the *logweb.txt* file.

The archived file is renamed based on the following example: "YYYY_MM_DD_Thh_mm_ss.txt." For instance, for a file archived on September 4, 2020 at 3:50 p.m. and 7 seconds: "D2020_09_04_T15_50_07.txt."

Backup Parameters

The automatic backup parameters for the *logweb.txt* are set on the Web/Log (backup) page of the Settings:



First you must choose the frequency (days, weeks, etc.) or the file size limit criterion by clicking on the corresponding radio button. You must then specify the precise moment of the backup if necessary.

- No Backup: The scheduled backup function is deactivated.
- Every X hour(s): This option is used to program backups on an hourly basis. You can enter a value between 1 and 24 .
 - starting at: Used to set the time at which the first back up will begin.
- Every X day(s) at X: This option is used to program backups on a daily basis. Enter 1 if you want to perform a daily backup. When this option is checked, you must indicate the time when the backup must be started.
- Every X week(s), day at X: This option is used to program backups on a weekly basis. Enter 1 if you want to perform a weekly backup. Enter 1 if you want to perform a weekly backup. When this option is checked, you must indicate the day(s) of the week and the time when each backup must be started. You can select several days of the week if desired.
- Every X month(s), Xth day at X: This option is used to program backups on a monthly basis. Enter 1 if you want to perform a monthly backup. Enter 1 if you want to perform a monthly backup.
- Every X MB: This option is used to program backups based on the size of the current request log file. A backup is automatically triggered when the file reaches the set size. You can set a size limit of 1, 10, 100 or 1000 MB.

Web Server object

A 4D project can start and monitor a web server for the main (host) application as well as each hosted component.

For example, if you installed two components in your main application, you can start and monitor up to three independant web servers from your application:

- one web server for the host application,
- one web server for the component #1,
- one web server for the component #2.

Other than memory, there is no limit to the number of components and thus, of web servers, that can be attached to a single 4D application project.

Each 4D web server, including the main application's web server, is exposed as a specific `object` of the `4D.WebServer` class. Once instantiated, a web server object can be handled from the current application or from any component using a [large number of properties and functions](#).

The legacy [WEB commands](#) of the 4D language are supported but cannot select the web server to which they apply (see below).

Each web server (host application or component) can be used in its own separate context, including:

- `On Web Authentication` and `On Web Connection` database method calls
- 4D tags processing and method calls,
- web sessions and TLS protocol management.

This allows you to develop independant components and features that come with their own web interfaces.

Instantiating a web server object

The web server object of the host application (default web server) is automatically loaded by 4D at startup. Thus, if you write in a newly created project:

```
$nbSrv:=WEB Server list.length  
//$nbSrv value is 1
```

To instantiate a web server object, call the `WEB Server` command:

```
//create an object variable of the 4D.WebServer class  
var webServer : 4D.WebServer  
    //call the web server from the current context  
webServer:=WEB Server  
  
    //equivalent to  
webServer:=WEB Server(Web server database)
```

If the application uses components and you want to call:

- the host application's web server from a component or
- the server that received the request (whatever the server),

you can also use:

```

var webServer : 4D.WebServer
    //call the host web server from a component
webServer:=WEB Server(Web server host database)
    //call the target web server
webServer:=WEB Server(Web server receiving request)

```

Web server functions

A [web server class object](#) contains the following functions:

Funktionen	Parameter	Return value	Beschreibung
<code>start()</code>	settings (object)	status (object)	Starts the web server
<code>stop()</code>	-	-	Stops the web server

To start and stop a web server, just call the `start()` and `stop()` functions of the web server object:

```

var $status : Object
    //to start a web server with default settings
$status:=webServer.start()
    //to start the web server with custom settings
    //settings object contains web server properties
webServer.start($settings)

    //to stop the web server
$status:=webServer.stop()

```

Web server properties

A web server object contains [various properties](#) which configure the web server.

These properties are defined:

1. using the `settings` parameter of the `.start()` function (except for read-only properties, see below),
 2. if not used, using the `WEB SET OPTION` command (host applications only),
 3. if not used, in the settings of the host application or the component.
- If the web server is not started, the properties contain the values that will be used at the next web server startup.
 - If the web server is started, the properties contain the actual values used by the web server (default settings could have been overridden by the `settings` parameter of the `.start()` function).

isRunning, name, openSSLVersion, and perfectForwardSecrecy are read-only properties that cannot be predefined in the `settings` object parameter for the `start()` function.

Scope of the 4D Web commands

The 4D Language contains [several commands](#) that can be used to control the web server. However, these commands are designed to work with a single (default) web server. When using these commands in the context of web server objects, make sure their scope is appropriate.

Command	Scope
SET DATABASE PARAMETER	Host application web server
WEB CLOSE SESSION	Web server that received the request
WEB GET BODY PART	Web server that received the request
WEB Get body part count	Web server that received the request
WEB Get Current Session ID	Web server that received the request
WEB GET HTTP BODY	Web server that received the request
WEB GET HTTP HEADER	Web server that received the request
WEB GET OPTION	Host application web server
WEB Get server info	Host application web server
WEB GET SESSION EXPIRATION	Web server that received the request
WEB Get session process count	Web server that received the request
WEB GET STATISTICS	Host application web server
WEB GET VARIABLES	Web server that received the request
WEB Is secured connection	Web server that received the request
WEB Is server running	Host application web server
WEB SEND BLOB	Web server that received the request
WEB SEND FILE	Web server that received the request
WEB SEND HTTP REDIRECT	Web server that received the request
WEB SEND RAW DATA	Web server that received the request
WEB SEND TEXT	Web server that received the request
WEB SET HOME PAGE	Host application web server
WEB SET HTTP HEADER	Web server that received the request
WEB SET OPTION	Host application web server
WEB SET ROOT FOLDER	Host application web server
WEB START SERVER	Host application web server
WEB STOP SERVER	Host application web server
WEB Validate digest	Web server that received the request

Template pages

4D's Web server allows you to use HTML template pages containing tags, i.e. a mix of static HTML code and 4D references added by means of [transformation tags](#) such as 4DTEXT, 4DIF, or 4DINCLUDE. These tags are usually inserted as HTML type comments (<!--#4DTagName TagValue-->) into the HTML source code.

When these pages are sent by the HTTP server, they are parsed and the tags they contain are executed and replaced with the resulting data. The pages received by the browsers are thus a combination of static elements and values coming from 4D processing.

For example, if you write in an HTML page:

```
<P>Welcome to <!--#4DTEXT vtSiteName-->!</P>
```

The value of the 4D variable *vtSiteName* will be inserted in the HTML page.

Tags for templates

The following 4D tags are available:

- 4DTEXT, to insert 4D variables and expressions as text,
- 4DHTML, to insert HTML code,
- 4DEVAL, to evaluate any 4D expression,
- 4DSCRIPT, to execute a 4D method,
- 4DINCLUDE, to include a page within another one,
- 4DBASE, to modify the default folder used by the 4DINCLUDE tag,
- 4DCODE, to insert 4D code,
- 4DIF, 4ELSE, 4ELSEIF and 4ENDIF, to insert conditions in the HTML code,
- 4LOOP and 4ENDLOOP, to make loops in the HTML code,
- 4EACH and 4ENDEACH, to loop in collections, entity selections, or object properties.

These tags are described in the [Transformation Tags](#) page.

It is possible to mix tags. For example, the following HTML code is allowed:

```

<HTML>
...
<BODY>
<!--#4DSCRIPT/PRE_PROCESS--> (Method call)
<!--#4DIF (myvar=1)--> (If condition)
    <!--#4DINCLUDE banner1.html--> (Subpage insertion)
<!--#4DENDIF--> (End if)
<!--#4DIF (myvar=2)-->

    <!--#4DINCLUDE banner2.html-->
<!--#4DENDIF-->

<!--#4DLOOP [TABLE]--> (loop on the current selection)
<!--#4DIF ([TABLE]ValNum>10)--> (If [TABLE]ValNum>10)
    <!--#4DINCLUDE subpage.html--> (subpage insertion)
<!--#4DELSE--> (Else)
    <B>Value: <!--#4DTEXT [TABLE]ValNum--></B><BR>
        (Field display)
<!--#4DENDIF-->
<!--#4DENDLOOP--> (End for)
</BODY>
</HTML>

```

Tag parsing

For optimization reasons, the parsing of the HTML source code is not carried out by the 4D Web server when HTML pages are called using simple URLs that are suffixed with ".HTML" or ".HTM".

Parsing of the contents of template pages sent by 4D web server takes place when `WEB SEND FILE` (.htm, .html, .shtm, .shtml), `WEB SEND BLOB` (text/html type BLOB) or `WEB SEND TEXT` commands are called, as well as when sending pages called using URLs. In this last case, for reasons of optimization, pages that are suffixed with ".htm" and ".html" are NOT parsed. In order to "force" the parsing of HTML pages in this case, you must add the suffix ".shtm" or ".shtml" (for example, `http://www.server.com/dir/page.shtm`). An example of the use of this type of page is given in the description of the `WEB GET STATISTICS` command. XML pages (.xml, .xsl) are also supported and always parsed by 4D.

You can also carry out parsing outside of the Web context when you use the `PROCESS 4D TAGS` command.

Internally, the parser works with UTF-16 strings, but the data to parse may have been encoded differently. When tags contain text (for example `4DHTML`), 4D converts the data when necessary depending on its origin and the information available (`charset`). Below are the cases where 4D parses the tags contained in the HTML pages, as well as any conversions carried out:

Action / Command	Content analysis of the sent pages	Support of \$ syntax(*)	Character set used for parsing tags
Pages called via URLs	X, except for pages with ".htm" or ".html" extensions	X, except for pages with ".htm" or ".html" extensions	Use of charset passed as parameter of the "Content-Type" header of the page. If there is none, search for a META-HTTP EQUIV tag with a charset. Otherwise, use of default character set for the HTTP server
WEB SEND FILE	X	-	Use of charset passed as parameter of the "Content-Type" header of the page. If there is none, search for a META-HTTP EQUIV tag with a charset. Otherwise, use of default character set for the HTTP server
WEB SEND TEXT	X	-	No conversion necessary
WEB SEND BLOB	X, if BLOB is of the "text/html" type	-	Use of charset set in the "Content-Type" header of the response. Otherwise, use of default character set for the HTTP server
Inclusion by the <!-- #4DINCLUDE--> tag	X	X	Use of charset passed as parameter of the "Content-Type" header of the page. If there is none, search for a META-HTTP EQUIV tag with a charset. Otherwise, use of default character set for the HTTP server
PROCESS 4D TAGS	X	X	Text data: no conversion. BLOB data: automatic conversion from the Mac-Roman character set for compatibility

(*) The alternative \$-based syntax is available for 4DHTML, 4DTEXT and 4DEVAL tags.

Accessing 4D methods via the Web

Executing a 4D method with 4DEACH, 4DELSEIF, 4DEVAL, 4DHTML, 4DIF, 4DL0OP, 4DSCRIPT, or 4DTEXT from a web request is subject to the [Available through 4D tags and URLs \(4ACTION...\)](#) attribute value defined in the properties of the method. If the attribute is not checked for the method, it can not be called from a web request.

Prevention of malicious code insertion

4D tags accept different types of data as parameters: text, variables, method names, command names, etc. When this data is provided by your own code, there is no risk of malicious code insertion since you control the input. However, your database code often works with data that was, at one time or another, introduced through an external source (user input, import, etc.).

In this case, it is advisable to not use tags such as 4DEVAL or 4DSCRIPT, which evaluate parameters, directly with this sort of data.

In addition, according to the [principle of recursion](#), malicious code may itself include transformation tags. In this case, it is imperative to use the 4DTEXT tag. Imagine, for example, a Web form field named "Name", where users must enter their name. This name is then displayed using a <!--#4DHTML vName--> tag in the page. If text of the "<!--#4DEVAL QUIT 4D-->" type is inserted instead of the name, interpreting this tag will cause the application to be exited. To avoid this risk, you can just use the 4DTEXT tag systematically in this case. Since this tag escapes the special HTML characters, any malicious recursive code that may have been inserted will not be reinterpreted. To refer to the previous example, the "Name" field will contain, in this case, "<!--#4DEVAL QUIT 4D-->" which will not be transformed.

Processing HTTP requests

The 4D web server provides several features to handle HTTP requests:

- the `On Web Connection` database method, a router for your web application,
- the `/4DACTION` URL to call server-side code
- `WEB GET VARIABLES` to get values from HTML objects sent to the server
- other commands such as `WEB GET HTTP BODY`, `WEB GET HTTP HEADER`, or `WEB GET BODY PART` allow to customize the request processing, including cookies.
- the `COMPILER_WEB` project method, to declare your variables.

On Web Connection

The `On Web Connection` database method can be used as the entry point for the 4D Web server.

Database method calls

The `On Web Connection` database method is automatically called when the server receives any URL that is not a path to an existing page on the server. The database method is called with the URL.

For example, the URL "`a/b/c`" will call the database method, but "`a/b/c.html`" will not call the database method if the page "`c.html`" exists in the "`a/b`" subfolder of the [WebFolder](#).

The request should have previously been accepted by the `On Web Authentication` database method (if it exists) and the web server must be launched.

Syntax

`On Web Connection($1 : Text ; $2 : Text ; $3 : Text ; $4 : Text ; $5 : Text ; $6 : Text)`

Parameter	Typ		Beschreibung
\$1	Text	<-	URL
\$2	Text	<-	HTTP headers + HTTP body (up to 32 kb limit)
\$3	Text	<-	IP address of the web client (browser)
\$4	Text	<-	IP address of the server
\$5	Text	<-	User name
\$6	Text	<-	Password

You must declare these parameters as shown below:

```
//On Web Connection database method  
  
C_TEXT($1;$2;$3;$4;$5;$6)  
  
//Code for the method
```

Alternatively, you can use the [named parameters](#) syntax:

```
// On Web Connection database method
#DECLARE ($url : Text; $header : Text; \
$BrowserIP : Text; $ServerIP : Text; \
$user : Text; $password : Text)
```

Calling a 4D command that displays an interface element (`DIALOG` , `ALERT` , etc.) is not allowed and ends the method processing.

\$1 - URL extra data

The first parameter (`$1`) is the URL entered by users in the address area of their web browser, without the host address.

Let's use an intranet connection as an example. Suppose that the IP address of your 4D Web Server machine is 123.4.567.89. The following table shows the values of `$1` depending on the URL entered in the web browser:

URL entered in web browser	Value of parameter <code>\$1</code>
123.4.567.89	/
http://123.4.567.89	/
123.4.567.89/Customers	/Customers
http://123.4.567.89/Customers/Add	/Customers/Add
123.4.567.89/Do_This/If_OK/Do_That	/Do_This/If_OK/Do_That

Note that you are free to use this parameter at your convenience. 4D simply ignores the value passed beyond the host part of the URL. For example, you can establish a convention where the value `"/Customers/Add"` means "go directly to add a new record in the `[Customers]` table." By supplying the web users with a list of possible values and/or default bookmarks, you can provide shortcuts to different parts of your application. This way, web users can quickly access resources of your website without going through the entire navigation path each time they make a new connection.

\$2 - Header and Body of the HTTP request

The second parameter (`$2`) is the header and the body of the HTTP request sent by the web browser. Note that this information is passed to your `On Web Connection` database method "as is". Its contents will vary depending on the nature of the web browser attempting the connection.

If your application uses this information, it is up to you to parse the header and the body. You can use the `WEB GET HTTP HEADER` and the `WEB GET HTTP BODY` commands.

For performance reasons, the size of data passing through the `$2` parameter must not exceed 32 KB. Beyond this size, they are truncated by the 4D HTTP server.

\$3 - Web client IP address

The `$3` parameter receives the IP address of the browser's machine. This information can allow you to distinguish between intranet and internet connections.

4D returns IPv4 addresses in a hybrid IPv6/IPv4 format written with a 96-bit prefix, for example `::ffff:192.168.2.34` for the IPv4 address `192.168.2.34`. For more information, refer to the [IPv6 Support](#) section.

\$4 - Server IP address

The `$4` parameter receives the IP address requested by the 4D Web Server. 4D allows for multi-homing, which allows

you to use machines with more than one IP address. For more information, please refer to the [Configuration page](#).

\$5 and \$6 - User Name and Password

The \$5 and \$6 parameters receive the user name and password entered by the user in the standard identification dialog box displayed by the browser, if applicable (see the [authentication page](#)).

If the user name sent by the browser exists in 4D, the \$6 parameter (the user's password) is not returned for security reasons.

/4DACTION

/4DACTION/MethodName***

* /4DACTION/*****MethodName/Param

Parameter	Typ		Beschreibung
MethodName	Text	->	Name of the 4D project method to be executed
Param	Text	->	Text parameter to pass to the project method

Usage: URL or Form action.

This URL allows you to call the *MethodName* 4D project method with an optional *Param* text parameter. The method will receive this parameter in \$1.

- The 4D project method must have been [allowed for web requests](#): the "Available through 4D tags and URLs (4DACTION...)" attribute value must have been checked in the properties of the method. If the attribute is not checked, the web request is rejected.
- When 4D receives a `/4DACTION/MethodName/Param` request, the `On Web Authentication` database method (if it exists) is called.

`4DACTION/` can be associated with a URL in a static Web page:

```
<A HREF="/4DACTION/MyMethod/hello">Do Something</A>
```

The `MyMethod` project method should generally return a "reply" (sending of an HTML page using `WEB SEND FILE` or `WEB SEND TEXT`, etc.). Be sure to make the processing as short as possible in order not to block the browser.

A method called by `/4DACTION` must not call interface elements (`DIALOG`, `ALERT`, etc.).

Beispiel

This example describes the association of the `/4DACTION` URL with an HTML picture object in order to dynamically display a picture in the page. You insert the following instructions in a static HTML page:

```
<IMG SRC="/4DACTION/getPhoto/smith">
```

The `getPhoto` method is as follows:

```

C_TEXT($1) // This parameter must always be declared
var $path : Text
var $PictVar : Picture
var $BlobVar : Blob

//find the picture in the Images folder within the Resources folder
$path:=Get 4D folder(Current resources folder)+"Images"+Folder separator+$1+".psd"

READ PICTURE FILE($path;$PictVar) //put the picture in the picture variable
PICTURE TO BLOB($PictVar;$BLOB;".png") //convert the picture to ".png" format
WEB SEND BLOB($BLOB;"image/png")

```

4DACTION to post forms

The 4D Web server also allows you to use “posted” forms, which are static HTML pages that send data to the Web server, and to easily retrieve all the values. The POST type must be associated to them and the form’s action must imperatively start with /4DACTION/MethodName.

A form can be submitted through two methods (both can be used with 4D):

- POST, usually used to send data to the Web server,
- GET, usually used to request data from the Web server.

When the Web server receives a posted form, it calls the `On Web Authentication` database method (if it exists).

In the called method, you must call the `WEB GET VARIABLES` command in order to [retrieve the names and values](#) of all the fields included in an HTML page submitted to the server.

Example to define the action of a form:

```
<FORM ACTION="/4DACTION/MethodName" METHOD=POST>
```

Beispiel

In a Web application, we would like for the browsers to be able to search among the records by using a static HTML page. This page is called “search.htm”. The application contains other static pages that allow you to, for example, display the search result (“results.htm”). The POST type has been associated to the page, as well as the `/4DACTION/SEARCH` action.

Here is the HTML code that corresponds to this page:

```

<form action="/4action/processForm" method=POST>
<input type=text name=vName value=""><BR>
<input type=checkbox name=vExact value="Word">Whole word<BR>
<input type=submit name=OK value="Search">
</FORM>

```

During data entry, type “ABCD” in the data entry area, check the “Whole word” option and validate it by clicking the Search button. In the request sent to the Web server:

```

vName="ABCD"
vExact="Word"
OK="Search"

```

4D calls the `On Web Authentication` database method (if it exists), then the `processForm` project method is called, which is as follows:

```

C_TEXT($1) //mandatory for compiled mode
C_LONGINT($vName)
C_TEXT(vName;vLIST)
ARRAY TEXT($arrNames;0)
ARRAY TEXT($arrVals;0)
WEB GET VARIABLES($arrNames;$arrVals) //we retrieve all the variables of the form
$vName:=Find in array($arrNames;"vName")
vName:=$arrVals{$vName}
If(Find in array($arrNames;"vExact")=-1) //If the option has not been checked
    vName:=vName+"@"
End if
QUERY([Jockeys];[Jockeys]Name=vName)
FIRST RECORD([Jockeys])
While(Not(End selection([Jockeys])))
    vLIST:=vLIST+[Jockeys]Name+" "+[Jockeys]Tel+"<BR>"
    NEXT RECORD([Jockeys])
End while
WEB SEND FILE("results.htm") //Send the list to the results.htm form
//which contains a reference to the variable vLIST,
//for example <!--4DHTML vLIST-->
//...
End if

```

Getting values from HTTP requests

4D's Web server lets you recover data sent through POST or GET requests, using Web forms or URLs.

When the Web server receives a request with data in the header or in the URL, 4D can retrieve the values of any HTML objects it contains. This principle can be implemented in the case of a Web form, sent for example using `WEB SEND FILE` or `WEB SEND BLOB`, where the user enters or modifies values, then clicks on the validation button.

In this case, 4D can retrieve the values of the HTML objects found in the request using the `WEB GET VARIABLES` command. The `WEB GET VARIABLES` command retrieves the values as text.

Consider the following HTML page source code:

```

<html>
<head>
    <title>Welcome</title>
    <script language="JavaScript"><!--
function GetBrowserInformation(formObj){
formObj.vtNav_appName.value = navigator.appName
formObj.vtNav_appVersion.value = navigator.appVersion
formObj.vtNav_appCodeName.value = navigator.appCodeName
formObj.vtNav_userAgent.value = navigator.userAgent
return true
}
function LogOn(formObj){
if(formObj.vtUserName.value!=""){
return true
} else {
alert("Enter your name, then try again.")
return false
}
}
//--></script>
</head>
<body>
<form action="/4DACTION/WWW_STD_FORM_POST" method="post"
name="frmWelcome"
onsubmit="return GetBrowserInformation(frmWelcome)">
    <h1>Welcome to Spiders United</h1>
    <p><b>Please enter your name:</b>
    <input name="vtUserName" value="" size="30" type="text"></p>
    <p>
<input name="vsbLogOn" value="Log On" onclick="return LogOn(frmWelcome)" type="submit">
<input name="vsbRegister" value="Register" type="submit">
<input name="vsbInformation" value="Information" type="submit"></p>
<p>
<input name="vtNav_appName" value="" type="hidden">
<input name="vtNav_appVersion" value="" type="hidden">
<input name="vtNav_appCodeName" value="" type="hidden">
<input name="vtNav_userAgent" value="" type="hidden"></p>
</form>
</body>
</html>

```

When 4D sends the page to a Web Browser, it looks like this:

The screenshot shows a web page with the title "Welcome to Spiders United". Below the title is a text input field with the placeholder "Please enter your name:". At the bottom of the page are three buttons: "Log On", "Register", and "Information".

The main features of this page are:

- It includes three Submit buttons: `vsbLogOn`, `vsbRegister` and `vsbInformation`.
- When you click Log On, the submission of the form is first processed by the JavaScript function `LogOn`. If no name is entered, the form is not even submitted to 4D, and a JavaScript alert is displayed.
- The form has a POST 4D method as well as a Submit script (`GetBrowserInformation`) that copies the browser properties to the four hidden objects whose names starts with `vtNav_App`. It also includes the `vtUserName` object.

Let's examine the 4D method `WWW_STD_FORM_POST` that is called when the user clicks on one of the buttons on the HTML form.

```

// Retrieval of value of variables
ARRAY TEXT($arrNames;0)
ARRAY TEXT($arrValues;0)
WEB GET VARIABLES($arrNames;$arrValues)
C_TEXT($user)

Case of

// The Log On button was clicked
:(Find in array($arrNames;"vsbLogOn")#-1)
$user :=Find in array($arrNames;"vtUserName")
QUERY([WWW Users];[WWW Users]UserName=$arrValues{$user})
$0:=(Records in selection([WWW Users])>0)
If($0)
    WWW POST EVENT("Log On";WWW Log information)
// The WWW POST EVENT method saves the information in a database table
Else

    $0:=WWW Register
// The WWW Register method lets a new Web user register
End if

// The Register button was clicked
:(Find in array($arrNames;"vsbRegister")#-1)
$0:=WWW Register

// The Information button was clicked
:(Find in array($arrNames;"vsbInformation")#-1)
WEB SEND FILE("userinfos.html")
End case

```

The features of this method are:

- The values of the variables *vtNav_appName*, *vtNav_appVersion*, *vtNav_appCodeName*, and *vtNav_userAgent* (bound to the HTML objects having the same names) are retrieved using the `WEB GET VARIABLES` command from HTML objects created by the *GetBrowserInformation* JavaScript script.
- Out of the *vsbLogOn*, *vsbRegister* and *vsbInformation* variables bound to the three Submit buttons, only the one corresponding to the button that was clicked will be retrieved by the `WEB GET VARIABLES` command. When the submit is performed by one of these buttons, the browser returns the value of the clicked button to 4D. This tells you which button was clicked.

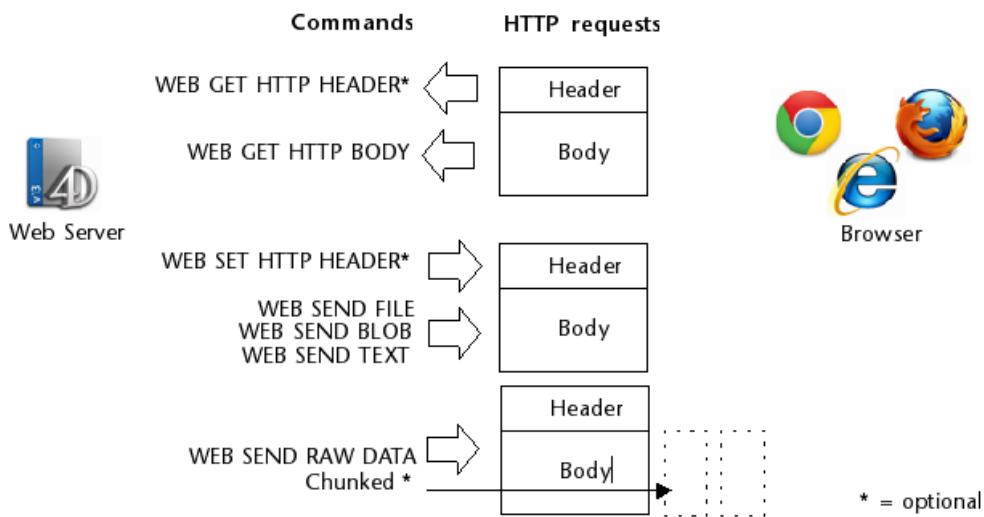
Keep in mind that with HTML, all objects are text objects. If you use a SELECT object, it is the value of the highlighted element in the object that is returned in the `WEB GET VARIABLES` command, and not the position of the element in the array as in 4D. `WEB GET VARIABLES` always returns values of the Text type.

Other Web Server Commands

The 4D web server provides several low-level web commands allowing you to develop custom processing of requests:

- the `WEB GET HTTP BODY` command returns the body as raw text, allowing any parsing you may need
- the `WEB GET HTTP HEADER` command return the headers of the request. It is useful to handle custom cookies, for example (along with the `WEB SET HTTP HEADER` command).
- the `WEB GET BODY PART` and `WEB Get body part count` commands to parse the body part of a multi-part request and retrieve text values, but also files posted, using BLOBs.

These commands are summarized in the following graphic:



The 4D web server supports files uploaded in chunked transfer encoding from any Web client. Chunked transfer encoding is a data transfer mechanism specified in HTTP/1.1. It allows data to be transferred in a series of "chunks" (parts) without knowing the final data size. The 4D Web Server also supports chunked transfer encoding from the server to Web clients (using `WEB SEND RAW DATA`).

COMPILER_WEB Project Method

The `COMPILER_WEB` method, if it exists, is systematically called when the HTTP server receives a dynamic request and calls the 4D engine. This is the case, for example, when the 4D Web server receives a posted form or a URL to process in [On Web Connection](#). This method is intended to contain typing and/or variable initialization directives used during Web exchanges. It is used by the compiler when the application is compiled. The `COMPILER_WEB` method is common to all the Web forms. By default, the `COMPILER_WEB` method does not exist. You must explicitly create it.

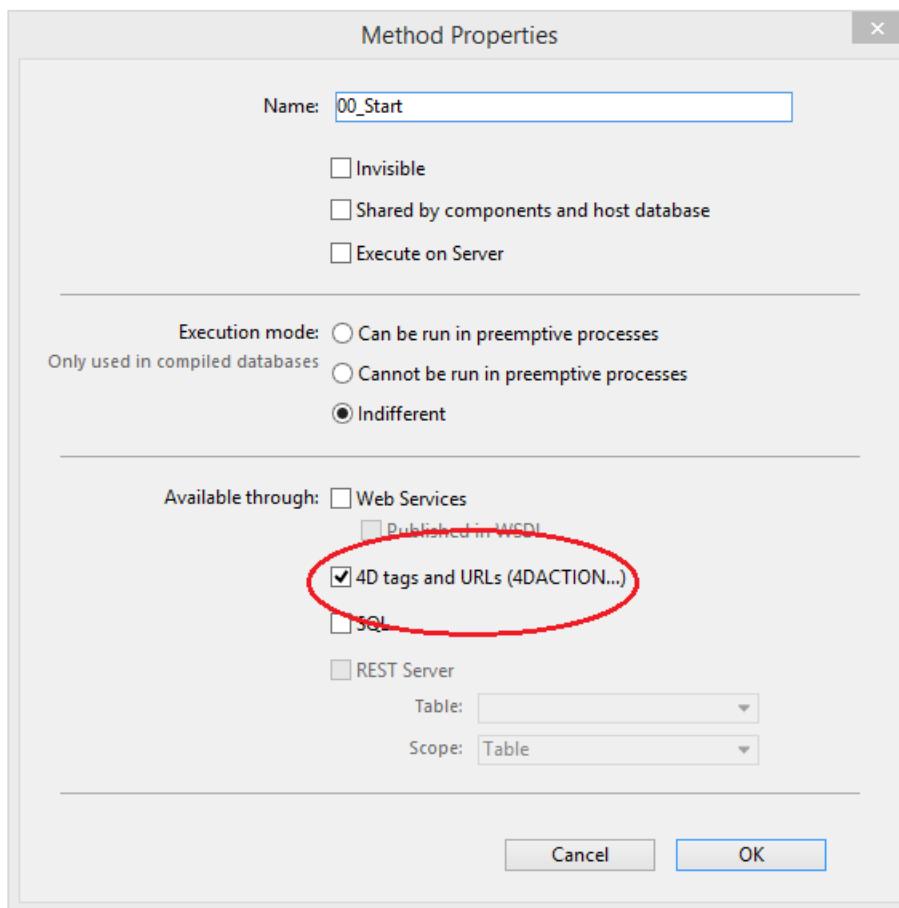
The `COMPILER_WEB` project method is also called, if it exists, for each SOAP request accepted.

Allowing project methods

The 4D tags such as `4DEVAL`, `4DTEXT`, `4DHTML`... as well as the `/4ACTION URL` allow you to trigger the execution of any project method of a 4D project published on the Web. For example, the request <http://www.server.com/4ACTION/login> causes the execution of the *login* project method, if it exists.

This mechanism therefore presents a security risk for the application, in particular if an Internet user intentionally (or unintentionally) triggers a method not intended for execution via the web. You can avoid this risk in the following ways:

- Filter the methods called via the URLs using the `On Web Authentication` database method. Drawbacks: If the database includes a great number of methods, this system may be difficult to manage.
- Use the Available through 4D tags and URLs (4ACTION...) option found in the Method properties dialog box:



This option is used to individually designate each project method that can be called using the `4ACTION` special URL, or the `4DTEXT`, `4DHTML`, `4DEVAL`, `4DSCRIPT`, `4DIF`, `4DELSEIF` or `4DL00P` tags. When it is not checked, the project method concerned cannot be directly executed through an HTTP request. Conversely, it can be executed using other types of calls (formulas, other methods, etc.).

This option is unchecked by default. Methods that can be executed through `4ACTION` or specific tags must be specifically indicated.

In the Explorer, Project methods with this property are given a specific icon:



Custom HTTP Error Pages

The 4D Web Server allows you to customize HTTP error pages sent to clients, based on the status code of the server response. Error pages refer to:

- status codes starting with 4 (client errors), for example 404
- status codes starting with 5 (server errors), for example 501.

For a full description of HTTP error status codes, you can refer to the [List of HTTP status codes](#) (Wikipedia).

Replacing default pages

To replace default 4D Web Server error pages with your own pages you just need to:

- put custom HTML pages at the first level of the application's web folder,
- name the custom pages "{statusCode}.html" (for example, "404.html").

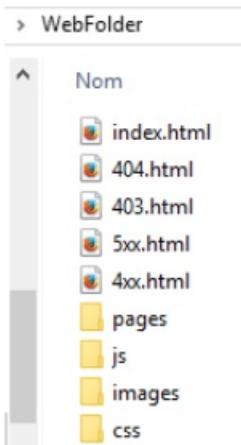
You can define one error page per status code and/or a generic error page for a range of errors, named "{number}xx.html". For example, you can create "4xx.html" for generic client errors. The 4D Web Server will first look for a {statusCode}.html page then, if it does not exist, a generic page.

For example, when an HTTP response returns a status code 404:

1. 4D Web Server tries to send a "404.html" page located in the application's web folder.
2. If it is not found, 4D Web Server tries to send a "4xx.html" page located in the application's web folder.
3. If not found, 4D Web Server then uses its default error page.

Beispiel

If you define the following custom pages in your web folder:



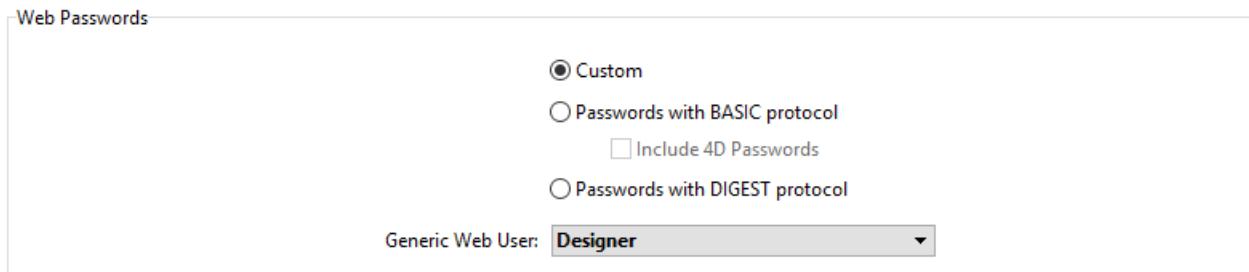
- the "403.html" or "404.html" pages will be served when 403 or 404 HTTP responses are returned respectively,
- the "4xx.html" page will be served for any other 4xx error status (400, 401, etc.),
- the "5xx.html" page will be served for any 5xx error status.

Authentication

Authenticating users is necessary when you want to provide specific access rights to web users. Authentication designates the way the information concerning the user credentials (usually name and password) are collected and processed.

Authentication modes

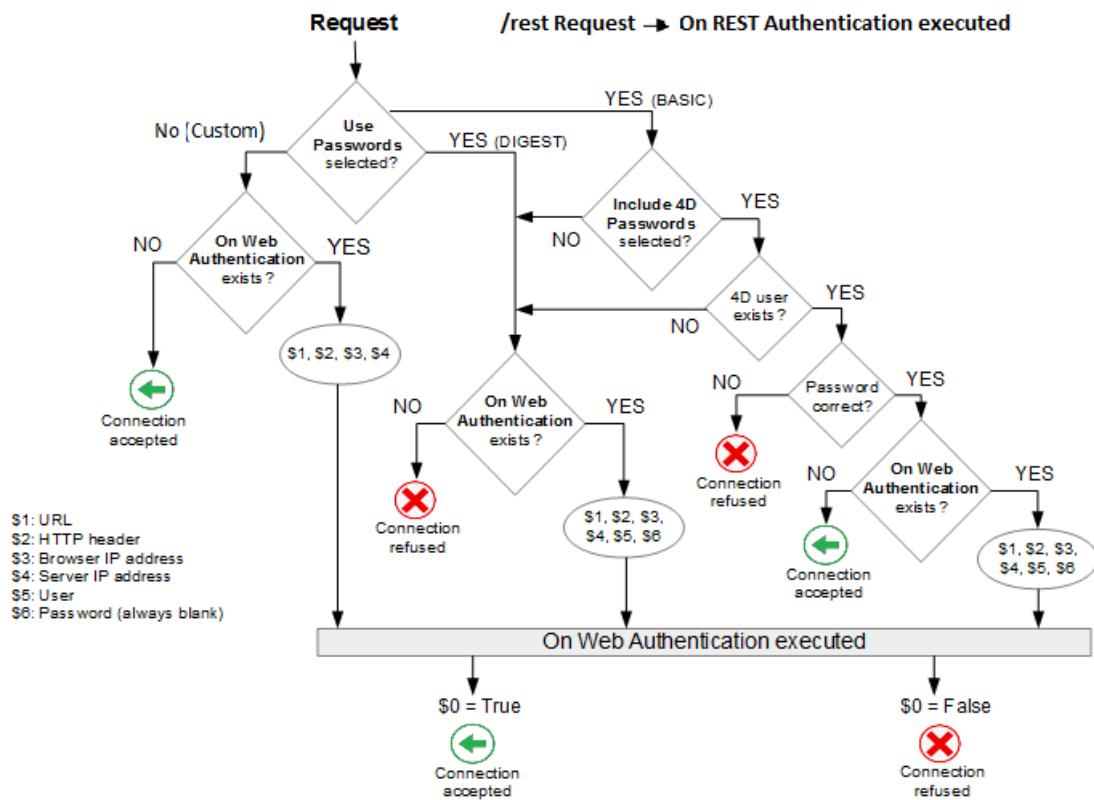
The 4D web server proposes three authentication modes, that you can select in the Web/Options (I) page of the Settings dialog box:



Using a custom authentication is recommended.

Überblick

The operation of the 4D web server's access system is summarized in the following diagram:



Requests starting with `rest/` are directly handled by the REST server.

Custom (default)

Basically in this mode, it's up to the developer to define how to authenticate users. 4D only evaluates HTTP requests that require an authentication.

This authentication mode is the most flexible because it allows you to:

- either, delegate the user authentication to a third-party application (e.g. a social network, SSO);
- or, provide an interface to the user (e.g. a web form) so that they can create their account in your customer database; then, you can authenticate users with any custom algorithm (see [this example](#) from the "User sessions" chapter). The important thing is that you never store the password in clear, using such code:

```
//... user account creation  
ds.webUser.password:=Generate password hash($password)  
ds.webUser.save()
```

See also [this example](#) from the "Getting started" chapter.

If no custom authentication is provided, 4D calls the `On Web Authentication` database method (if it exists). In addition to \$1 and \$2, only the IP addresses of the browser and the server (\$3 and \$4) are provided, the user name and password (\$5 and \$6) are empty. The method must return True in \$0 if the user is successfully authenticated, then the requested resource is served, or False in \$0 if the authentication failed.

Warning: If the `On Web Authentication` database method does not exist, connections are automatically accepted (test mode).

Basic protocol

When a user connects to the server, a standard dialog box appears on their browser in order for them to enter their user name and password.

The name and password entered by the user are sent unencrypted in the HTTP request header. This mode typically requires HTTPS to provide confidentiality.

Entered values are then evaluated:

- If the Include 4D passwords option is checked, user credentials will be first evaluated against the [internal 4D users table](#).
 - If the user name sent by the browser exists in the table of 4D users and the password is correct, the connection is accepted. If the password is incorrect, the connection is refused.
 - If the user name does not exist in the table of 4D users, the `On Web Authentication` database method is called. If the `On Web Authentication` database method does not exist, connections are rejected.
- If the Include 4D passwords option is not checked, user credentials are sent to the `On Web Authentication` database method along with the other connection parameters (IP address and port, URL...) so that you can process them. If the `On Web Authentication` database method does not exist, connections are rejected.

With the 4D Client web server, keep in mind that all the sites published by the 4D Client machines will share the same table of users. Validation of users/passwords is carried out by the 4D Server application.

DIGEST protocol

This mode provides a greater level of security since the authentication information is processed by a one-way process called hashing which makes their contents impossible to decipher.

As in BASIC mode, users must enter their name and password when they connect. The `On Web Authentication` database method is then called. When the DIGEST mode is activated, the \$6 parameter (password) is always returned empty. In fact, when using this mode, this information does not pass by the network as clear text (unencrypted). It is therefore imperative in this case to evaluate connection requests using the `WEB Validate digest` command.

You must restart the web server in order for the changes made to these parameters to be taken into account.

On Web Authentication

The `On Web Authentication` database method is in charge of managing web server engine access. It is called by 4D or 4D Server when a dynamic HTTP request is received.

Database method calls

The `On Web Authentication` database method is automatically called when a request or processing requires the execution of some 4D code (except for REST calls). It is also called when the web server receives an invalid static URL (for example, if the static page requested does not exist).

The `On Web Authentication` database method is therefore called:

- when the web server receives a URL requesting a resource that does not exist
- when the web server receives a URL beginning with `4DACTION/`, `4DCGI/` ...
- when the web server receives a root access URL and no home page has been set in the Settings or by means of the `WEB SET HOME PAGE` command
- when the web server processes a tag executing code (e.g. `4DSCRIPT`) in a semi-dynamic page.

The `On Web Authentication` database method is NOT called:

- when the web server receives a URL requesting a valid static page.
- when the web server receives a URL beginning with `rest/` and the REST server is launched (in this case, the authentication is handled through the [On REST Authentication database method](#) or [Structure settings](#)).

Syntax

`On Web Authentication($1 : Text ; $2 : Text ; $3 : Text ; $4 : Text ; $5 : Text ; $6 : Text) -> $0 : Boolean`

Parameter	Typ		Beschreibung
\$1	Text	<-	URL
\$2	Text	<-	HTTP headers + HTTP body (up to 32 kb limit)
\$3	Text	<-	IP address of the web client (browser)
\$4	Text	<-	IP address of the server
\$5	Text	<-	User name
\$6	Text	<-	Password
\$0	Boolean	->	True = request accepted, False = request rejected

You must declare these parameters as follows:

```
//On Web Authentication database method  
  
C_TEXT($1;$2;$3;$4;$5;$6)  
C_BOOLEAN($0)  
  
//Code for the method
```

Alternatively, you can use the [named parameters](#) syntax:

```
// On Web Authentication database method
#DECLARE ($url : Text; $header : Text; \
$BrowserIP : Text; $ServerIP : Text; \
$user : Text; $password : Text) \
-> $RequestAccepted : Boolean
```

All the `On Web Authentication` database method's parameters are not necessarily filled in. The information received by the database method depends on the selected [authentication mode](#)).

\$1 - URL

The first parameter (`$1`) is the URL received by the server, from which the host address has been removed.

Let's take the example of an Intranet connection. Suppose that the IP address of your 4D Web Server machine is 123.45.67.89. The following table shows the values of `$1` depending on the URL entered in the Web browser:

URL entered in web browser	Value of parameter <code>\$1</code>
123.45.67.89	/
http://123.45.67.89	/
123.45.67.89/Customers	/Customers
http://123.45.67.89/Customers/Add	/Customers/Add
123.45.67.89/Do_This/If_OK/Do_That	/Do_This/If_OK/Do_That

\$2 - Header and Body of the HTTP request

The second parameter (`$2`) is the header and the body of the HTTP request sent by the web browser. Note that this information is passed to your `On Web Authentication` database method as it is. Its contents will vary depending on the nature of the web browser which is attempting the connection.

If your application uses this information, it is up to you to parse the header and the body. You can use the `WEB GET HTTP HEADER` and the `WEB GET HTTP BODY` commands.

For performance reasons, the size of data passing through the `$2` parameter must not exceed 32 KB. Beyond this size, they are truncated by the 4D HTTP server.

\$3 - Web client IP address

The `$3` parameter receives the IP address of the browser's machine. This information can allow you to distinguish between intranet and internet connections.

4D returns IPv4 addresses in a hybrid IPv6/IPv4 format written with a 96-bit prefix, for example `::ffff:192.168.2.34` for the IPv4 address 192.168.2.34. For more information, refer to the [IPv6 Support](#) section.

\$4 - Server IP address

The `$4` parameter receives the IP address used to call the web server. 4D allows for multi-homing, which allows you to exploit machines with more than one IP address. For more information, please refer to the [Configuration page](#).

\$5 and \$6 - User Name and Password

The `$5` and `$6` parameters receive the user name and password entered by the user in the standard identification dialog box displayed by the browser. This dialog box appears for each connection, if `basic` or `digest` authentication is selected.

If the user name sent by the browser exists in 4D, the \$6 parameter (the user's password) is not returned for security reasons.

\$0 parameter

The `On Web Authentication` database method returns a boolean in \$0:

- If \$0 is True, the connection is accepted.
- If \$0 is False, the connection is refused.

The `On Web Connection` database method is only executed if the connection has been accepted by `On Web Authentication`.

WARNING

If no value is set to \$0 or if \$0 is not defined in the `On Web Authentication` database method, the connection is considered as accepted and the `On Web Connection` database method is executed.

- Do not call any interface elements in the `On Web Authentication` database method (`ALERT`, `DIALOG`, etc.) because otherwise its execution will be interrupted and the connection refused. The same thing will happen if an error occurs during its processing.

Beispiel

Example of the `On Web Authentication` database method in [DIGEST mode](#):

```
// On Web Authentication Database Method
#DECLARE ($url : Text; $header : Text; $ipB : Text; $ipS : Text; \
$user : Text; $pw : Text) -> $valid : Boolean

var $found : cs.WebUserSelection
$valid:=False

$found:=ds.WebUser.query("User === :1";$user)
If($found.length=1) // User is found
    $valid:=WEB Validate digest($user; [WebUser]password)
Else
    $valid:=False // User does not exist
End if
```

User sessions

The 4D web server provides built-in features for managing user sessions. Creating and maintaining user sessions allows you to control and improve the user experience on your web application. When user sessions are enabled, web clients can reuse the same server context from one request to another.

Web server user sessions allow to:

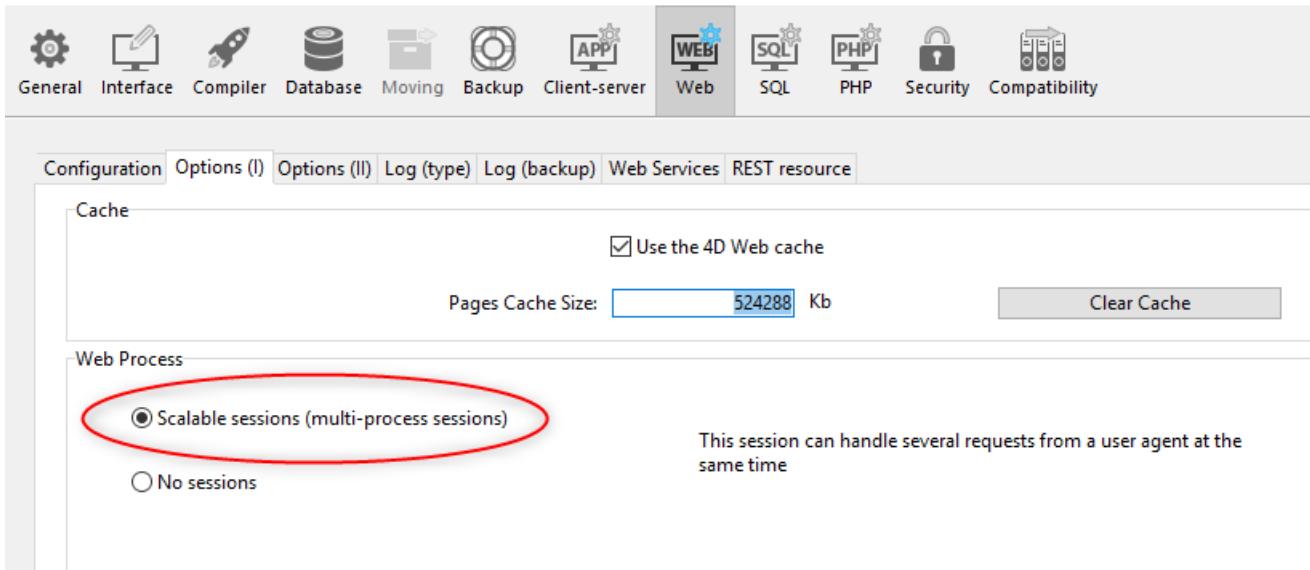
- handle multiple requests simultaneously from the same web client through an unlimited number of preemptive processes (web server sessions are scalable),
- share data between the processes of a web client,
- associate privileges to user sessions,
- handle access through a `Session` object and the [Session API](#).

Note: The current implementation is only the first step of an upcoming comprehensive feature allowing developers to manage hierarchical user permissions through sessions in the whole web application.

Enabling sessions

The session management feature can be enabled and disabled on your 4D web server. There are different ways to enable session management:

- Using the Scalable sessions option on the "Web/Options (I)" page of the Settings (permanent setting):



This option is selected by default in new projects. It can however be disabled by selecting the `No sessions` option, in which case the web session features are disabled (no `Session` object is available).

- Using the `.scalableSession` property of the Web Server object (to pass in the `settings` parameter of the `.start()` function). In this case, this setting overrides the option defined in the Settings dialog box for the Web Server object (it is not stored on disk).

The `WEB SET OPTION` command can also set the session mode for the main Web server.

In any cases, the setting is local to the machine; so it can be different on the 4D Server Web server and the Web servers of remote 4D machines.

Compatibility: A Legacy sessions option is available in projects created with a 4D version prior to 4D v18 R6 (for more information, please refer to the [doc.4d.com](#) web site).

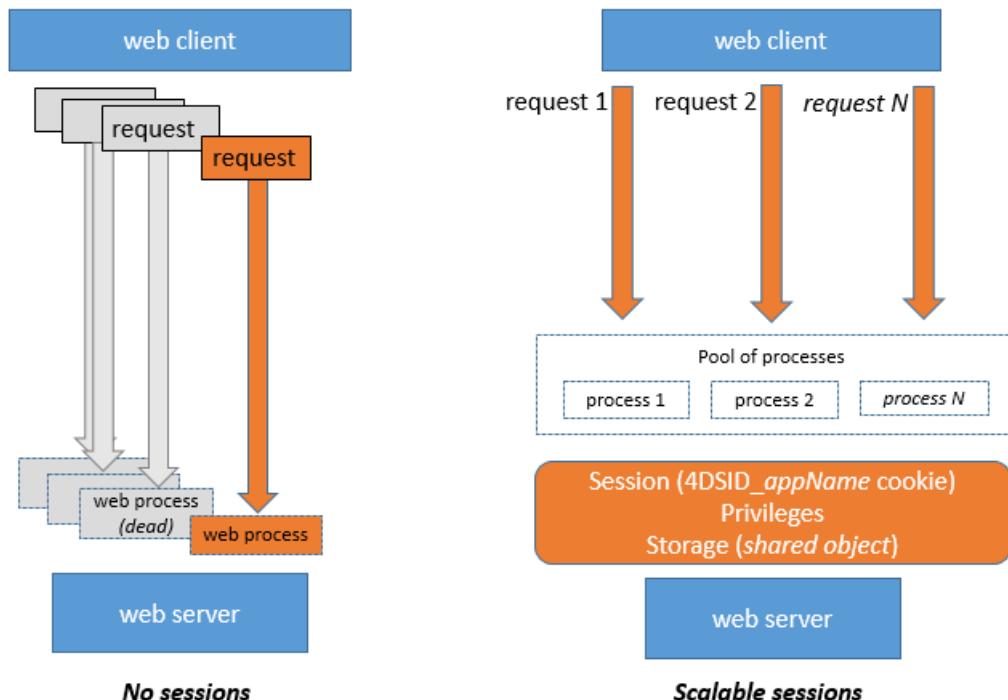
Session implementation

When [sessions are enabled](#), automatic mechanisms are implemented, based upon a private cookie set by 4D itself: "4DSID_AppName", where *AppName* is the name of the application project. This cookie references the current web session for the application.

The cookie name can be get using the `.sessionCookieName` property.

1. In each web client request, the Web server checks for the presence and the value of the private "4DSID_AppName" cookie.
2. If the cookie has a value, 4D looks for the session that created this cookie among the existing sessions; if this session is found, it is reused for the call.
3. If the client request does not correspond to an already opened session:
 - a new session with a private "4DSID_AppName" cookie is created on the web server
 - a new Guest `Session` object is created and is dedicated to the scalable web session.

The current `Session` object can then be accessed through the `Session` command in the code of any web processes.



Web processes usually do not end, they are recycled in a pool for efficiency. When a process finishes executing a request, it is put back in the pool and made available for the next request. Since a web process can be reused by any session, [process variables](#) must be cleared by your code at the end of its execution (using `CLEAR VARIABLE` for example). This cleanup is necessary for any process related information, such as a reference to an opened file. This is the reason why it is recommended to use the `Session` object when you want to keep session related information.

Preemptive mode

On 4D Server, Web server sessions are automatically handled through preemptive processes, even in interpreted mode. You need to make sure that your web server code is [compliant with a preemptive execution](#).

To debug interpreted web code on the server machine, make sure the debugger is [attached to the server](#) or [to a remote machine](#). Web processes then switch to cooperative mode and the web server code can be debugged.

With 4D single-user, interpreted code always runs in cooperative mode.

Sharing information

Each `Session` object provides a `.storage` property which is a `shared object`. This property allows you to share information between all processes handled by the session.

Session lifetime

A scalable web session is closed when:

- the web server is stopped,
- the timeout of the session cookie has been reached.

The lifespan of an inactive cookie is 60 minutes by default, which means that the web server will automatically close inactive sessions after 60 minutes.

This timeout can be set using the `.idleTimeout` property of the `Session` object (the timeout cannot be less than 60 minutes).

When a scalable web session is closed, if the `Session` command is called afterwards:

- the `Session` object does not contain privileges (it is a Guest session)
- the `.storage` property is empty
- a new session cookie is associated to the session

Privileges

Privileges can be associated to sessions. On the web server, you can provide specific access or features depending on the privileges of the session.

You can assign privileges using the `.setPrivileges()` function. In your code, you can check the session's privileges to allow or deny access using the `.hasPrivilege()` function. By default, new sessions do not have any privilege: they are guest sessions (`.isGuest()` function returns true).

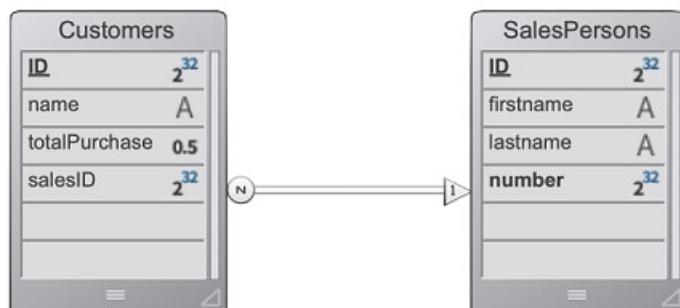
In the current implementation (v18 R6), only the "WebAdmin" privilege is available.

Beispiel:

```
If (Session.hasPrivilege("WebAdmin"))
    //Access is granted, do nothing
Else
    //Display an authentication page
End if
```

Beispiel

In a CRM application, each salesperson manages their own client portfolio. The datastore contains at least two linked dataclasses: Customers and SalesPersons (a salesperson has several customers).



We want a salesperson to authenticate, open a session on the web server, and have the top 3 customers be loaded in

the session.

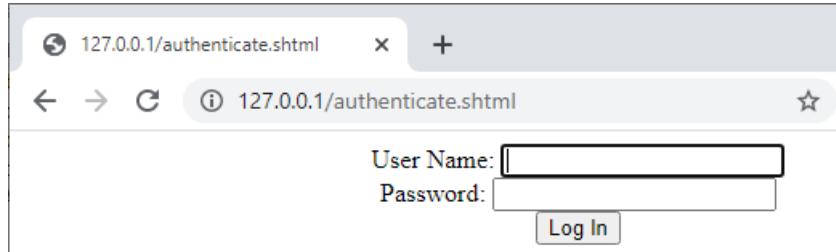
1. We run this URL to open a session:

```
http://localhost:8044/authenticate.shtml
```

In a production environment, it is necessary to use a [HTTPS connection](#) to avoid any unencrypted information to circulate on the network.

2. The `authenticate.shtml` page is a form containing `userId` et `password` input fields and sending a 4DACTION POST action:

```
<!DOCTYPE html>
<html>
<body bgcolor="#ffffff">
<FORM ACTION="/4DACTION/authenticate" METHOD=POST>
    UserId: <INPUT TYPE=TEXT NAME=userId VALUE=""><BR>
    Password: <INPUT TYPE=TEXT NAME=password VALUE=""><BR>
<INPUT TYPE=SUBMIT NAME=OK VALUE="Log In">
</FORM>
</body>
</html>
```



3. The authenticate project method looks for the `userID` person and validates the password against the hashed value already stored in the `SalesPersons` table:

```

var $indexUserId; $indexPassword; $userId : Integer
var $password : Text
var $userTop3; $sales; $info : Object

ARRAY TEXT($anames; 0)
ARRAY TEXT($avalues; 0)

WEB GET VARIABLES($anames; $avalues)

$indexUserId:=Find in array($anames; "userId")
$userId:=Num($avalues{$indexUserId})

$indexPassword:=Find in array($anames; "password")
$password:=$avalues{$indexPassword}

$sales:=ds.SalesPersons.query("userId = :1"; $userId).first()

If ($sales#Null)
    If (Verify password hash($password; $sales.password))
        $info:=New object()
        $info.userName:=$sales.firstname+" "+$sales.lastname
        Session.setPrivileges($info)
        Use (Session.storage)
            If (Session.storage.myTop3=Null)
                $userTop3:=$sales.customers.orderBy("totalPurchase desc").slice(0; 3)
                Session.storage.myTop3:=$userTop3
            End if
        End use
        WEB SEND HTTP REDIRECT("/authenticationOK.shtml")
    Else
        WEB SEND TEXT("This password is wrong")
    End if
Else
    WEB SEND TEXT("This userId is unknown")
End if

```

Using preemptive web processes

The 4D Web Server allows you to take full advantage of multi-core computers by using preemptive web processes in your applications. You can configure your web-related code, including 4D tags, web database methods or ORDA REST class functions to run simultaneously on as many cores as possible.

For in-depth information on preemptive process in 4D, please refer to the [Preemptive 4D processes](#) section in the [4D Language Reference](#).

Availability of preemptive mode for web processes

The following table indicates whether the preemptive mode is used or is available, depending on the execution context:

4D Server	Interpreted (debugger attached)	Interpreted (debugger detached)	Kompiliert
REST Server	cooperative	preemptive	preemptive
Web Server	cooperative	<i>web setting</i>	<i>web setting</i>
Web Services Server	cooperative	<i>web setting</i>	<i>web setting</i>

4D remote/single-user	Interpretiert	Kompiliert
REST Server	cooperative	preemptive
Web Server	cooperative	<i>web setting</i>
Web Services Server	cooperative	<i>web setting</i>

- REST Server: handles [ORDA data model class functions](#)
- Web Server: handles [web templates](#), [4DACTION](#) and [database methods](#)
- Web Service Server: handles SOAP requests
- *web setting* means that the preemptive mode depends on a setting value:
 - when [Scalable sessions](#) option is selected, the [preemptive mode is automatically used](#) for web processes.
 - otherwise, the [Use preemptive processes](#) option is taken into account.
 - regarding Web service processes (server or client), preemptive mode is supported at method level. You just have to select "Can be run in preemptive processes" property for published SOAP server methods (see [Publishing a Web Service with 4D](#)) or proxy client methods (see [Subscribing to a Web Service in 4D](#)) and make sure they are confirmed thread-safe by the compiler.

Writing thread-safe web server code

All 4D code executed by the web server must be thread-safe if you want your web processes to be run in preemptive mode. When the [preemptive mode is enabled](#), the following parts of the application will be automatically evaluated by the 4D compiler:

- All web-related database methods:
 - [On Web Authentication](#)
 - [On Web Connection](#)
 - [On REST Authentication](#)
 - [On Mobile App Authentication](#) and [On Mobile App Action](#)
- The `compiler_web` project method (regardless of its actual "Execution mode" property);
- Basically any code processed by the `PROCESS 4D TAGS` command in the web context, for example through .shtml pages
- Any project method with the "Available through 4D tags and URLs (`4DACTION` , etc.)" attribute

- Triggers for tables with "Expose as REST resource" attribute
- [ORDA data model class functions](#) called via REST

For each of these methods and code parts, the compiler will check if the thread-safety rules are respected, and will return errors in case of issues. For more information about thread-safety rules, please refer to the *Writing a thread-safe method* paragraph in the *Processes* chapter of the [4D Language Reference](#) manual.

Thread-safety of 4D web code

Most of the web-related 4D commands and functions, database methods and URLs are thread-safe and can be used in preemptive mode.

4D commands and database methods

All 4D web-related commands are thread-safe, *i.e.*:

- all commands from the *Web Server* theme,
- all commands from the *HTTP Client* theme.

The web-related database methods are thread-safe and can be used in preemptive mode (see above): [On Web Authentication](#), [On Web Connection](#), [On REST Authentication](#) ...).

Of course, the code executed by these methods must also be thread-safe.

Web Server URLs

The following 4D Web Server URLs are thread-safe and can be used in preemptive mode:

- `4daction/` (the called project method must also be thread-safe)
- `4dcgi/` (the called database methods must also be thread-safe)
- `4dwebtest/`
- `4dblank/`
- `4dstats/`
- `4dhtml/stats/`
- `4dcache-clear/`
- `rest/`
- `4dimgfield/` (generated by `PROCESS 4D TAGS` for web request on picture fields)
- `4dimg/` (generated by `PROCESS 4D TAGS` for web request on picture variables)

Preemptive web process icon

Both the Runtime Explorer and the 4D Server administration window display a specific icon for preemptive web processes:

Process type	Icon
Preemptive web method	

Getting Started

4D provides you with a powerful REST server, that allows direct access to data stored in your 4D applications.

The REST server is included in 4D and 4D Server, it is automatically available in your 4D applications [once it is configured](#).

This section is intended to help familiarize you with REST functionality by means of a simple example. We are going to:

- create and configure a basic 4D application project
- access data from the 4D project through REST using a standard browser.

To keep the example simple, we're going to use 4D and a browser that are running on the same machine. Of course, you could also use a remote architecture.

Creating and configuring the 4D project

1. Launch your 4D or 4D Server application and create a new project. You can name it "Emp4D", for example.
2. In the Structure editor, create an [Employees] table and add the following fields to it:
 - Lastname (Alpha)
 - Firstname (Alpha)
 - Salary (Longint)

Employees	
ID	2 ³²
Lastname	A
Firstname	A
Salary	2 ³²

The "Expose a REST resource" option is checked by default for the table and every field; do not change this setting.

3. Create forms, then create a few employees:

Emp4D - Employees: 3 of 3			
ID :	Lastname :	Firstname :	Salary :
1	Brown	Michael	25000
2	Jones	Maryanne	35000
3	Smithers	Jack	41000

4. Open the Web > Web Features page of the Settings dialog box and [check the Expose as REST server](#) option.
5. In the Run menu, select Start Web Server (if necessary), then select Test Web Server.

4D displays the default home page of the 4D Web Server.

Accessing 4D data through the browser

You can now read and edit data within 4D only through REST requests.

Any 4D REST URL request starts with `/rest`, to be inserted after the `address:port` area. For example, to see what's

inside the 4D datastore, you can write:

```
http://127.0.0.1/rest/$catalog
```

The REST server replies:

```
{  
    "__UNIQID": "96A49F7EF2ABDE44BF32059D9ABC65C1",  
    "dataClasses": [  
        {  
            "name": "Employees",  
            "uri": "/rest/$catalog/Employees",  
            "dataURI": "/rest/Employees"  
        }  
    ]  
}
```

It means that the datastore contains the Employees dataclass. You can see the dataclass attributes by typing:

```
/rest/$catalog/Employees
```

If you want to get all entities of the Employee dataclass, you write:

```
/rest/Employees
```

Response:

```
{
  "__entityModel": "Employees",
  "__GlobalStamp": 0,
  "__COUNT": 3,
  "__FIRST": 0,
  "__ENTITIES": [
    {
      "__KEY": "1",
      "__TIMESTAMP": "2020-01-07T17:07:52.467Z",
      "__STAMP": 2,
      "ID": 1,
      "Lastname": "Brown",
      "Firstname": "Michael",
      "Salary": 25000
    },
    {
      "__KEY": "2",
      "__TIMESTAMP": "2020-01-07T17:08:14.387Z",
      "__STAMP": 2,
      "ID": 2,
      "Lastname": "Jones",
      "Firstname": "Maryanne",
      "Salary": 35000
    },
    {
      "__KEY": "3",
      "__TIMESTAMP": "2020-01-07T17:08:34.844Z",
      "__STAMP": 2,
      "ID": 3,
      "Lastname": "Smithers",
      "Firstname": "Jack",
      "Salary": 41000
    }
  ],
  "__SENT": 3
}
```

You have many possibilities to filter data to receive. For example, to get only the "Lastname" attribute value from the 2nd entity, you can just write:

```
/rest/Employees(2)/Lastname
```

Response:

```
{
  "__entityModel": "Employees",
  "__KEY": "2",
  "__TIMESTAMP": "2020-01-07T17:08:14.387Z",
  "__STAMP": 2,
  "Lastname": "Jones"
}
```

The 4D [REST API](#) provides various commands to interact with the 4D applications.

Server Configuration

Using standard HTTP requests, the 4D REST Server allows external applications to access the data of your application directly, *i.e.* to retrieve information about the dataclasses in your project, manipulate data, log into your web application, and much more.

To start using the REST features, you need to start and configure the 4D REST server.

- On 4D Server, opening a REST session requires that a free 4D client licence is available.
- On 4D single-user, you can open up to three REST sessions for testing purposes.
- You need to manage the [session](#) for your requesting application.

Starting the REST Server

For security reasons, by default, 4D does not respond to REST requests. If you want to start the REST Server, you must check the Expose as REST server option in the Web > Web Features page of the structure settings in order for REST requests to be processed.

The screenshot shows the 'Git - Structure Settings' window. At the top, there is a toolbar with icons for General, Interface, Compiler, Database, Moving, Backup, Client-server, Web (which is selected), SQL, PHP, Security, and Compatibility. Below the toolbar, a navigation bar contains tabs: Configuration, Options (I), Options (II), Log (type), Log (backup), Web Services, and Web features (which is selected). The main area is titled 'Publishing'. It contains a note: 'NOTE: This service is only active on 4D Developer Professional and 4D Server.' followed by a checked checkbox labeled 'Expose as REST server'. Below this is another section titled 'Access' with a note: 'NOTE: This setting is only taken into account when the 4D password access system is activated (the Designer has been assigned a password) and the database method "On REST Authentication" does not exist.' A dropdown menu labeled 'Read/Write:' shows '<Anyone>'.

REST services use the 4D HTTP server, so you need to make sure that the 4D web server is started.

The warning message "Caution, check the access privileges" is displayed when you check this option to draw your attention to the fact that when REST services are activated, by default access to database objects is free as long as the REST accesses have not been configured.

You must restart the 4D application for your changes to take effect.

Configuring REST access

By default, REST accesses are open to all users which is obviously not recommended for security reasons, and also to control client licenses usage.

You can configuring REST accesses with one of the following means:

- assigning a Read/Write user group to REST services in the "Web > Web Features" page of the Structure Settings;
- writing an `On REST Authentication` database method to intercept and handle every initial REST request.

You cannot use both features simultaneously. Once an `On REST Authentication` database method has been defined, 4D fully delegates control of REST requests to it: any setting made using the "Read/Write" menu on the Web > Web Features page of the Structure Settings is ignored.

Using the Structure Settings

The Read/Write menu in the "Web > Web Features" page of the structure settings specifies a group of 4D users that is authorized to establish the link to the 4D application using REST queries.

By default, the menu displays `<Anyone>`, which means that REST accesses are open to all users. Once you have specified a group, only a 4D user account that belongs to this group may be used to [access 4D by means of a REST request](#). If an account is used that does not belong to this group, 4D returns an authentication error to the sender of the request.

In order for this setting to take effect, the `On REST Authentication` database method must not be defined. If it exists, 4D ignores access settings defined in the Structure Settings.

Using the On REST Authentication database method

The `On REST Authentication` database method provides you with a custom way of controlling the opening of REST sessions on 4D. This database method is automatically called when a new session is opened through a REST request. This database method is automatically called when a new session is opened through a REST request. When a [request to open a REST session](#) is received, the connection identifiers are provided in the header of the request. The `On REST Authentication` database method is called so that you can evaluate these identifiers. You can use the list of users for the 4D application or you can use your own table of identifiers. For more information, refer to the [On REST Authentication](#) database method [documentation](#).

Exposing tables and fields

Once REST services are enabled in the 4D application, by default a REST session can access all tables and fields of the 4D database through the [datastore interface](#). Thus, it can use their data. For example, if your database contains an [Employee] table, it is possible to write:

```
http://127.0.0.1:8044/rest/Employee/?$filter="salary>10000"
```

This request will return all employees whose salary field is higher than 10000.

4D tables and/or fields that have the "Invisible" attribute are also exposed in REST by default.

If you want to customize the datastore objects accessible through REST, you must disable the exposure of each table and/or field that you want to hide. When a REST request attempts to access an unauthorized resource, 4D returns an error.

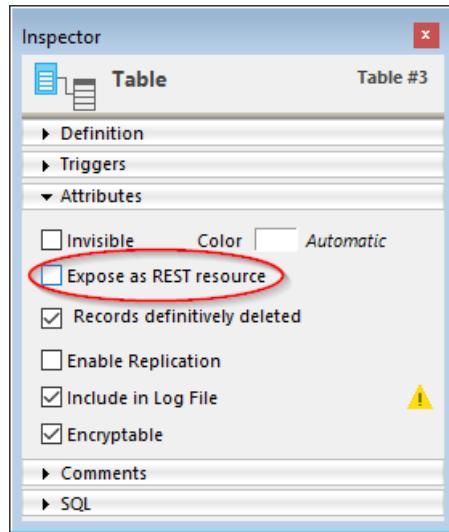
Exposing tables

By default, all tables are exposed in REST.

For security reasons, you may want to only expose certain tables of your datastore to REST calls. For instance, if you created a [Users] table storing user names and passwords, it would be better not to expose it.

To remove the REST exposure for a table:

1. Display the Table Inspector in the Structure editor and select the table you want to modify.
2. Uncheck the Expose as REST resource option:



Do this for each table whose exposure needs to be modified.

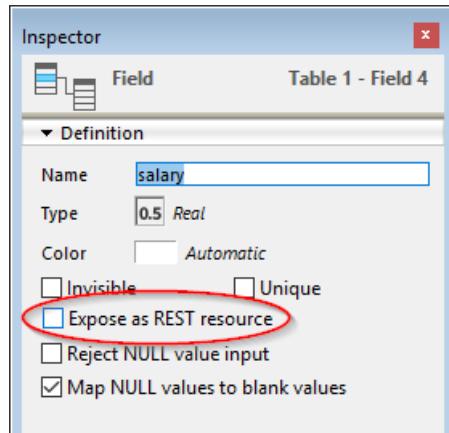
Exposing fields

By default, all 4D database fields are exposed in REST.

You may not want to expose certain fields of your tables to REST. For example, you may not want to expose the [Employees]Salary field.

To remove the REST exposure for a field:

1. Display the Field Inspector in the Structure editor and select the field you want to modify.
2. Uncheck the Expose as REST resource for the field.



Repeat this for each field whose exposure needs to be modified.

In order for a field to be accessible through REST, the parent table must be as well. If the parent table is not exposed, none of its fields will be, regardless of their status.

Users and sessions

REST requests can benefit from [web user sessions](#), providing extra features such as multiple requests handling, data sharing between the web client processes, and user privileges.

As a first step to open a REST session on the 4D server, the user sending the request must be authenticated.

Authenticating users

You log in a user to your application by calling `$directory/login` in a POST request including the user's name and password in the header. This request calls the `On REST Authentication` database method (if it exists), where you can check the user's credentials (see example below).

Opening sessions

When [scalable sessions are enabled](#) (recommended), if the `On REST Authentication` database method returns `true`, a user session is then automatically opened and you can handle it through the `Session` object and the [Session API](#). Subsequent REST requests will reuse the same session cookie.

If the `On REST Authentication` database method has not been defined, a `guest` session is opened.

Beispiel

In this example, the user enters their email and password in an html page that requests `$directory/login` in a POST (it is recommended to use an HTTPS connection to send the html page). The `On REST Authentication` database method is called to validate the credentials and to set the session.

The HTML login page:

The form consists of three elements: a text input field for 'Email', a text input field for 'Password', and a blue 'Login' button. The 'Email' field is currently empty, and the 'Password' field also appears empty or contains placeholder text.

```

<html><body bgcolor="#ffffff">

<div id="demo">
  <FORM name="myForm">
    Email: <INPUT TYPE=TEXT NAME=userId VALUE=""><BR>
    Password: <INPUT TYPE=TEXT NAME=password VALUE=""><BR>
    <button type="button" onclick="onClick()">
      Login
    </button>
  </div id="authenticationFailed" style="visibility:hidden;">Authentication failed</div>
</FORM>
</div>

<script>
function sendData(data) {
  var XHR = new XMLHttpRequest();

  XHR.onreadystatechange = function() {
    if (this.status == 200) {
      window.location = "authenticationOK.shtml";
    }
    else {
      document.getElementById("authenticationFailed").style.visibility = "visible";
    }
  };
}

XHR.open('POST', 'http://127.0.0.1:8044/rest/$directory/login'); //rest server address

XHR.setRequestHeader('username-4D', data.userId);
XHR.setRequestHeader('password-4D', data.password);
XHR.setRequestHeader('session-4D-length', data.timeout);

XHR.send();
};

function onClick()
{
sendData({userId:document.forms['myForm'].elements['userId'].value , password:document.forms['myForm'].e
}
</script></body></html>

```

When the login page is sent to the server, the `On REST Authentication` database method is called:

```

//On REST Authentication

#DECLARE($userId : Text; $password : Text) -> $Accepted : Boolean
var $sales : cs.SalesPersonsEntity

$Accepted:=False

//A '/rest' URL has been called with headers username-4D and password-4D
If ($userId#"")
  $sales:=ds.SalesPersons.query("email = :1"; $userId).first()
  If ($sales#Null)
    If (Verify password hash($password; $sales.password))
      fillSession($sales)
      $Accepted:=True
    End if
  End if
End if

```

As soon as it has been called and returned `True`, the `On REST Authentication` database method is no longer called in the session.

The `fillSession` project method initializes the user session, for example:

```
#DECLARE($sales : cs.SalesPersonsEntity)
var $info : Object

$info:=New object()
$info.userName:=$sales.firstname" "+$sales.lastname

Session.setPrivileges($info)

Use (Session.storage)
If (Session.storage.myTop3=NULL)
    Session.storage.myTop3:=$sales.customers.orderBy("totalPurchase desc").slice(0; 3)
End if
End use
```

Getting Server Information

You can get several information from the REST server:

- the exposed datastores and their attributes
- the REST server cache contents, including user sessions.

Catalog

Use the `$catalog`, `$catalog/{dataClass}`, or `$catalog/$all` parameters to get the list of [exposed dataclasses and their attributes](#).

To get the collection of all exposed dataclasses along with their attributes:

```
GET /rest/$catalog/$all
```

Cache info

Use the `$info` parameter to get information about the entity selections currently stored in 4D Server's cache as well as running user sessions.

queryPath and queryPlan

Entity selections that are generated through queries can have the following two properties: `queryPlan` and `queryPath`. To calculate and return these properties, you just need to add `$queryPlan` and/or `$queryPath` in the REST request.

Beispiel:

```
GET /rest/People/$filter="employer.name=acme AND lastName=Jones"&$queryplan=true&$querypath=true
```

These properties are objects that contain information about how the server performs composite queries internally through dataclasses and relations:

- `queryPlan`: object containing the detailed description of the query just before it was executed (i.e., the planned query).
- `queryPath`: object containing the detailed description of the query as it was actually performed.

The information recorded includes the query type (indexed and sequential) and each necessary subquery along with conjunction operators. Query paths also contain the number of entities found and the time required to execute each search criterion. You may find it useful to analyze this information while developing your application. Generally, the description of the query plan and its path are identical but they can differ because 4D can implement dynamic optimizations when a query is executed in order to improve performance. For example, the 4D engine can dynamically convert an indexed query into a sequential one if it estimates that it is faster. This particular case can occur when the number of entities being searched for is low.

Manipulating Data

All [exposed dataclasses, attributes](#) and [functions](#) can be accessed through REST. Dataclass, attribute, and function names are case-sensitive; however, the data for queries is not.

Querying data

To query data directly, you can do so using the `$filter` function. For example, to find a person named "Smith", you could write:

```
http://127.0.0.1:8081/rest/Person/?$filter="lastName=Smith"
```

Adding, modifying, and deleting entities

With the REST API, you can perform all the manipulations to data as you can in 4D.

To add and modify entities, you can call `$method=update`. If you want to delete one or more entities, you can use `$method=delete`.

Besides retrieving a single entity in a dataclass using `{dataClass}({key})`, you can also write a [class function](#) that returns an entity selection (or a collection).

Before returning a selection, you can also sort it by using `$orderby` one or more attributes (even relation attributes).

Navigating data

Add the `$skip` (to define with which entity to start) and `$top/$limit` (to define how many entities to return) REST requests to your queries or entity selections to navigate the collection of entities.

Creating and managing entity set

An entity set (aka *entity selection*) is a collection of entities obtained through a REST request that is stored in 4D Server's cache. Using an entity set prevents you from continually querying your application for the same results. Accessing an entity set is much quicker and can improve the speed of your application.

To create an entity set, call `$method=entityset` in your REST request. As a measure of security, you can also use `$savedfilter` and/or `$savedorderby` when you call `$filter` and/or `$orderby` so that if ever the entity set timed out or was removed from the server, it can be quickly retrieved with the same ID as before.

To access the entity set, you must use `$entityset/{entitySetID}`, for example:

```
/rest/People/$entityset/0AF4679A5C394746BFEB68D2162A19FF
```

By default, an entity set is stored for two hours; however, you can change the timeout by passing a new value to `$timeout`. The timeout is continually being reset to the value defined for its timeout (either the default one or the one you define) each time you use it.

If you want to remove an entity set from 4D Server's cache, you can use `$method=release`.

If you modify any of the entity's attributes in the entity set, the values will be updated. However, if you modify a value that was a part of the query executed to create the entity set, it will not be removed from the entity set even if it no longer fits the search criteria. Any entities you delete will, of course, no longer be a part of the entity set.

If the entity set no longer exists in 4D Server's cache, it will be recreated with a new default timeout of 10 minutes. The entity set will be refreshed (certain entities might be included while others might be removed) since the last time it was created, if it no longer existed before recreating it.

Using `$entityset/{entitySetID}?$logicOperator... &$otherCollection`, you can combine two entity sets that you previously created. You can either combine the results in both, return only what is common between the two, or return what is not common between the two.

A new selection of entities is returned; however, you can also create a new entity set by calling `$method=entityset` at the end of the REST request.

Calculating data

By using `$compute`, you can compute the average, count, min, max, or sum for a specific attribute in a dataclass. You can also compute all values with the `$all` keyword.

For example, to get the highest salary:

```
/rest/Employee/salary/?$compute=max
```

To compute all values and return a JSON object:

```
/rest/Employee/salary/?$compute=$all
```

Calling Data model class functions

You can call ORDA Data Model [user class functions](#) through POST requests, so that you can benefit from the exposed API of the targeted application. For example, if you have defined a `getCity()` function in the City dataclass class, you could call it using the following request:

```
/rest/City/getCity
```

with data in the body of the request: `["Paris"]`

Calls to 4D project methods that are exposed as REST Service are still supported but are deprecated.

Selecting Attributes to get

You can always define which attributes to return in the REST response after an initial request by passing their path in the request (e.g., `Company(1)/name, revenues/`)

You can apply this filter in the following ways:

Objekt	Syntax	Beispiel
Dataclass	<code>{dataClass}/{att1,att2...}</code>	<code>/People/firstName,lastName</code>
Collection of entities	<code>{dataClass}/{att1,att2...}/?\$filter="{filter}"</code>	<code>/People/firstName,lastName/?\$filter="lastName=</code>
Specific entity	<code>{dataClass}({ID})/{att1,att2...}</code>	<code>/People(1)/firstName,lastName</code>
	<code>{dataClass}:{attribute}(value)/{att1,att2...}/</code>	<code>/People:firstName(Larry)/firstName,lastName/</code>
Entity-Selection	<code>{dataClass}/{att1,att2...}/\$entityset/{entitySetID}</code>	<code>/People/firstName/\$entityset/528BF90F1089491</code>

The attributes must be delimited by a comma, i.e., `/Employee/firstName,lastName,salary`. Storage or relation attributes can be passed.

Beispiele

Here are a few examples, showing you how to specify which attributes to return depending on the technique used to

retrieve entities.

You can apply this technique to:

- Dataclasses (all or a collection of entities in a dataclass)
- Specific entities
- Entity sets

Dataclass Example

The following requests returns only the first name and last name from the People dataclass (either the entire dataclass or a selection of entities based on the search defined in `$filter`).

```
GET /rest/People/firstName,lastName/
```

Result:

```
{
  __entityModel: "People",
  __COUNT: 4,
  __SENT: 4,
  __FIRST: 0,
  __ENTITIES: [
    {
      __KEY: "1",
      __STAMP: 1,
      firstName: "John",
      lastName: "Smith"
    },
    {
      __KEY: "2",
      __STAMP: 2,
      firstName: "Susan",
      lastName: "O'Leary"
    },
    {
      __KEY: "3",
      __STAMP: 2,
      firstName: "Pete",
      lastName: "Marley"
    },
    {
      __KEY: "4",
      __STAMP: 1,
      firstName: "Beth",
      lastName: "Adams"
    }
  ]
}
```

```
GET /rest/People/firstName,lastName/?$filter="lastName='A@'" /
```

Result:

```
{
  __entityModel: "People",
  __COUNT: 1,
  __SENT: 1,
  __FIRST: 0,
  __ENTITIES: [
    {
      __KEY: "4",
      __STAMP: 4,
      firstName: "Beth",
      lastName: "Adams"
    }
  ]
}
```

Entity Example

The following request returns only the first name and last name attributes from a specific entity in the People dataclass:

```
GET /rest/People(3)/firstName,lastName/
```

Result:

```
{
  __entityModel: "People",
  __KEY: "3",
  __STAMP: 2,
  firstName: "Pete",
  lastName: "Marley"
}
```

```
GET /rest/People(3)/
```

Result:

```
{
  __entityModel: "People",
  __KEY: "3",
  __STAMP: 2,
  ID: 3,
  firstName: "Pete",
  lastName: "Marley",
  salary: 30000,
  employer: {
    __deferred: {
      uri: "http://127.0.0.1:8081/rest/Company(3)",
      __KEY: "3"
    }
  },
  fullName: "Pete Marley",
  employerName: "microsoft"
}
```

Entity Set Example

Once you have [created an entity set](#), you can filter the information in it by defining which attributes to return:

```
GET /rest/People/firstName,employer.name/$entityset/BDCD8AABE13144118A4CF8641D5883F5?$expand=employer
```

Viewing an image attribute

If you want to view an image attribute in its entirety, write the following:

```
GET /rest/Employee(1)/photo?$imageformat=best&$version=1&$expand=photo
```

For more information about the image formats, refer to `$imageformat`. For more information about the version parameter, refer to `$version`.

Saving a BLOB attribute to disk

If you want to save a BLOB stored in your dataclass, you can write the following:

```
GET /rest/Company(11)/blobAtt?$binary=true&$expand=blobAtt
```

Retrieving only one entity

You can use the `{dataClass}:{attribute}(value)` syntax when you want to retrieve only one entity. It's especially useful when you want to do a related search that isn't created on the dataclass's primary key. Sie schreiben zum Beispiel:

```
GET /rest/Company:companyCode("Acme001")
```

Calling ORDA class functions

You can call [data model class functions](#) defined for the ORDA Data Model through your REST requests, so that you can benefit from the exposed API of the targeted 4D application.

Functions are simply called in POST requests on the appropriate ORDA interface, without (). For example, if you have defined a `getCity()` function in the City dataclass class, you could call it using the following request:

```
/rest/City/getCity
```

with data in the body of the POST request: `["Aguada"]`

In 4D language, this call is equivalent to, :

```
$city:=ds.City.getCity("Aguada")
```

Only functions with the `exposed` keyword can be directly called from REST requests. See [Exposed vs non-exposed functions](#) section.

Function calls

Functions must always be called using REST POST requests (a GET request will receive an error).

Functions are called on the corresponding object on the server datastore.

Class function	Syntax
datastore class	<code>/rest/\$catalog/DataStoreClassFunction</code>
dataclass class	<code>/rest/{dataClass}/DataClassClassFunction</code>
entitySelection class	<code>/rest/{dataClass}/EntitySelectionClassFunction</code>
	<code>/rest/{dataClass}/EntitySelectionClassFunction/\$entityset/entitySetNumber</code>
	<code>/rest/{dataClass}/EntitySelectionClassFunction/\$filter</code>
	<code>/rest/{dataClass}/EntitySelectionClassFunction/\$orderby</code>
entity class	<code>/rest/{dataClass}(key)/EntityClassFunction/</code>

`/rest/{dataClass}/Function` can be used to call either a dataclass or an entity selection function (`/rest/{dataClass}` returns all entities of the DataClass as an entity selection).

The function is searched in the entity selection class first. If not found, it is searched in the dataclass. In other words, if a function with the same name is defined in both the DataClass class and the EntitySelection class, the dataclass class function will never be executed.

All 4D code called from REST requests must be thread-safe if the project runs in compiled mode, because the REST Server always uses preemptive processes in this case (the [Use preemptive process setting value](#) is ignored by the REST Server).

Parameter

You can send parameters to functions defined in ORDA user classes. On the server side, they will be received in the class functions in regular \$1, \$2, etc. parameters.

Es gelten folgende Regeln:

- Parameters must be passed in the body of the POST request
- Parameters must be enclosed within a collection (JSON format)
- All scalar data types supported in JSON collections can be passed as parameters.
- Entity and entity selection can be passed as parameters. The JSON object must contain specific attributes used by the REST server to assign data to the corresponding ORDA objects: __DATACLASS, __ENTITY, __ENTITIES, __DATASET.

See [this example](#) and [this example](#).

Scalar value parameter

Parameter(s) must simply be enclosed in a collection defined in the body. For example, with a dataclass function `getCities()` receiving text parameters: `/rest/City/getCities`

Parameters in body: `["Aguada","Paris"]`

All JSON data types are supported in parameters, including JSON pointers. Dates can be passed as strings in ISO 8601 date format (e.g. "2020-08-22T22:00:000Z").

Entity parameter

Entities passed in parameters are referenced on the server through their key (i.e. __KEY property). If the key parameter is omitted in a request, a new entity is loaded in memory the server. You can also pass values for any attributes of the entity. These values will automatically be used for the entity handled on the server.

If the request sends modified attribute values for an existing entity on the server, the called ORDA data model function will be automatically executed on the server with modified values. This feature allows you, for example, to check the result of an operation on an entity, after applying all business rules, from the client application. You can then decide to save or not the entity on the server.

Properties	Typ	Beschreibung
Attributes of the entity	mixed	Optional - Values to modify
__DATACLASS	String	Mandatory - Indicates the Dataclass of the entity
__ENTITY	Boolean	Mandatory - True to indicate to the server that the parameter is an entity
__KEY	mixed (same type as the primary key)	Optional - Primary key of the entity

- If __KEY is not provided, a new entity is created on the server with the given attributes.
- If __KEY is provided, the entity corresponding to __KEY is loaded on the server with the given attributes

See examples for [creating](#) or [updating](#) entities.

Related entity parameter

Same properties as for an [entity parameter](#). In addition, the related entity must exist and is referenced by __KEY containing its primary key.

See examples for [creating](#) or [updating](#) entities with related entities.

Entity selection parameter

The entity selection must have been defined beforehand using `$method=entityset`.

If the request sends a modified entity selection to the server, the called ORDA data model function will be

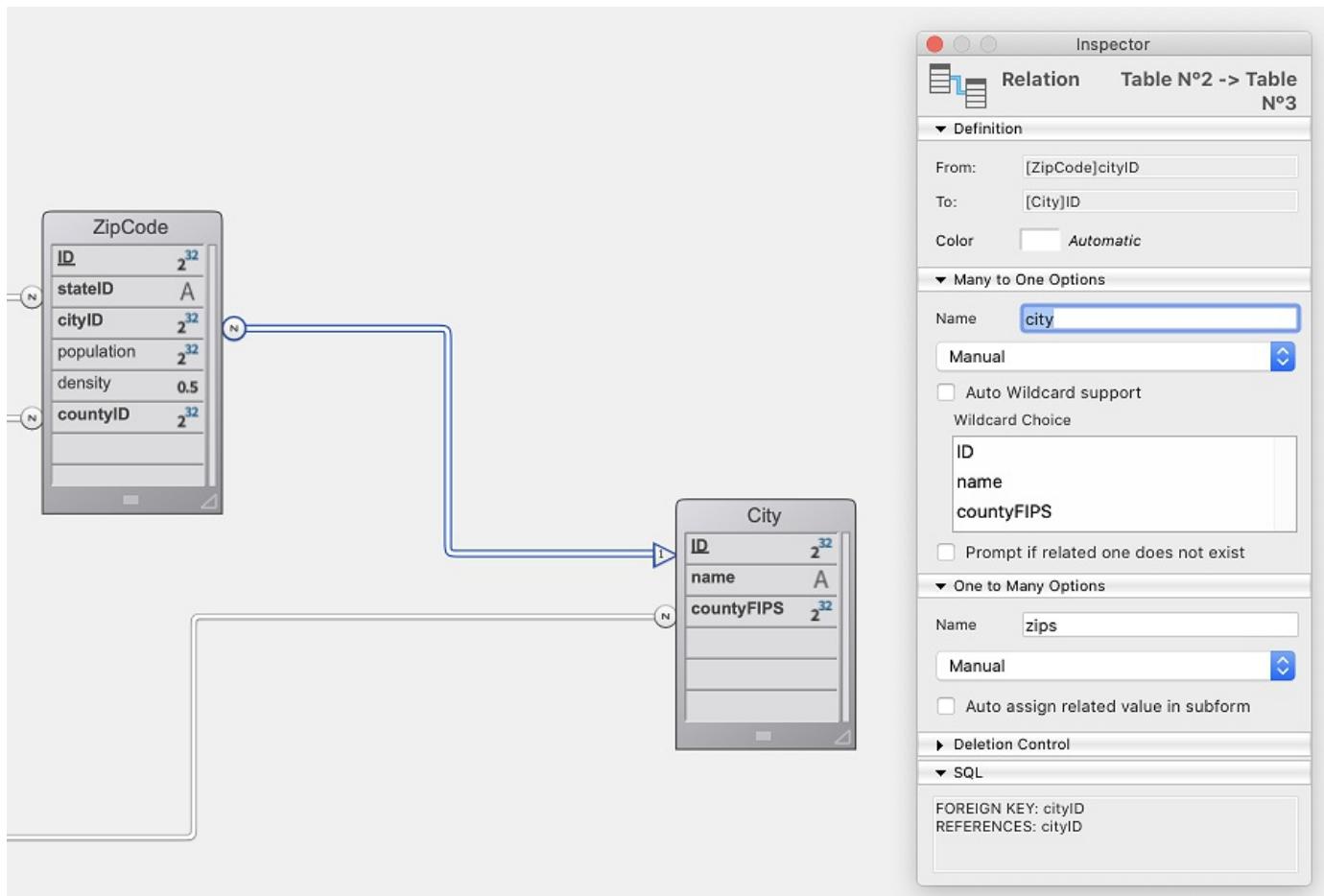
automatically executed on the server with the modified entity selection.

Properties	Typ	Beschreibung
Attributes of the entity	mixed	Optional - Values to modify
__DATASET	String	Mandatory - entitySetID (UUID) of the entity selection
__ENTITIES	Boolean	Mandatory - True to indicate to the server that the parameter is an entity selection

See example for [receiving an entity selection](#).

Request examples

This database is exposed as a remote datastore on localhost (port 8111):



Using a datastore class function

The US_Cities `DataStore` class provides an API:

```
// DataStore class

Class extends DataStoreImplementation

exposed Function getName()
$0:="US cities and zip codes manager"
```

You can then run this request:

POST 127.0.0.1:8111/rest/\$catalog/getName

Ergebnis

```
{  
  "result": "US cities and zip codes manager"  
}
```

Using a dataclass class function

The Dataclass class `City` provides an API that returns a city entity from a name passed in parameter:

```
// City class  
  
Class extends DataClass  
  
exposed Function getCity()  
  var $0 : cs.CityEntity  
  var $1,$nameParam : text  
  $nameParam:=$1  
  $0:=This.query("name = :1";$nameParam).first()
```

You can then run this request:

```
POST 127.0.0.1:8111/rest/City/getCity
```

Body of the request: ["Aguada"]

Ergebnis

The result is an entity:

```
{  
  "__entityModel": "City",  
  "__DATACLASS": "City",  
  "__KEY": "1",  
  "__TIMESTAMP": "2020-03-09T08:03:19.923Z",  
  "__STAMP": 1,  
  "ID": 1,  
  "name": "Aguada",  
  "countyFIPS": 72003,  
  "county": {  
    "__deferred": {  
      "uri": "/rest/County(72003)",  
      "__KEY": "72003"  
    }  
  },  
  "zips": {  
    "__deferred": {  
      "uri": "/rest/City(1)/zips?$expand=zips"  
    }  
  }  
}
```

Using an entity class function

The Entity class `CityEntity` provides an API:

```
// CityEntity class

Class extends Entity

exposed Function getPopulation()
$0:=This.zips.sum("population")
```

You can then run this request:

POST 127.0.0.1:8111/rest/City(2)/getPopulation

Ergebnis

```
{
  "result": 48814
}
```

Using an entitySelection class function

The EntitySelection class `CitySelection` provides an API:

```
// CitySelection class

Class extends EntitySelection

exposed Function getPopulation()
$0:=This.zips.sum("population")
```

You can then run this request:

POST 127.0.0.1:8111/rest/City/getPopulation/?\$filter="ID<3"

Ergebnis

```
{
  "result": 87256
}
```

Using an entitySelection class function and an entitySet

The `StudentsSelection` class has a `getAgeAverage` function:

```
// StudentsSelection Class

Class extends EntitySelection

exposed Function getAgeAverage
  C_LONGINT($sum;$0)
  C_OBJECT($s)

  $sum:=0
  For each ($s;This)
    $sum:=$sum+$s.age()
  End for each
  $0:=$sum/This.length
```

Once you have created an entityset, you can run this request:

```
POST 127.0.0.1:8044/rest/Students/getAgeAverage/$entityset/17E83633FFB54ECDBF947E5C620BB532
```

Ergebnis

```
{  
    "result": 34  
}
```

Using an entitySelection class function and an orderBy

The `StudentsSelection` class has a `getLastSummary` function:

```
// StudentsSelection Class  
  
Class extends EntitySelection  
  
exposed Function getLastSummary  
    C_TEXT($0)  
    C_OBJECT($last)  
  
    $last:=This.last()  
    $0:=$last.firstname + " - +"$last.lastname+ " is ... "+String($last.age())
```

You can then run this request:

```
POST 127.0.0.1:8044/rest/Students/getLastSummary/$entityset/?$filter="lastname=b@"&$orderby="lastname"
```

Ergebnis

```
{  
    "result": "Wilbert - Bull is ... 21"  
}
```

Using an entity to be created on the server

The Dataclass class `Students` has the function `pushData()` receiving an entity containing data from the client. The `checkData()` method runs some controls. If they are OK, the entity is saved and returned.

```

// Students Class

Class extends DataClass

exposed Function pushData
    var $1, $entity, $status, $0 : Object

    $entity:=$1

    $status:=checkData($entity) // $status is an object with a success boolean property

    $0:=$status

    If ($status.success)
        $status:=$entity.save()
        If ($status.success)
            $0:=$entity
    End if
End if

```

You run this request:

POST `http://127.0.0.1:8044/rest/Students/pushData`

Body of the request:

```
[{
    "__DATACLASS": "Students",
    "__ENTITY": true,
    "firstname": "Ann",
    "lastname": "Brown"
}]
```

Since no `__KEY` is given, a new Students entity is loaded on the server with the attributes received from the client. Because the `pushData()` function runs a `save()` action, the new entity is created.

Ergebnis

```
{
    "__entityModel": "Students",
    "__DATACLASS": "Students",
    "__KEY": "55",
    "__TIMESTAMP": "2020-06-16T10:54:41.805Z",
    "__STAMP": 1,
    "ID": 55,
    "firstname": "Ann",
    "lastname": "BROWN",
    "schoolID": null,
    "school": null
}
```

Using an entity to be updated on the server

Same as above but with a `__KEY` attribute

You run this request:

POST: `http://127.0.0.1:8044/rest/Students/pushData`

Body of the request:

```
[{  
    "__DATACLASS": "Students",  
    "__ENTITY": true,  
    "lastname": "Brownie",  
    "__KEY": 55  
}]
```

Since `__KEY` is given, the Students entity with primary key 55 is loaded with the lastname value received from the client. Because the function runs a `save()` action, the entity is updated.

Ergebnis

```
{  
    "__entityModel": "Students",  
    "__DATACLASS": "Students",  
    "__KEY": "55",  
    "__TIMESTAMP": "2020-06-16T11:10:21.679Z",  
    "__STAMP": 3,  
    "ID": 55,  
    "firstname": "Ann",  
    "lastname": "BROWNIE",  
    "schoolID": null,  
    "school": null  
}
```

Creating an entity with a related entity

In this example, we create a new Students entity with the Schools entity having primary key 2.

You run this request:

POST: <http://127.0.0.1:8044/rest/Students/pushData>

Body of the request:

```
[{  
    "__DATACLASS": "Students",  
    "__ENTITY": true,  
    "firstname": "John",  
    "lastname": "Smith",  
    "school": {"__KEY": 2}  
}]
```

Ergebnis

```
{
    "__entityModel": "Students",
    "__DATACLASS": "Students",
    "__KEY": "56",
    "__TIMESTAMP": "2020-06-16T11:16:47.601Z",
    "__STAMP": 1,
    "ID": 56,
    "firstname": "John",
    "lastname": "SMITH",
    "schoolID": 2,
    "school": {
        "__deferred": {
            "uri": "/rest/Schools(2)",
            "__KEY": "2"
        }
    }
}
```

Updating an entity with a related entity

In this example, we associate an existing school to a Students entity. The `StudentsEntity` class has an API:

```
// StudentsEntity class

Class extends Entity

exposed Function putToSchool()
    var $1, $school , $0, $status : Object

        // $1 is a Schools entity
    $school:=$1
        // Associate the related entity school to the current Students entity
    This.school:=$school

    $status:=This.save()

    $0:=$status
```

You run this request, called on a Students entity : POST `http://127.0.0.1:8044/rest/Students(1)/putToSchool` Body of the request:

```
[{
    "__DATACLASS":"Schools",
    "__ENTITY":true,
    "__KEY":2
}]
```

Ergebnis

```
{
    "result": {
        "success": true
    }
}
```

Receiving an entity selection as parameter

In the `Students` Dataclass class, the `setFinalExam()` function updates a received entity selection (\$1). It actually updates the `finalExam` attribute with the received value (\$2). It returns the primary keys of the updated entities.

```
// Students class

Class extends DataClass

exposed Function setFinalExam()

    var $1, $es, $student, $status : Object
    var $2, $examResult : Text

    var $keys, $0 : Collection

        //Entity selection
$es:=$1

$examResult:=$2

$keys:=New collection()

        //Loop on the entity selection
For each ($student;$es)
    $student.finalExam:=$examResult
    $status:=$student.save()
    If ($status.success)
        $keys.push($student.ID)
    End if
End for each

$0:=$keys
```

An entity set is first created with this request:

```
http://127.0.0.1:8044/rest/Students/?$filter="ID<3"&$method=entityset
```

Then you can run this request:

```
POST http://127.0.0.1:8044/rest/Students/setFinalExam
```

Body of the request:

```
[
{
  "__ENTITIES":true,
  "__DATASET":"9B9C053A111E4A288E9C1E48965FE671"
},
"Passed"
]
```

Ergebnis

The entities with primary keys 1 and 2 have been updated.

```
{
  "result": [
    1,
    2
  ]
}
```

Using an entity selection updated on the client

Using the `getAgeAverage()` function [defined above](#).

```
var $remoteDS, $newStudent, $students : Object
var $ageAverage : Integer

$remoteDS:=Open datastore(New object("hostname";"127.0.0.1:8044");"students")

// $newStudent is a student entity to proceed
$newStudent:=...
$students:=$remoteDS.Students.query("school.name = :1";"Math school")
// We add an entity to the $students entity selection on the client
$students.add($newStudent)

// We call a function on the StudentsSelection class returning the age average of the students in the entity selection
// The function is executed on the server on the updated $students entity selection which included the new entity
$ageAverage:=$students.getAgeAverage()
```

About REST Requests

The following structures are supported for REST requests:

URI	Resource (Input)	/? or &{filter} (Output)
http://{servername}:{port}/rest/	{dataClass}	\$filter, \$attributes, \$skip, \$method=.....
	{dataClass}/\$entityset/{entitySetID}	\$method=...
	{dataClass}({key})	\$attributes
	{dataClass}:{attribute}(value)	

While all REST requests must contain the URI and Resource parameters, the Output (which filters the data returned) is optional.

As with all URIs, the first parameter is delimited by a "?" and all subsequent parameters by a "&". Beispiel:

```
GET /rest/Person/?$filter="lastName!=Jones"&$method=entityset&$timeout=600
```

You can place all values in quotes in case of ambiguity. For example, in our above example, we could have put the value for the last name in single quotes: "lastName!='Jones'".

The parameters allow you to manipulate data in dataclasses in your 4D project. Besides retrieving data using `GET` HTTP methods, you can also add, update, and delete entities in a dataclass using `POST` HTTP methods.

If you want the data to be returned in an array instead of JSON, use the `asArray` parameter.

REST Status and Response

With each REST request, the server returns the status and a response (with or without an error).

Request Status

With each REST request, you get the status along with the response. Below are a few of the statuses that can arise:

Status	Beschreibung
0	Request not processed (server might not be started).
200 OK	Request processed without error.
401 Unauthorized	Permissions error (check user's permissions).
402 No session	Maximum number of sessions has been reached.
404 Not Found	The data class is not accessible via REST or the entity set doesn't exist.
500 Internal Server Error	Error processing the REST request.

Response

The response (in JSON format) varies depending on the request.

If an error arises, it will be sent along with the response from the server or it will be the response from the server.

\$catalog

The catalog describes all the dataclasses and attributes available in the datastore.

Available syntaxes

Syntax	Beispiel	Beschreibung
\$catalog	/\$catalog	Returns a list of the dataclasses in your project along with two URIs
\$catalog/\$all	/\$catalog/\$all	Returns information about all of your project's dataclasses and their attributes
\$catalog/{dataClass}	/\$catalog/Employee	Returns information about a dataclass and its attributes

\$catalog

Returns a list of the dataclasses in your project along with two URIs: one to access the information about its structure and one to retrieve the data in the dataclass

Beschreibung

When you call `$catalog`, a list of the dataclasses is returned along with two URIs for each dataclass in your project's datastore.

Only the exposed dataclasses are shown in this list for your project's datastore. For more information, please refer to [Exposing tables and fields](#) section.

Here is a description of the properties returned for each dataclass in your project's datastore:

Property	Typ	Beschreibung
name	String	Name of the dataclass.
uri	String	A URI allowing you to obtain information about the dataclass and its attributes.
dataURI	String	A URI that allows you to view the data in the dataclass.

Beispiel

```
GET /rest/$catalog
```

Result:

```
{
  dataClasses: [
    {
      name: "Company",
      uri: "http://127.0.0.1:8081/rest/$catalog/Company",
      dataURI: "http://127.0.0.1:8081/rest/Company"
    },
    {
      name: "Employee",
      uri: "http://127.0.0.1:8081/rest/$catalog/Employee",
      dataURI: "http://127.0.0.1:8081/rest/Employee"
    }
  ]
}
```

\$catalog/\$all

Returns information about all of your project's dataclasses and their attributes

Beschreibung

Calling `$catalog/$all` allows you to receive detailed information about the attributes in each of the dataclasses in your project's active model.

For more information about what is returned for each dataclass and its attributes, use `$catalog/{dataClass}`.

Beispiel

`GET /rest/$catalog/$all`

Result:

```
{
  "dataClasses": [
    {
      "name": "Company",
      "className": "Company",
      "collectionName": "CompanySelection",
      "tableNumber": 2,
      "scope": "public",
      "dataURI": "/rest/Company",
      "attributes": [
        {
          "name": "ID",
          "kind": "storage",
          "fieldPos": 1,
          "scope": "public",
          "indexed": true,
          "type": "long",
          "identifying": true
        },
        {
          "name": "name",
          "kind": "storage",
          "fieldPos": 2,
          "scope": "public",
          "type": "string"
        },
        {
          "name": "revenues",
          "kind": "storage",
          "fieldPos": 3,
          "scope": "public",
          "type": "long"
        }
      ]
    }
  ]
}
```

```
        "kind": "storage",
        "fieldPos": 3,
        "scope": "public",
        "type": "number"
    },
    {
        "name": "staff",
        "kind": "relatedEntities",
        "fieldPos": 4,
        "scope": "public",
        "type": "EmployeeSelection",
        "reversePath": true,
        "path": "employer"
    },
    {
        "name": "url",
        "kind": "storage",
        "scope": "public",
        "type": "string"
    }
],
"key": [
    {
        "name": "ID"
    }
]
},
{
    "name": "Employee",
    "className": "Employee",
    "collectionName": "EmployeeSelection",
    "tableNumber": 1,
    "scope": "public",
    "dataURI": "/rest/Employee",
    "attributes": [
        {
            "name": "ID",
            "kind": "storage",
            "scope": "public",
            "indexed": true,
            "type": "long",
            "identifying": true
        },
        {
            "name": "firstname",
            "kind": "storage",
            "scope": "public",
            "type": "string"
        },
        {
            "name": "lastname",
            "kind": "storage",
            "scope": "public",
            "type": "string"
        },
        {
            "name": "employer",
            "kind": "relatedEntity",
            "scope": "public",
            "type": "Company",
            "path": "Company"
        }
    ],
    "key": [
        {
            "name": "ID"
        }
    ]
}
```

```

        "name": "ID"
    }
}
]
}
}
```

\$catalog/{dataClass}

Returns information about a dataclass and its attributes

Beschreibung

Calling `$catalog/{dataClass}` for a specific dataclass will return the following information about the dataclass and the attributes it contains. If you want to retrieve this information for all the dataclasses in your project's datastore, use `$catalog/$all`.

The information you retrieve concerns the following:

- Dataclass
- Attribute(s)
- Method(s) if any
- Primary key

DataClass

The following properties are returned for an exposed dataclass:

Property	Typ	Beschreibung
name	String	Name of the dataclass
collectionName	String	Name of an entity selection on the dataclass
tableNumber	Zahl	Table number in the 4D database
scope	String	Scope for the dataclass (note that only dataclasses whose Scope is public are displayed)
dataURI	String	A URI to the data in the dataclass

Attribute(s)

Here are the properties for each exposed attribute that are returned:

Property	Typ	Beschreibung
name	String	Attribute name.
kind	String	Attribute type (storage or relatedEntity).
fieldPos	Zahl	Position of the field in the database table).
scope	String	Scope of the attribute (only those attributes whose scope is Public will appear).
indexed	String	If any Index Kind was selected, this property will return true. Otherwise, this property does not appear.
type	String	Attribute type (bool, blob, byte, date, duration, image, long, long64, number, string, uuid, or word) or the dataclass for a N->1 relation attribute.
identifying	Boolean	This property returns True if the attribute is the primary key. Otherwise, this property does not appear.
path	String	Name of the dataclass for a relatedEntity attribute, or name of the relation for a relatedEntities attribute.
foreignKey	String	For a relatedEntity attribute, name of the related attribute.
inverseName	String	Name of the opposite relation for a relatedEntity or relateEntities attribute.

Primary Key

The key object returns the name of the attribute defined as the Primary Key for the dataclass.

Beispiel

You can retrieve the information regarding a specific dataclass.

```
GET /rest/$catalog/Employee
```

Result:

```
{
  name: "Employee",
  className: "Employee",
  collectionName: "EmployeeCollection",
  scope: "public",
  dataURI: "http://127.0.0.1:8081/rest/Employee",
  defaultTopSize: 20,
  extraProperties: {
    panelColor: "#76923C",
    __CDATA: "\n\n\t\t\n",
    panel: {
      isOpen: "true",
      pathVisible: "true",
      __CDATA: "\n\n\t\t\t\n",
      position: {
        X: "394",
        Y: "42"
      }
    }
  },
  attributes: [
    {
      name: "ID",
      kind: "storage",
      scope: "public",
      indexed: true,
      type: "long",
      identifying: true
    }
  ]
}
```

```
,  
{  
    name: "firstName",  
    kind: "storage",  
    scope: "public",  
    type: "string"  
},  
{  
    name: "lastName",  
    kind: "storage",  
    scope: "public",  
    type: "string"  
},  
{  
    name: "fullName",  
    kind: "calculated",  
    scope: "public",  
    type: "string",  
    readOnly: true  
},  
{  
    name: "salary",  
    kind: "storage",  
    scope: "public",  
    type: "number",  
    defaultFormat: {  
        format: "$###,###.00"  
    }  
},  
{  
    name: "photo",  
    kind: "storage",  
    scope: "public",  
    type: "image"  
},  
{  
    name: "employer",  
    kind: "relatedEntity",  
    scope: "public",  
    type: "Company",  
    path: "Company"  
},  
{  
    name: "employerName",  
    kind: "alias",  
    scope: "public",  
  
    type: "string",  
    path: "employer.name",  
    readOnly: true  
},  
{  
    name: "description",  
    kind: "storage",  
    scope: "public",  
    type: "string",  
    multiLine: true  
},  
,  
key: [  
    {  
        name: "ID"  
    }  
]  
}
```


\$directory

The directory handles user access through REST requests.

\$directory/login

Opens a REST session on your 4D application and logs in the user.

Beschreibung

Use `$directory/login` to open a session in your 4D application through REST and login a user. You can also modify the default 4D session timeout.

All parameters must be passed in headers of a POST method:

Header key	Header value
username-4D	User - Not mandatory
password-4D	Password - Not mandatory
hashed-password-4D	Hashed password - Not mandatory
session-4D-length	Session inactivity timeout (minutes). Cannot be less than 60 - Not mandatory

Beispiel

```
C_TEXT($response;$body_t)
ARRAY TEXT($hKey;3)
ARRAY TEXT($hValues;3)
$hKey{1}:="username-4D"
$hKey{2}:="hashed-password-4D"
$hKey{3}:="session-4D-length"
$hValues{1}:="john"
$hValues{2}:=Generate digest("123";4D digest)
$hValues{3}:=120
$httpStatus:=HTTP Request(HTTP POST method;"app.example.com:9000/rest/$directory/login";$body_t;$respon
```

Result:

If the login was successful, the result will be:

```
{
    "result": true
}
```

Otherwise, the response will be:

```
{
    "result": false
}
```

\$info

Returns information about the entity sets currently stored in 4D Server's cache as well as user sessions

Beschreibung

When you call this request for your project, you retrieve information in the following properties:

Property	Typ	Beschreibung
cacheSize	Zahl	4D Server's cache size.
usedCache	Zahl	How much of 4D Server's cache has been used.
entitySetCount	Zahl	Number of entity selections.
entitySet	Collection	A collection in which each object contains information about each entity selection.
ProgressInfo	Collection	A collection containing information about progress indicator information.
sessionInfo	Collection	A collection in which each object contains information about each user session.

entitySet

For each entity selection currently stored in 4D Server's cache, the following information is returned:

Property	Typ	Beschreibung
id	String	A UUID that references the entity set.
dataClass	String	Name of the dataclass.
selectionSize	Zahl	Number of entities in the entity selection.
sorted	Boolean	Returns true if the set was sorted (using <code>\$orderby</code>) or false if it's not sorted.
refreshed	Datum	When the entity set was created or the last time it was used.
expires	Datum	When the entity set will expire (this date/time changes each time when the entity set is refreshed). The difference between refreshed and expires is the timeout for an entity set. This value is either two hours by default or what you defined using <code>\$timeout</code> .

For information about how to create an entity selection, refer to `$method=entityset`. If you want to remove the entity selection from 4D Server's cache, use `$method=release`.

4D also creates its own entity selections for optimization purposes, so the ones you create with `$method=entityset` are not the only ones returned. **IMPORTANT** If your project is in Controlled Admin Access Mode, you must first log into the project as a user in the Admin group.

sessionInfo

For each user session, the following information is returned in the `sessionInfo` collection:

Property	Typ	Beschreibung
sessionID	String	A UUID that references the session.
userName	String	The name of the user who runs the session.
lifeTime	Zahl	The lifetime of a user session in seconds (3600 by default).
expiration	Datum	The current expiration date and time of the user session.

Beispiel

Retrieve information about the entity sets currently stored in 4D Server's cache as well as user sessions:

```
GET /rest/$info
```

Result:

```

{
cacheSize: 209715200,
usedCache: 3136000,
entitySetCount: 4,
entitySet: [
  {
    id: "1418741678864021B56F8C6D77F2FC06",
    tableName: "Company",
    selectionSize: 1,
    sorted: false,
    refreshed: "2011-11-18T10:30:30Z",
    expires: "2011-11-18T10:35:30Z"
  },
  {
    id: "CAD79E5BF339462E85DA613754C05CC0",
    tableName: "People",
    selectionSize: 49,
    sorted: true,
    refreshed: "2011-11-18T10:28:43Z",
    expires: "2011-11-18T10:38:43Z"
  },
  {
    id: "F4514C59D6B642099764C15D2BF51624",
    tableName: "People",
    selectionSize: 37,
    sorted: false,
    refreshed: "2011-11-18T10:24:24Z",
    expires: "2011-11-18T12:24:24Z"
  }
],
ProgressInfo: [
  {
    UserInfo: "flushProgressIndicator",
    sessions: 0,
    percent: 0
  },
  {
    UserInfo: "indexProgressIndicator",
    sessions: 0,
    percent: 0
  }
],
sessionInfo: [
  {
    sessionID: "6657ABBCEE7C3B4089C20D8995851E30",
    userID: "36713176D42DB045B01B8E650E8FA9C6",
    userName: "james",
    lifeTime: 3600,
    expiration: "2013-04-22T12:45:08Z"
  },
  {
    sessionID: "A85F253EDE90CA458940337BE2939F6F",
    userID: "00000000000000000000000000000000",
    userName: "default guest",
    lifeTime: 3600,
    expiration: "2013-04-23T10:30:25Z"
  }
]
}

```

The progress indicator information listed after the entity selections is used internally by 4D.

\$upload

Returns an ID of the file uploaded to the server

Beschreibung

Post this request when you have a file that you want to upload to the Server. If you have an image, you pass `$rawPict=true`. For all other files, you pass `$binary=true`.

You can modify the timeout, which by default is 120 seconds, by passing a value to the `$timeout` parameter.

Uploading scenario

Imagine you want to upload an image to update the picture attribute of an entity.

To upload an image (or any binary file), you must first select the file from the client application. The file itself must be passed in the body of the request.

Then, you upload the selected image to 4D Server using a request such as:

```
POST /rest/$upload?$rawPict=true
```

As a result, the server returns an ID that identifies the file:

Response:

```
{ "ID": "D507BC03E613487E9B4C2F6A0512FE50" }
```

Afterwards, you use this ID to add it to an attribute using `$method=update` to add the image to an entity. The request looks like:

```
POST /rest/Employee/?$method=update
```

POST data:

```
{
  __KEY: "12",
  __STAMP: 4,
  photo: { "ID": "D507BC03E613487E9B4C2F6A0512FE50" }
}
```

Response:

The modified entity is returned:

```
{
    "__KEY": "12",
    "__STAMP": 5,
    "uri": "http://127.0.0.1:8081/rest/Employee(12)",
    "ID": 12,
    "firstName": "John",
    "firstName": "Smith",
    "photo":
    {
        "__deferred":
        {
            "uri": "/rest/Employee(12)/photo?$imageformat=best&$version=1&$expand=photo",
            "image": true
        }
    }
},}
```

Example with a 4D HTTP client

The following example shows how to upload a *.pdf* file to the server using the 4D HTTP client.

```
var $params : Text
var $response : Object
var $result : Integer
var $blob : Blob

ARRAY TEXT($headerNames; 1)
ARRAY TEXT($headerValues; 1)

$url:="localhost:80/rest/$upload?$binary=true" //prepare the REST request

$headerNames{1}:="Content-Type"
$headerValues{1}:="application/octet-stream"

DOCUMENT TO BLOB("c:\\invoices\\inv003.pdf"; $blob) //Load the binary

//Execute the first POST request to upload the file
$result:=HTTP Request(HTTP POST method; $url; $blob; $response; $headerNames; $headerValues)

If ($result=200)
    var $data : Object
    $data:=New object
    $data.__KEY:="3"
    $data.__STAMP:="3"
    $data.pdf:=New object("ID"; String($response.ID))

    $url:="localhost:80/rest/Invoices?$method=update" //second request to update the entity

    $headerNames{1}:="Content-Type"
    $headerValues{1}:="application/json"

    $result:=HTTP Request(HTTP POST method; $url; $data; $response; $headerNames; $headerValues)
Else
    ALERT(String($result)+" Error")
End if
```

{dataClass}

Dataclass names can be used directly in the REST requests to work with entities and entity selections, or class functions of the dataclass.

Available syntaxes

Syntax	Beispiel	Beschreibung
{dataClass}	/Employee	Returns all the data (by default the first 100 entities) for the dataclass
{dataClass}({key})	/Employee(22)	Returns the data for the specific entity defined by the dataclass's primary key
{dataClass}:{attribute}(value)	/Employee:firstName(John)	Returns the data for one entity in which the attribute's value is defined
{dataClass}/{DataClassClassFunction}	/City/getCity	Executes a dataclass class function
{dataClass}({EntitySelectionClassFunction})	/City/getPopulation/?\$filter="ID<3"	Executes an entity selection class function
{dataClass}({key})/{EntityClassFunction}	City(2)/getPopulation	Executes an entity class function

Function calls are detailed in the [Calling ORDA class functions](#) section.

{dataClass}

Returns all the data (by default the first 100 entities) for a specific dataclass (e.g., Company)

Beschreibung

When you call this parameter in your REST request, the first 100 entities are returned unless you have specified a value using `$top/$limit`.

Here is a description of the data returned:

Property	Typ	Beschreibung
__entityModel	String	Name of the dataclass.
__COUNT	Zahl	Number of entities in the dataclass.
__SENT	Zahl	Number of entities sent by the REST request. This number can be the total number of entities if it is less than the value defined by <code>\$top/\$limit</code> .
__FIRST	Zahl	Entity number that the selection starts at. Either 0 by default or the value defined by <code>\$skip</code> .
__ENTITIES	Collection	This collection of objects contains an object for each entity with all its attributes. All relational attributes are returned as objects with a URI to obtain information regarding the parent.

Each entity contains the following properties:

Property	Typ	Beschreibung
__KEY	String	Value of the primary key defined for the dataclass.
__TIMESTAMP	Datum	Timestamp of the last modification of the entity
__STAMP	Zahl	Internal stamp that is needed when you modify any of the values in the entity when using <code>\$method=update</code> .

If you want to specify which attributes you want to return, define them using the following syntax `{attribute1, attribute2, ...}`. Beispiel:

```
GET /rest/Company/name,address
```

Beispiel

Return all the data for a specific dataclass.

```
GET /rest/Company
```

Result:

```
{
    "__entityModel": "Company",
    "__GlobalStamp": 51,
    "__COUNT": 250,
    "__SENT": 100,
    "__FIRST": 0,
    "__ENTITIES": [
        {
            "__KEY": "1",
            "__TIMESTAMP": "2020-04-10T10:44:49.927Z",
            "__STAMP": 1,
            "ID": 1,
            "name": "Adobe",
            "address": null,
            "city": "San Jose",
            "country": "USA",
            "revenues": 500000,
            "staff": {
                "__deferred": {
                    "uri": "http://127.0.0.1:8081/rest/Company(1)/staff?$expand=staff"
                }
            }
        },
        {
            "__KEY": "2",
            "__TIMESTAMP": "2018-04-25T14:42:18.351Z",
            "__STAMP": 1,
            "ID": 2,
            "name": "Apple",
            "address": null,
            "city": "Cupertino",
            "country": "USA",
            "revenues": 890000,
            "staff": {
                "__deferred": {
                    "uri": "http://127.0.0.1:8081/rest/Company(2)/staff?$expand=staff"
                }
            }
        },
        {
            "__KEY": "3",
            "__TIMESTAMP": "2018-04-23T09:03:49.021Z",
            "__STAMP": 2,
            "ID": 3,
            "name": "Microsoft",
            "address": null,
            "city": "Redmond",
            "country": "USA",
            "revenues": 850000,
            "staff": {
                "__deferred": {
                    "uri": "http://127.0.0.1:8081/rest/Company(3)/staff?$expand=staff"
                }
            }
        }
    ]
}
```

```

        "ID": 3,
        "name": "4D",
        "address": null,
        "city": "Clichy",
        "country": "France",
        "revenues": 700000,
        "staff": {
            "__deferred": {
                "uri": "http://127.0.0.1:8081/rest/Company(3)/staff?$expand=staff"
            }
        }
    },
    {
        "__KEY": "4",
        "__TIMESTAMP": "2018-03-28T14:38:07.430Z",
        "__STAMP": 1,
        "ID": 4,
        "name": "Microsoft",
        "address": null,
        "city": "Seattle",
        "country": "USA",
        "revenues": 650000,
        "staff": {
            "__deferred": {
                "uri": "http://127.0.0.1:8081/rest/Company(4)/staff?$expand=staff"
            }
        }
    }
....//more entities here
]
}

```

{dataClass}({key})

Returns the data for the specific entity defined by the dataclass's primary key, e.g., `Company(22)` or `Company("IT0911AB2200")`

Beschreibung

By passing the dataclass and a key, you can retrieve all the public information for that entity. By passing the dataclass and a key, you can retrieve all the public information for that entity. For more information about defining a primary key, refer to the [Modifying the Primary Key](#) section in the Data Model Editor.

For more information about the data returned, refer to [{DataStoreClass}](#).

If you want to specify which attributes you want to return, define them using the following syntax `{attribute1, attribute2, ...}`. Beispiel:

```
GET /rest/Company(1)/name,address
```

If you want to expand a relation attribute using `$expand`, you do so by specifying it as shown below:

```
GET /rest/Company(1)/name,address,staff?$expand=staff
```

Beispiel

The following request returns all the public data in the Company dataclass whose key is 1.

```
GET /rest/Company(1)
```

Result:

```
{
    "__entityModel": "Company",
    "__KEY": "1",
    "__TIMESTAMP": "2020-04-10T10:44:49.927Z",
    "__STAMP": 2,
    "ID": 1,
    "name": "Apple",
    "address": Infinite Loop,
    "city": "Cupertino",
    "country": "USA",
    "url": http://www.apple.com,
    "revenues": 500000,
    "staff": {
        "__deferred": {
            "uri": "http://127.0.0.1:8081/rest/Company(1)/staff?$expand=staff"
        }
    }
}
```

{dataClass}:{attribute}(value)

Returns the data for one entity in which the attribute's value is defined

Beschreibung

By passing the *dataClass* and an *attribute* along with a value, you can retrieve all the public information for that entity. The value is a unique value for attribute, but is not the primary key.

```
GET /rest/Company:companyCode(Acme001)
```

If you want to specify which attributes you want to return, define them using the following syntax `{attribute1, attribute2, ...}`. Beispiel:

```
GET /rest/Company:companyCode(Acme001)/name,address
```

If you want to use a relation attribute using `$attributes`, you do so by specifying it as shown below:

```
GET /rest/Company:companyCode(Acme001)?$attributes=name,address,staff.name
```

Beispiel

The following request returns all the public data of the employee named "Jones".

```
GET /rest/Employee:lastname(Jones)
```

\$asArray

Returns the result of a query in an array (i.e. a collection) instead of a JSON object.

Beschreibung

If you want to receive the response in an array, you just have to add `$asArray` to your REST request (e.g., `$asArray=true`).

Beispiel

Here is an example of how to receive the response in an array.

```
GET /rest/Company/?$filter="name begin a"&$top=3&$asArray=true
```

Response:

```
[  
  {  
    "__KEY": 15,  
    "__STAMP": 0,  
    "ID": 15,  
    "name": "Alpha North Yellow",  
    "creationDate": "!!0000-00-00!!",  
    "revenues": 82000000,  
    "extra": null,  
    "comments": "",  
    "__GlobalStamp": 0  
,  
  {  
    "__KEY": 34,  
    "__STAMP": 0,  
    "ID": 34,  
    "name": "Astral Partner November",  
    "creationDate": "!!0000-00-00!!",  
    "revenues": 90000000,  
    "extra": null,  
    "comments": "",  
    "__GlobalStamp": 0  
,  
  {  
    "__KEY": 47,  
    "__STAMP": 0,  
    "ID": 47,  
    "name": "Audio Production Uniform",  
    "creationDate": "!!0000-00-00!!",  
    "revenues": 28000000,  
    "extra": null,  
    "comments": "",  
    "__GlobalStamp": 0  
}  
]
```

The same data in its default JSON format:

```
{
  "__entityModel": "Company",
  "__GlobalStamp": 50,
  "__COUNT": 52,
  "__FIRST": 0,
  "__ENTITIES": [
    {
      "__KEY": "15",
      "__TIMESTAMP": "2018-03-28T14:38:07.434Z",
      "__STAMP": 0,
      "ID": 15,
      "name": "Alpha North Yellow",
      "creationDate": "0!0!0",
      "revenues": 82000000,
      "extra": null,
      "comments": "",
      "__GlobalStamp": 0,
      "employees": {
        "__deferred": {
          "uri": "/rest/Company(15)/employees?$expand=employees"
        }
      }
    },
    {
      "__KEY": "34",
      "__TIMESTAMP": "2018-03-28T14:38:07.439Z",
      "__STAMP": 0,
      "ID": 34,
      "name": "Astral Partner November",
      "creationDate": "0!0!0",
      "revenues": 90000000,
      "extra": null,
      "comments": "",
      "__GlobalStamp": 0,
      "employees": {
        "__deferred": {
          "uri": "/rest/Company(34)/employees?$expand=employees"
        }
      }
    },
    {
      "__KEY": "47",
      "__TIMESTAMP": "2018-03-28T14:38:07.443Z",
      "__STAMP": 0,
      "ID": 47,
      "name": "Audio Production Uniform",
      "creationDate": "0!0!0",
      "revenues": 28000000,
      "extra": null,
      "comments": "",
      "__GlobalStamp": 0,
      "employees": {
        "__deferred": {
          "uri": "/rest/Company(47)/employees?$expand=employees"
        }
      }
    }
  ],
  "__SENT": 3
}
```

\$atomic/\$atonce

Allows the actions in the REST request to be in a transaction. If there are no errors, the transaction is validated. Otherwise, the transaction is cancelled.

Beschreibung

When you have multiple actions together, you can use `$atomic/$atonce` to make sure that none of the actions are completed if one of them fails. You can use either `$atomic` or `$atonce`.

Beispiel

We call the following REST request in a transaction.

```
POST /rest/Employee?method=update&$atomic=true
```

POST data:

```
[  
{  
    "__KEY": "200",  
    "firstname": "John"  
},  
{  
    "__KEY": "201",  
    "firstname": "Harry"  
}]
```

We get the following error in the second entity and therefore the first entity is not saved either:

```
{  
    "__STATUS": {  
        "success": true  
    },  
    "__KEY": "200",  
    "__STAMP": 1,  
    "uri": "/rest/Employee(200)",  
    "__TIMESTAMP": "!!2020-04-03!!",  
    "ID": 200,  
    "firstname": "John",  
    "lastname": "Keeling",  
    "isWoman": false,  
    "numberOfKids": 2,  
    "addressID": 200,  
    "gender": false,  
    "address": {  
        "__deferred": {  
            "uri": "/rest/Address(200)",  
            "__KEY": "200"  
        }  
    },  
    "__ERROR": [  
        {  
            "message": "Cannot find entity with \"201\" key in the \"Employee\" dataclass",  
            "componentSignature": "dbmg",  
            "errCode": 1542  
        }  
    ]  
}
```

Even though the salary for the first entity has a value of 45000, this value was not saved to the server and the timestamp (`__STAMP`) was not modified either. If we reload the entity, we will see the previous value.

\$attributes

Allows selecting the related attribute(s) to get from the dataclass (e.g., `Company(1)?$attributes=employees.lastname` or `Employee?$attributes=employer.name`).

Beschreibung

When you have relation attributes in a dataclass, use `$attributes` to define the path of attributes whose values you want to get for the related entity or entities.

You can apply `$attributes` to an entity (e.g., `People(1)`) or an entity selection (e.g., `People/$entityset/0AF4679A5C394746BFEB68D2162A19FF`).

- If `$attributes` is not specified in a query, or if the "*" value is passed, all available attributes are extracted.
Related entity attributes are extracted with the simple form: an object with property `__KEY` (primary key) and `URI`. Related entities attributes are not extracted.
- If `$attributes` is specified for related entity attributes:
 - `$attributes=relatedEntity` : the related entity is returned with simple form (deferred `__KEY` property (primary key)) and `URI`.
 - `$attributes=relatedEntity.*` : all the attributes of the related entity are returned
 - `$attributes=relatedEntity.attributePath1, relatedEntity.attributePath2, ...` : only those attributes of the related entity are returned.
- If `$attributes` is specified for related entities attributes:
 - `$attributes=relatedEntities.*` : all the properties of all the related entities are returned
 - `$attributes=relatedEntities.attributePath1, relatedEntities.attributePath2, ...` : only those attributes of the related entities are returned.

Example with related entities

If we pass the following REST request for our Company dataclass (which has a relation attribute "employees"):

```
GET /rest/Company(1)/?$attributes=employees.lastname
```

Response:

```
{
    "__entityModel": "Company",
    "__KEY": "1",
    "__TIMESTAMP": "2018-04-25T14:41:16.237Z",
    "__STAMP": 2,
    "employees": {
        "__ENTITYSET": "/rest/Company(1)/employees?$expand=employees",
        "__GlobalStamp": 50,
        "__COUNT": 135,
        "__FIRST": 0,
        "__ENTITIES": [
            {
                "__KEY": "1",
                "__TIMESTAMP": "2019-12-01T20:18:26.046Z",
                "__STAMP": 5,
                "lastname": "ESSEAL"
            },
            {
                "__KEY": "2",
                "__TIMESTAMP": "2019-12-04T10:58:42.542Z",
                "__STAMP": 6,
                "lastname": "JONES"
            },
            ...
        }
    }
}
}
```

If you want to get all attributes from employees:

```
GET /rest/Company(1)/?$attributes=employees.*
```

If you want to get last name and job name attributes from employees:

```
GET /rest/Company(1)/?$attributes=employees.lastname,employees.jobname
```

Example with related entity

If we pass the following REST request for our Employee dataclass (which has several relation attributes, including "employer"):

```
GET /rest/Employee(1)?$attributes=employer.name
```

Response:

```
{
    "__entityModel": "Employee",
    "__KEY": "1",
    "__TIMESTAMP": "2019-12-01T20:18:26.046Z",
    "__STAMP": 5,
    "employer": {
        "__KEY": "1",
        "__TIMESTAMP": "2018-04-25T14:41:16.237Z",
        "__STAMP": 0,
        "name": "Adobe"
    }
}
```

If you want to get all attributes of the employer:

```
GET /rest/Employee(1)?$attributes=employer.*
```

If you want to get the last names of all employees of the employer:

```
GET /rest/Employee(1)?$attributes=employer.employees.lastname
```

\$binary

Pass "true" to save the BLOB as a document (must also pass `$expand={blobAttributeName}`)

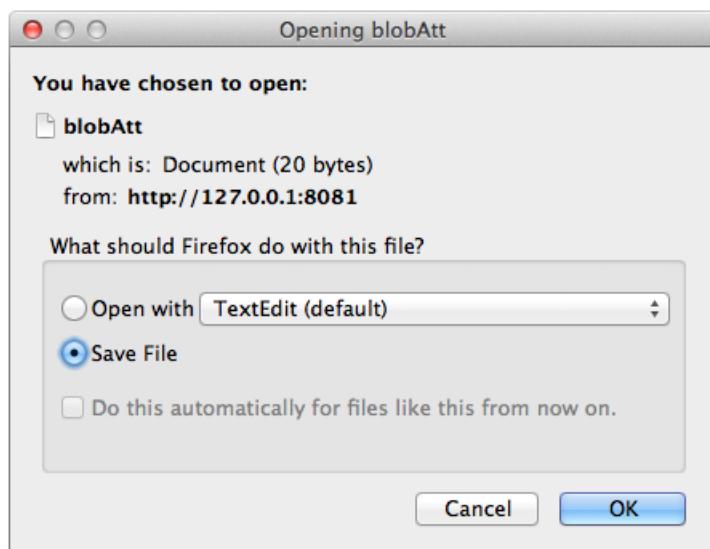
Beschreibung

`$binary` allows you to save the BLOB as a document. You must also use the `$expand` command in conjunction with it.

When you make the following request:

```
GET /rest/Company(11)/blobAtt?$binary=true&$expand=blobAtt
```

You will be asked where to save the BLOB to disk:



\$compute

Calculate on specific attributes (e.g., `Employee/salary/?$compute=sum`) or in the case of an Object attribute (e.g., `Employee/objectAtt.property1/?$compute=sum`)

Beschreibung

This parameter allows you to do calculations on your data.

If you want to perform a calculation on an attribute, you write the following:

```
GET /rest/Employee/salary/?$compute=$all
```

If you want to pass an Object attribute, you must pass one of its property. Beispiel:

```
GET /rest/Employee/objectAtt.property1/?$compute=$all
```

You can use any of the following keywords:

Keyword	Beschreibung
\$all	A JSON object that defines all the functions for the attribute (average, count, min, max, and sum for attributes of type Number and count, min, and max for attributes of type String)
average	Get the average on a numerical attribute
count	Get the total number in the collection or dataclass (in both cases you must specify an attribute)
min	Get the minimum value on a numerical attribute or the lowest value in an attribute of type String
max	Get the maximum value on a numerical attribute or the highest value in an attribute of type String
sum	Get the sum on a numerical attribute

Beispiel

If you want to get all the computations for an attribute of type Number, you can write:

```
GET /rest/Employee/salary/?$compute=$all
```

Response:

```
{
  "salary": {
    "count": 4,
    "sum": 335000,
    "average": 83750,
    "min": 70000,
    "max": 99000
  }
}
```

If you want to get all the computations for an attribute of type String, you can write:

```
GET /rest/Employee/firstName/?$compute=$all
```

Response:

```
{  
  "salary": {  
    "count": 4,  
    "min": Anne,  
    "max": Victor  
  }  
}
```

If you want to just get one calculation on an attribute, you can write the following:

```
GET /rest/Employee/salary/?$compute=sum
```

Response:

```
235000
```

If you want to perform a calculation on an Object attribute, you can write the following:

```
GET /rest/Employee/objectAttribute.property1/?$compute=sum
```

Response:

```
45
```

\$distinct

Returns the distinct values for a specific attribute in a collection (e.g., Company/name?
\$filter="name=a*&\$distinct=true)

Beschreibung

`$distinct` allows you to return a collection containing the distinct values for a query on a specific attribute. Only one attribute in the dataclass can be specified. Generally, the String type is best; however, you can also use it on any attribute type that could contain multiple values.

You can also use `$skip` and `$top/$limit` as well, if you'd like to navigate the selection before it's placed in an array.

Beispiel

In our example below, we want to retrieve the distinct values for a company name starting with the letter "a":

```
GET /rest/Company/name?$filter="name=a*&$distinct=true
```

Response:

```
[  
    "Adobe",  
    "Apple"  
]
```

\$entityset

After [creating an entity set](#) by using `$method=entityset`, you can then use it subsequently.

Available syntaxes

Syntax	Beispiel	Beschreibung
<code>\$entityset/{entitySetID}</code>	<code>/People/\$entityset/0ANUMBER</code>	Retrieves an existing entity set
<code>\$entityset/{entitySetID}?\$operator...&\$otherCollection</code>	<code>/Employee/\$entityset/0ANUMBER?</code> <code>\$logicOperator=AND</code> <code>&\$otherCollection=C0ANUMBER</code>	Creates a new entity set from comparing existing entity sets

\$entityset/{entitySetID}

Retrieves an existing entity set (e.g., `People/$entityset/0AF4679A5C394746BFEB68D2162A19FF`)

Beschreibung

This syntax allows you to execute any operation on a defined entity set.

Because entity sets have a time limit on them (either by default or after calling `$timeout` with your own limit), you can call `$savedfilter` and `$savedorderby` to save the filter and order by statements when you create an entity set.

When you retrieve an existing entity set stored in 4D Server's cache, you can also apply any of the following to the entity set: `$expand`, `$filter`, `$orderby`, `$skip`, and `$top/$limit`.

Beispiel

After you create an entity set, the entity set ID is returned along with the data. You call this ID in the following manner:

```
GET /rest/Employee/$entityset/9718A30BF61343C796345F3BE5B01CE7
```

\$entityset/{entitySetID}?\$operator...&\$otherCollection

Create another entity set based on previously created entity sets

Parameter	Typ	Beschreibung
<code>\$operator</code>	String	One of the logical operators to test with the other entity set
<code>\$otherCollection</code>	String	Entity set ID

Beschreibung

After creating an entity set (entity set #1) by using `$method=entityset`, you can then create another entity set by using the `$entityset/{entitySetID}?$operator... &$otherCollection` syntax, the `$operator` property (whose values are shown below), and another entity set (entity set #2) defined by the `$otherCollection` property. The two entity sets must be in the same dataclass.

You can then create another entity set containing the results from this call by using the `$method=entityset` at the end of the REST request.

Here are the logical operators:

Operator	Beschreibung
UND	Returns the entities in common to both entity sets
ODER	Returns the entities in both entity sets
EXCEPT	Returns the entities in entity set #1 minus those in entity set #2
INTERSECT	Returns either true or false if there is an intersection of the entities in both entity sets (meaning that least one entity is common in both entity sets)

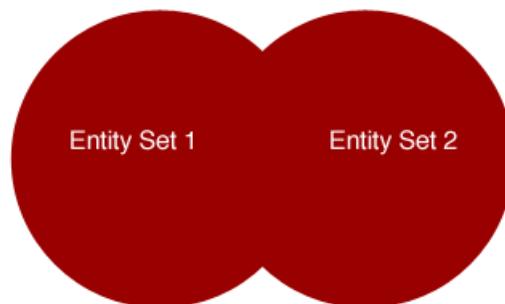
The logical operators are not case-sensitive, so you can write "AND" or "and".

Below is a representation of the logical operators based on two entity sets. The red section is what is returned.

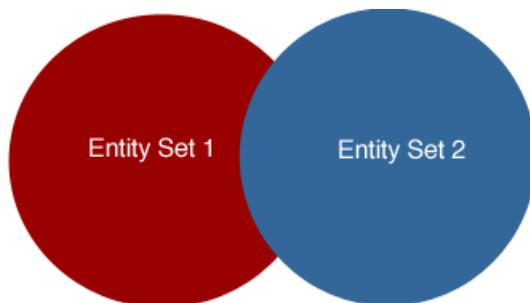
UND



ODER



EXCEPT



The syntax is as follows:

```
GET /rest/dataClass/$entityset/entitySetID?$logicOperator=AND&$otherCollection=entitySetID
```

Beispiel

In the example below, we return the entities that are in both entity sets since we are using the AND logical operator:

```
GET /rest/Employee/$entityset/9718A30BF61343C796345F3BE5B01CE7?
$logicOperator=AND&$otherCollection=C05A0D887C664D4DA1B38366DD21629B
```

If we want to know if the two entity sets intersect, we can write the following:

```
GET /rest/Employee/$entityset/9718A30BF61343C796345F3BE5B01CE7?
```

```
$logicOperator=intersect&$otherCollection=C05A0D887C664D4DA1B38366DD21629B
```

If there is an intersection, this query returns true. Otherwise, it returns false.

In the following example we create a new entity set that combines all the entities in both entity sets:

```
GET /rest/Employee/$entityset/9718A30BF61343C796345F3BE5B01CE7?  
$logicOperator=OR&$otherCollection=C05A0D887C664D4DA1B38366DD21629B&$method	entityset
```

\$expand

Expands an image stored in an Image attribute (e.g., `Employee(1)/photo?$imageformat=best&$expand=photo`)

or

Expands an BLOB attribute to save it.

Compatibility: For compatibility reasons, \$expand can be used to expand a relational attribute (e.g., `Company(1)?$expand=staff` or `Employee/?$filter="firstName BEGIN a"&$expand=employer`). It is however recommended to use `$attributes` for this feature.

Viewing an image attribute

If you want to view an image attribute in its entirety, write the following:

```
GET /rest/Employee(1)/photo?$imageformat=best&$version=1&$expand=photo
```

For more information about the image formats, refer to `$imageformat`. For more information about the version parameter, refer to `$version`.

Saving a BLOB attribute to disk

If you want to save a BLOB stored in your dataclass, you can write the following by also passing "true" to `$binary`:

```
GET /rest/Company(11)/blobAtt?$binary=true&$expand=blobAtt
```

\$filter

Allows to query the data in a dataclass or method (e.g., `$filter="firstName!='' AND salary>30000"`)

Beschreibung

This parameter allows you to define the filter for your dataclass or method.

Using a simple filter

A filter is composed of the following elements:

{attribute} {comparator} {value}

For example: `$filter="firstName=john"` where `firstName` is the attribute, `=` is the comparator and `john` is the value.

Using a complex filter

A more complex filter is composed of the following elements, which joins two queries:

{attribute} {comparator} {value} {AND/OR/EXCEPT} {attribute} {comparator} {value}

For example: `$filter="firstName=john AND salary>20000"` where `firstName` and `salary` are attributes in the Employee dataclass.

Using the params property

You can also use 4D's params property.

{attribute} {comparator} {placeholder} {AND/OR/EXCEPT} {attribute} {comparator} {placeholder}&\$params='["{value1}","{value2}"]'"

For example: `$filter="firstName=:1 AND salary:>2"&$params='["john",20000]'` where `firstName` and `salary` are attributes in the Employee dataclass.

For more information regarding how to query data in 4D, refer to the [dataClass.query\(\)](#) documentation.

When inserting quotes ('') or double quotes (""), you must escape them using their character code:

- Quotes (''): \u0027
- Double quotes (""): \u0022

For example, you can write the following when passing a value with a quote when using the `params` property:

`http://127.0.0.1:8081/rest/Person/?$filter="lastName=:1"&$params='["0\u0027Reilly"]'`

If you pass the value directly, you can write the following: `http://127.0.0.1:8081/rest/Person/?$filter="lastName=0'Reilly"`

Attribute

If the attribute is in the same dataclass, you can just pass it directly (e.g., `firstName`). However, if you want to query another dataclass, you must include the relation attribute name plus the attribute name, i.e. the path (e.g., `employer.name`). The attribute name is case-sensitive (`firstName` is not equal to `FirstName`).

You can also query attributes of type Object by using dot-notation. For example, if you have an attribute whose name is

"objAttribute" with the following structure:

```
{  
    prop1: "this is my first property",  
    prop2: 9181,  
    prop3: ["abc","def","ghi"]  
}
```

You can search in the object by writing the following:

```
GET /rest/Person/?filter="objAttribute.prop2 == 9181"
```

Comparator

The comparator must be one of the following values:

Comparator	Beschreibung
=	equals to
!=	not equal to
>	greater than
>=	greater than or equal to
<	less than
<=	less than or equal to
begin	begins with

Beispiele

In the following example, we look for all employees whose last name begins with a "j":

```
GET /rest/Employee?$filter="lastName begin j"
```

In this example, we search the Employee dataclass for all employees whose salary is greater than 20,000 and who do not work for a company named Acme:

```
GET /rest/Employee?$filter="salary>20000 AND  
employer.name!=acme"&$orderby="lastName,firstName"
```

In this example, we search the Person dataclass for all the people whose number property in the anotherobj attribute of type Object is greater than 50:

```
GET /rest/Person/?filter="anotherobj.mynum > 50"
```

\$imageformat

Defines which image format to use for retrieving images (e.g., `$imageformat=png`)

Beschreibung

Define which format to use to display images. By default, the best format for the image will be chosen. You can, however, select one of the following formats:

Typ	Beschreibung
GIF	GIF format
PNG	PNG format
JPEG	JPEG format
TIFF	TIFF format
best	Best format based on the image

Once you have defined the format, you must pass the image attribute to `$expand` to load the photo completely.

If there is no image to be loaded or the format doesn't allow the image to be loaded, the response will be empty.

Beispiel

The following example defines the image format to JPEG regardless of the actual type of the photo and passes the actual version number sent by the server:

```
GET /rest/Employee(1)/photo?$imageformat=jpeg&$version=3&$expand=photo
```

\$lock

Locks and unlocks an entity using the [pessimistic mechanism](#).

Syntax

To lock an entity for other sessions and 4D processes:

```
/?$lock=true
```

To unlock the entity for other sessions and 4D processes:

```
/?$lock=false
```

The `lockKindText` property is "Locked by session".

Beschreibung

The locks triggered by the REST API are put at the [session](#) level.

A locked entity is seen as *locked* (i.e. lock / unlock / update / delete actions are not possible) by:

- other REST sessions
- 4D processes (client/server, remote datastore, standalone) running on the REST server.

An entity locked by the REST API can only be unlocked:

- by its locker, i.e. a `/?$lock=false` in the REST session that sets `/?$lock=true`
- or if the session's [inactivity timeout](#) is reached (the session is closed).

Response

A `?$lock` request returns a JSON object with `"result=true` if the lock operation was successful and `"result=false` if it failed.

The returned "`__STATUS`" object has the following properties:

Property		Typ	Beschreibung
			<i>Available only in case of success:</i>
success		Boolean	true if the lock action is successful (or if the entity is already locked in the current session), false otherwise (not returned in this case).
			<i>Available only in case of error:</i>
status		number	Error code, see below
statusText		Text	Description of the error, see below
lockKind		number	Lock code
lockKindText		Text	"Locked by session" if locked by a REST session, "Locked by record" if locked by a 4D process
lockInfo		object	Information about the lock origin. Returned properties depend on the lock origin (4D process or REST session).
			<i>Available only for a 4D process lock:</i>
	task_id	number	Process ID
	user_name	Text	Session user name on the machine
	user4d_alias	Text	Name or alias of the 4D user
	user4d_id	number	User id in the 4D database directory
	host_name	Text	Machine name
	task_name	Text	Process name
	client_version	Text	Version of the client
			<i>Available only for a REST session lock:</i>
	host	Text	URL that locked the entity (e.g. "127.0.0.1:8043")
	IPAddr	Text	IP address of the locker (e.g. "127.0.0.1")
	recordNumber	number	Record number of the locked record
	userAgent	Text	userAgent of the locker (e.g. Mozilla/5.0 (Macintosh; Intel Mac OS X 10_15_3) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/96.0.4664.110 Safari/537.36")

The following values can be returned in the `status` and `statusText` properties of the `__STATUS` object in case of error:

status	statusText	Kommentar
2	"Stamp has changed"	The internal stamp value of the entity does not match the one of the entity stored in the data (optimistic lock).
3	"Already locked"	The entity is locked by a pessimistic lock.
4	"Other error"	A serious error is a low-level database error (e.g. duplicated key), a hardware error, etc.
5	"Entity does not exist anymore"	The entity no longer exists in the data.

Beispiel

We lock an entity in a first browser:

```
GET /rest/Customers(1)/?$lock=true
```

Response:

```
{  
    "result": true,  
    "__STATUS": {  
        "success": true  
    }  
}
```

In a second browser (other session), we send the same request.

Response:

```
{  
    "result":false,  
    "__STATUS":{  
        "status":3,  
        "statusText":"Already Locked",  
        "lockKind":7,  
        "lockKindText":"Locked By Session",  
        "lockInfo":{  
            "host":"127.0.0.1:8043",  
            "IPAddr":"127.0.0.1",  
            "recordNumber": 7,  
            "userAgent": """Mozilla/5.0 (Macintosh; Intel Mac OS X 10_15_3) AppleWebKit/537.36..."  
        }  
    }  
}
```

\$method

This parameter allows you to define the operation to execute with the returned entity or entity selection.

Available syntaxes

Syntax	Beispiel	Beschreibung
<code>\$method=delete</code>	<code>POST /Employee?\$filter="ID=11"&\$method=delete</code>	Deletes the current entity, entity collection, or entity selection
<code>\$method=entityset</code>	<code>GET /People/?\$filter="ID>320"&\$method=entityset& \$timeout=600</code>	Creates an entity set in 4D Server's cache based on the collection of entities defined in the REST request
<code>\$method=release</code>	<code>GET /Employee/\$entityset/<entitySetID>?&\$method=release</code>	Releases an existing entity set stored in 4D Server's cache
<code>\$method=subentityset</code>	<code>GET /Company(1)/staff?&\$expand=staff& \$method=subentityset& \$subOrderby=lastName ASC</code>	Creates an entity set based on the collection of related entities defined in the REST request
<code>\$method=update</code>	<code>POST /Person/?\$method=update</code>	Updates and/or creates one or more entities

\$method=delete

Deletes the current entity, entity collection, or entity selection (created through REST)

Beschreibung

With `$method=delete`, you can delete an entity or an entire entity collection. You can define the collection of entities by using, for example, `$filter` or specifying one directly using `{dataClass}({key})` (e.g., `/Employee(22)`).

You can also delete the entities in an entity set, by calling `$entityset/{entitySetID}`.

Beispiel

You can then write the following REST request to delete the entity whose key is 22:

```
POST /rest/Employee(22)/?$method=delete
```

You can also do a query as well using `$filter`:

```
POST /rest/Employee?$filter="ID=11"&$method=delete
```

You can also delete an entity set using `$entityset/{entitySetID}`:

```
POST /rest/Employee/$entityset/73F46BE3A0734EAA9A33CA8B14433570?$method=delete
```

Response:

```
{
  "ok": true
}
```

\$method=entityset

Creates an entity set in 4D Server's cache based on the collection of entities defined in the REST request

Beschreibung

When you create a collection of entities in REST, you can also create an entity set that will be saved in 4D Server's cache. The entity set will have a reference number that you can pass to `$entityset/{entitySetID}` to access it. By default, it is valid for two hours; however, you can modify that amount of time by passing a value (in seconds) to `$timeout`.

If you have used `$savedfilter` and/or `$savedorderby` (in conjunction with `$filter` and/or `$orderby`) when you created your entity set, you can recreate it with the same reference ID even if it has been removed from 4D Server's cache.

Beispiel

To create an entity set, which will be saved in 4D Server's cache for two hours, add `$method=entityset` at the end of your REST request:

```
GET /rest/People/?$filter="ID>320"&$method=entityset
```

You can create an entity set that will be stored in 4D Server's cache for only ten minutes by passing a new timeout to `$timeout`:

```
GET /rest/People/?$filter="ID>320"&$method=entityset&$timeout=600
```

You can also save the filter and order by, by passing true to `$savedfilter` and `$savedorderby`.

`$skip` and `$top/$limit` are not taken into consideration when saving an entity set.

After you create an entity set, the first element, `__ENTITYSET`, is added to the object returned and indicates the URI to use to access the entity set:

```
__ENTITYSET: "http://127.0.0.1:8081/rest/Employee/$entityset/9718A30BF61343C796345F3BE5B01CE7"
```

\$method=release

Releases an existing entity set stored in 4D Server's cache.

Beschreibung

You can release an entity set, which you created using `$method=entityset`, from 4D Server's cache.

Beispiel

Release an existing entity set:

```
GET /rest/Employee/$entityset/4C51204DD8184B65AC7D79F09A077F24?$method=release
```

Response:

If the request was successful, the following response is returned:

```

{
  "ok": true
}
If the entity set wasn't found, an error is returned:

{
  "__ERROR": [
    {
      "message": "Error code: 1802\nEntitySet \\"4C51204DD8184B65AC7D79F09A077F24\\" cannot be fou
      "componentSignature": "dbmg",
      "errCode": 1802
    }
  ]
}

```

\$method=subentityset

Creates an entity set in 4D Server's cache based on the collection of related entities defined in the REST request

Beschreibung

`$method=subentityset` allows you to sort the data returned by the relation attribute defined in the REST request.

To sort the data, you use the `$sub0rderby` property. For each attribute, you specify the order as ASC (or asc) for ascending order and DESC (desc) for descending order. By default, the data is sorted in ascending order.

If you want to specify multiple attributes, you can delimit them with a comma, µ, `$sub0rderby="lastName desc, firstName asc"`.

Beispiel

If you want to retrieve only the related entities for a specific entity, you can make the following REST request where staff is the relation attribute in the Company dataclass linked to the Employee dataclass:

```
GET /rest/Company(1)/staff?$expand=staff&$method=subentityset&$sub0rderby=lastName ASC
```

Response:

```

{
  "__ENTITYSET": "/rest/Employee/$entityset/FF625844008E430B9862E5FD41C741AB",
  "__entityModel": "Employee",
  "__COUNT": 2,
  "__SENT": 2,
  "__FIRST": 0,
  "__ENTITIES": [
    {
      "__KEY": "4",
      "__STAMP": 1,
      "ID": 4,
      "firstName": "Linda",
      "lastName": "Jones",
      "birthday": "1970-10-05T14:23:00Z",
      "employer": {
        "__deferred": {
          "uri": "/rest/Company(1)",
          "__KEY": "1"
        }
      }
    },
    {
      "__KEY": "1",
      "__STAMP": 3,
      "ID": 1,
      "firstName": "John",
      "lastName": "Smith",
      "birthday": "1985-11-01T15:23:00Z",
      "employer": {
        "__deferred": {
          "uri": "/rest/Company(1)",
          "__KEY": "1"
        }
      }
    }
  ]
}

```

\$method=update

Updates and/or creates one or more entities

Beschreibung

`$method=update` allows you to update and/or create one or more entities in a single POST. If you update and/or create one entity, it is done in an object with each property an attribute with its value, e.g., `{ lastName: "Smith" }`. If you update and/or create multiple entities, you must create a collection of objects.

In any cases, you must set the POST data in the body of the request.

To update an entity, you must pass the `__KEY` and `__STAMP` parameters in the object along with any modified attributes. If both of these parameters are missing, an entity will be added with the values in the object you send in the body of your POST.

Triggers are executed immediately when saving the entity to the server. The response contains all the data as it exists on the server.

You can also put these requests to create or update entities in a transaction by calling `$atomic/$atonce`. If any errors occur during data validation, none of the entities are saved. You can also use `$method=validate` to validate the entities before creating or updating them.

If a problem arises while adding or modifying an entity, an error will be returned to you with that information.

Notes for specific attribute types:

- Dates must be expressed in JS format: YYYY-MM-DDTHH:MM:SSZ (e.g., "2010-10-05T23:00:00Z"). If you have selected the Date only property for your Date attribute, the time zone and time (hour, minutes, and seconds) will be removed. In this case, you can also send the date in the format that it is returned to you dd!mm!yyyy (e.g., 05!10!2013).
- Booleans are either true or false.
- Uploaded files using `$upload` can be applied to an attribute of type Image or BLOB by passing the object returned in the following format { "ID": "D507BC03E613487E9B4C2F6A0512FE50"}

Beispiel

To update a specific entity, you use the following URL:

```
POST /rest/Person/?$method=update
```

POST data:

```
{  
    __KEY: "340",  
    __STAMP: 2,  
    firstName: "Pete",  
    lastName: "Miller"  
}
```

The firstName and lastName attributes in the entity indicated above will be modified leaving all other attributes (except calculated ones based on these attributes) unchanged.

If you want to create an entity, you can POST the attributes using this URL:

```
POST /rest/Person/?$method=update
```

POST data:

```
{  
    firstName: "John",  
    lastName: "Smith"  
}
```

You can also create and update multiple entities at the same time using the same URL above by passing multiple objects in an array to the POST:

```
POST /rest/Person/?$method=update
```

POST data:

```
[{  
    __KEY": "309",  
    __STAMP": 5,  
    "ID": "309",  
    "firstName": "Penelope",  
    "lastName": "Miller"  
, {  
    "firstName": "Ann",  
    "lastName": "Jones"  
}]
```

Response:

When you add or modify an entity, it is returned to you with the attributes that were modified. For example, if you create the new employee above, the following will be returned:

```
{  
    "_KEY": "622",  
    "_STAMP": 1,  
    "uri": "http://127.0.0.1:8081/rest/Employee(622)",  
    "_TIMESTAMP": "!!2020-04-03!!",  
    "ID": 622,  
    "firstName": "John",  
    "firstName": "Smith"  
}
```

If, for example, the stamp is not correct, the following error is returned:

```
{
    "__STATUS": {
        "status": 2,
        "statusText": "Stamp has changed",
        "success": false
    },
    "__KEY": "1",
    "__STAMP": 12,
    "__TIMESTAMP": "!!2020-03-31!!",
    "ID": 1,
    "firstname": "Denise",
    "lastname": "O'Peters",
    "isWoman": true,
    "numberOfKids": 1,
    "addressID": 1,
    "gender": true,
    "imageAtt": {
        "__deferred": {
            "uri": "/rest/Persons(1)/imageAtt?$imageformat=best&$version=12&$expand=imageAtt",
            "image": true
        }
    },
    "extra": {
        "num": 1,
        "alpha": "I am 1"
    },
    "address": {
        "__deferred": {
            "uri": "/rest/Address(1)",
            "__KEY": "1"
        }
    },
    "__ERROR": [
        {
            "message": "Given stamp does not match current one for record# 0 of table Persons",
            "componentSignature": "dbmg",
            "errCode": 1263
        },
        {
            "message": "Cannot save record 0 in table Persons of database remote_dataStore",
            "componentSignature": "dbmg",
            "errCode": 1046
        },
        {
            "message": "The entity# 1 in the \"Persons\" dataclass cannot be saved",
            "componentSignature": "dbmg",
            "errCode": 1517
        }
    ]
}{}}
}
```

\$orderby

Sorts the data returned by the attribute and sorting order defined (e.g., `$orderby="lastName desc, salary asc"`)

Beschreibung

`$orderby` orders the entities returned by the REST request. For each attribute, you specify the order as `ASC` (or `asc`) for ascending order and `DESC` (`desc`) for descending order. By default, the data is sorted in ascending order. By default, the data is sorted in ascending order.

Beispiel

In this example, we retrieve entities and sort them at the same time:

```
GET /rest/Employee/?$filter="salary!=0"&$orderby="salary DESC,lastName ASC,firstName ASC"
```

The example below sorts the entity set by lastName attribute in ascending order:

```
GET /rest/Employee/$entityset/CB1BCC603DB0416D939B4ED379277F02?$orderby="lastName"
```

Result:

```
{
  __entityModel: "Employee",
  __COUNT: 10,
  __SENT: 10,
  __FIRST: 0,
  __ENTITIES: [
    {
      __KEY: "1",
      __STAMP: 1,
      firstName: "John",
      lastName: "Smith",
      salary: 90000
    },
    {
      __KEY: "2",
      __STAMP: 2,
      firstName: "Susan",
      lastName: "O'Leary",
      salary: 80000
    },
    // more entities
  ]
}
```

\$querypath

Returns the query as it was executed by 4D Server (e.g., `$querypath=true`)

Beschreibung

`$querypath` returns the query as it was executed by 4D Server. If, for example, a part of the query passed returns no entities, the rest of the query is not executed. The query requested is optimized as you can see in this `$querypath`.

For more information about query paths, refer to [queryPlan and queryPath](#).

In the steps collection, there is an object with the following properties defining the query executed:

Property	Typ	Beschreibung
description	String	Actual query executed or "AND" when there are multiple steps
time	Zahl	Number of milliseconds needed to execute the query
recordsfounds	Zahl	Number of records found
steps	Collection	An collection with an object defining the subsequent step of the query path

Beispiel

If you passed the following query:

```
GET /rest/Employee/$filter="employer.name=acme AND lastName=Jones"&$querypath=true
```

And no entities were found, the following query path would be returned, if you write the following:

```
GET /rest/$querypath
```

Response:

```

__queryPath: {

    steps: [
        {
            description: "AND",
            time: 0,
            recordsfounds: 0,
            steps: [
                {
                    description: "Join on Table : Company : People.employer = Company.ID",
                    time: 0,
                    recordsfounds: 0,
                    steps: [
                        {
                            steps: [
                                {
                                    description: "Company.name = acme",
                                    time: 0,
                                    recordsfounds: 0
                                }
                            ]
                        }
                    ]
                }
            ]
        }
    ]
}

```

If, on the other hand, the first query returns more than one entity, the second one will be executed. If we execute the following query:

```
GET /rest/Employee/$filter="employer.name=a* AND lastName!=smith"&$querypath=true
```

If at least one entity was found, the following query path would be returned, if you write the following:

```
GET /rest/$querypath
```

Respose:

```
"__queryPath": {
  "steps": [
    {
      "description": "AND",
      "time": 1,
      "recordsfounds": 4,
      "steps": [
        {
          "description": "Join on Table : Company : Employee.employer = Company.ID",
          "time": 1,
          "recordsfounds": 4,
          "steps": [
            {
              "steps": [
                {
                  "description": "Company.name LIKE a*",
                  "time": 0,
                  "recordsfounds": 2
                }
              ]
            }
          ]
        },
        {
          "description": "Employee.lastName # smith",
          "time": 0,
          "recordsfounds": 4
        }
      ]
    }
  ]
}
```

\$queryplan

Returns the query as it was passed to 4D Server (e.g., `$queryplan=true`)

Beschreibung

\$queryplan returns the query plan as it was passed to 4D Server.

Property	Typ	Beschreibung
item	String	Actual query executed
subquery	Array	If there is a subquery, an additional object containing an item property (as the one above)

For more information about query plans, refer to [queryPlan](#) and [queryPath](#).

Beispiel

If you pass the following query:

```
GET /rest/People/$filter="employer.name=acme AND lastName=Jones"&$queryplan=true
```

Response:

```
__queryPlan: {
    And: [
        {
            item: "Join on Table : Company : People.employer = Company.ID",
            subquery: [
                {
                    item: "Company.name = acme"
                }
            ]
        },
        {
            item: "People.lastName = Jones"
        }
    ]
}
```

\$savedfilter

Saves the filter defined by \$filter when creating an entity set (e.g., `$savedfilter="{filter}"`)

Beschreibung

When you create an entity set, you can save the filter that you used to create it as a measure of security. If the entity set that you created is removed from 4D Server's cache (due to the timeout, the server's need for space, or your removing it by calling `$method=release`).

You use `$savedfilter` to save the filter you defined when creating your entity set and then pass `$savedfilter` along with your call to retrieve the entity set each time.

If the entity set is no longer in 4D Server's cache, it will be recreated with a new default timeout of 10 minutes. The entity set will be refreshed (certain entities might be included while others might be removed) since the last time it was created, if it no longer existed before recreating it.

If you have used both `$savedfilter` and `$savedorderby` in your call when creating an entity set and then you omit one of them, the new entity set, which will have the same reference number, will reflect that.

Beispiel

In our example, we first call ``\$savedfilter`` with the initial call to create an entity set as shown below:

```
GET /rest/People/?$filter="employer.name=Apple"&$savedfilter="employer.name=Apple"&$method=entityset
```

Then, when you access your entity set, you write the following to ensure that the entity set is always valid:

```
GET /rest/People/$entityset/AEA452C2668B4F6E98B6FD2A1ED4A5A8?$savedfilter="employer.name=Apple"
```

\$savedorderby

Saves the order by defined by `$orderby` when creating an entity set (e.g., `$savedorderby="{orderby}"`)

Beschreibung

When you create an entity set, you can save the sort order along with the filter that you used to create it as a measure of security. If the entity set that you created is removed from 4D Server's cache (due to the timeout, the server's need for space, or your removing it by calling `$method=release`).

You use `$savedorderby` to save the order you defined when creating your entity set, you then pass `$savedorderby` along with your call to retrieve the entity set each time.

If the entity set is no longer in 4D Server's cache, it will be recreated with a new default timeout of 10 minutes. If you have used both `$savedfilter` and `$savedorderby` in your call when creating an entity set and then you omit one of them, the new entity set, having the same reference number, will reflect that.

Beispiel

You first call `$savedorderby` with the initial call to create an entity set:

```
GET /rest/People/?  
$filter="lastName!=""&$savedfilter="lastName!=""&$orderby="salary"&$savedorderby="salary"&$method=entity  
set
```

Then, when you access your entity set, you write the following (using both `$savedfilter` and `$savedorderby`) to ensure that the filter and its sort order always exists:

```
GET /rest/People/$entityset/AEA452C2668B4F6E98B6FD2A1ED4A5A8?  
$savedfilter="lastName!=""&$savedorderby="salary"
```

\$skip

Starts the entity defined by this number in the collection (e.g., `$skip=10`)

Beschreibung

`$skip` defines which entity in the collection to start with. By default, the collection sent starts with the first entity. To start with the 10th entity in the collection, pass 10.

`$skip` is generally used in conjunction with `$top/$limit` to navigate through an entity collection.

Beispiel

In the following example, we go to the 20th entity in our entity set:

```
GET /rest/Employee/$entityset/CB1BCC603DB0416D939B4ED379277F02?$skip=20
```

\$timeout

Defines the number of seconds to save an entity set in 4D Server's cache (e.g., `$timeout=1800`)

Beschreibung

To define a timeout for an entity set that you create using `$method=entityset`, pass the number of seconds to `$timeout`. For example, if you want to set the timeout to 20 minutes, pass 1200. By default, the timeout is two (2) hours.

Once the timeout has been defined, each time an entity set is called upon (by using `$method=entityset`), the timeout is recalculated based on the current time and the timeout.

If an entity set is removed and then recreated using `$method=entityset` along with `$savedfilter`, the new default timeout is 10 minutes regardless of the timeout you defined when calling `$timeout`.

Beispiel

In our entity set that we're creating, we define the timeout to 20 minutes:

```
GET /rest/Employee/?$filter="salary!=0"&$method=entityset&$timeout=1200
```

\$top/\$limit

Limits the number of entities to return (e.g., `$top=50`)

Beschreibung

`$top/$limit` defines the limit of entities to return. By default, the number is limited to 100. You can use either keyword: `$top` or `$limit`.

When used in conjunction with `$skip`, you can navigate through the entity selection returned by the REST request.

Beispiel

In the following example, we request the next ten entities after the 20th entity:

```
GET /rest/Employee/$entityset/CB1BCC603DB0416D939B4ED379277F02?$skip=20&$top=10
```

\$version

Image version number

Beschreibung

`$version` is the image's version number returned by the server. The version number, which is sent by the server, works around the browser's cache so that you are sure to retrieve the correct image.

The value of the image's version parameter is modified by the server.

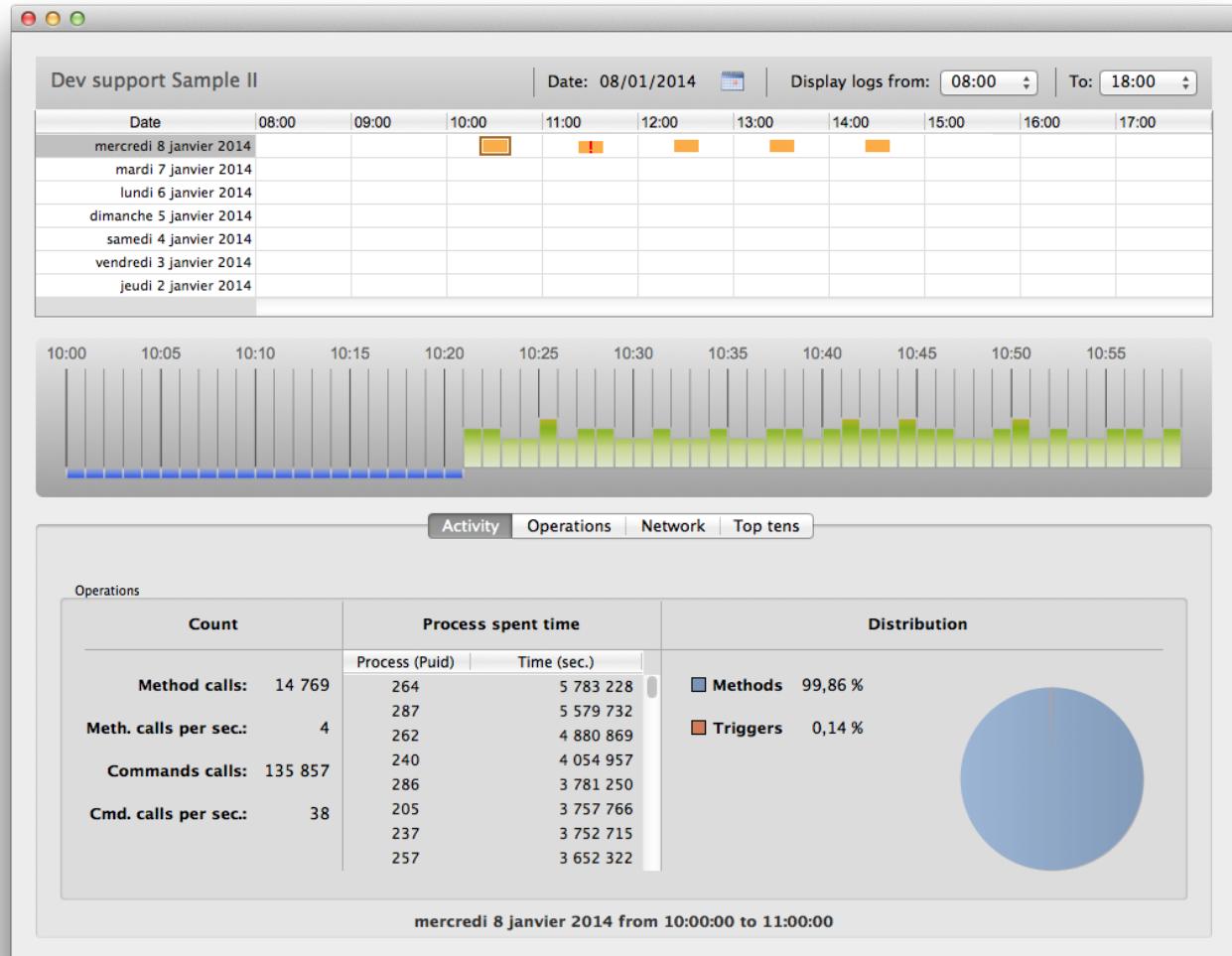
Beispiel

The following example defines the image format to JPEG regardless of the actual type of the photo and passes the actual version number sent by the server:

```
GET /rest/Employee(1)/photo?$imageformat=jpeg&$version=3&$expand=photo
```

About 4D Forms

Forms provide the interface through which information is entered, modified, and printed in a desktop application. Users interact with the data in a database using forms and print reports using forms. Forms can be used to create custom dialog boxes, palettes, or any featured custom window.



Forms can also contain other forms through the following features:

- [subform objects](#)
- [inherited forms](#)

Creating forms

You can add or modify 4D forms using the following elements:

- 4D Developer interface: Create new forms from the File menu or the Explorer window.
- Form Editor: Modify your forms using the [Form Editor](#).
- JSON code: Create and design your forms using JSON and save the form files at the [appropriate location](#). Beispiel:

```
{
    "windowTitle": "Hello World",
    "windowMinWidth": 220,
    "windowMinHeight": 80,
    "method": "HWexample",
    "pages": [
        null,
        {
            "objects": {
                "text": {
                    "type": "text",
                    "text": "Hello World!",
                    "textAlign": "center",
                    "left": 50,
                    "top": 120,
                    "width": 120,
                    "height": 80
                },
                "image": {
                    "type": "picture",
                    "pictureFormat": "scaled",
                    "picture": "/RESOURCES/Images/HW.png",
                    "alignment": "center",
                    "left": 70,
                    "top": 20,
                    "width": 75,
                    "height": 75
                },
                "button": {
                    "type": "button",
                    "text": "OK",
                    "action": "Cancel",
                    "left": 60,
                    "top": 160,
                    "width": 100,
                    "height": 20
                }
            }
        }
    ]
}
```

Project form and Table form

There are two categories of forms:

- Project forms - Independent forms that are not attached to any table. They are intended more particularly for creating interface dialog boxes as well as components. Project forms can be used to create interfaces that easily comply with OS standards.
- Table forms - Attached to specific tables and thus benefit from automatic functions useful for developing applications based on databases. Typically, a table has separate input and output forms.

Typically, you select the form category when you create the form, but you can change it afterwards.

Form pages

Each form has at least two pages:

- a page 1: a main page, displayed by default

- a page 0: a background page, whose contents is displayed on every other page.

You can create multiple pages for an input form. If you have more fields or variables than will fit on one screen, you may want to create additional pages to display them. Multiple pages allow you to do the following:

- Place the most important information on the first page and less important information on other pages.
- Organize each topic on its own page.
- Reduce or eliminate scrolling during data entry by setting the [entry order](#).
- Provide space around the form elements for an attractive screen design.

Multiple pages are a convenience used for input forms only. They are not for printed output. When a multi-page form is printed, only the first page is printed.

There are no restrictions on the number of pages a form can have. The same field can appear any number of times in a form and on as many pages as you want. However, the more pages you have in a form, the longer it will take to display it.

A multi-page form has both a background page and several display pages. Objects that are placed on the background page may be visible on all display pages, but can be selected and edited only on the background page. In multi-page forms, you should put your button palette on the background page. You also need to include one or more objects on the background page that provide page navigation tools for the user.

Inherited Forms

4D forms can use and be used as "inherited forms," meaning that all of the objects from *Form A* can be used in *Form B*. In this case, *Form B* "inherits" the objects from *Form A*.

References to an inherited form are always active: if an element of an inherited form is modified (button styles, for example), all forms using this element will automatically be modified.

All forms (table forms and project forms) can be designated as an inherited form. However, the elements they contain must be compatible with use in different database tables.

When a form is executed, the objects are loaded and combined in the following order:

1. Page zero of the inherited form
2. Page 1 of the inherited form
3. Page zero of the open form
4. Current page of the open form.

This order determines the default [entry order](#) of objects in the form.

Only pages 0 and 1 of an inherited form can appear in other forms.

The properties and method of a form are not considered when that form is used as an inherited form. On the other hand, the methods of objects that it contains are called.

To define an inherited form, the [Inherited Form Name](#) and [Inherited Form Table](#) (for table form) properties must be defined in the form that will inherit something from another form.

A form can inherit from a project form, by setting the [Inherited Form Table](#) property to <None> in the Property List (or " " in JSON).

To stop inheriting a form, select <None> in the Property List (or " " in JSON) for the [Inherited Form Name](#) property.

It is possible to define an inherited form in a form that will eventually be used as an inherited form for a third form. The combining of objects takes place in a recursive manner. 4D detects recursive loops (for example, if form [table1]form1 is defined as the inherited form of [table1]form1, in other words, itself) and interrupts the form chain.

Supported Properties

[Associated Menu Bar](#) - [Fixed Height](#) - [Fixed Width](#) - [Form Break](#) - [Form Detail](#) - [Form Footer](#) - [Form Header](#) - [Form Name](#) - [Form Type](#) - [Inherited Form Name](#) - [Inherited Form Table](#) - [Maximum Height](#) - [Maximum Width](#) - [Method](#) - [Minimum Height](#) - [Minimum Width](#) - [Pages](#) - [Print Settings](#) - [Published as Subform](#) - [Save Geometry](#) - [Window Title](#)

Form Editor

4D provides a full-featured Form editor that allows you to modify your form until you achieve the effect that you want. With the Form editor, you can create and delete form objects, manipulate them directly, and set form and object properties.

Interface

The Form editor interface displays each JSON form in its own window, which has both an object and tool bar. You can have several forms open at the same time.

Display options

You can show or hide several interface elements on the current page of the form:

- Inherited Form: Inherited form objects (if there is an [inherited form](#)).
- Page 0: Objects from [page 0](#). This option allows you to distinguish between the objects on the form's current page and those on page 0.
- Paper: Borders of the printing page, which are shown as gray lines. This element can only be displayed by default in ["for printing" type](#) forms.
- Rulers: Rulers of the Form editor's window.
- Markers: Output control lines and associated markers that show the limits of the form's different areas. This element can only be displayed by default in [list forms](#).
- Marker Labels: Marker labels, available only when the output control lines are displayed. This element can only be displayed by default in [list forms](#).
- Limits: Form's limits. When this option is selected, the form is displayed in the Form editor as it appears in Application mode. This way you can adjust your form without having to switch to the Application mode in order to see the result.

The [Size Based on](#), [Hor. margin](#) and [Vert. margin](#) settings of the form properties affect the form's limits. When using these settings, the limits are based on the objects in the form. When you modify the size of an object that is located next to the form's border, it is modified to reflect that change.

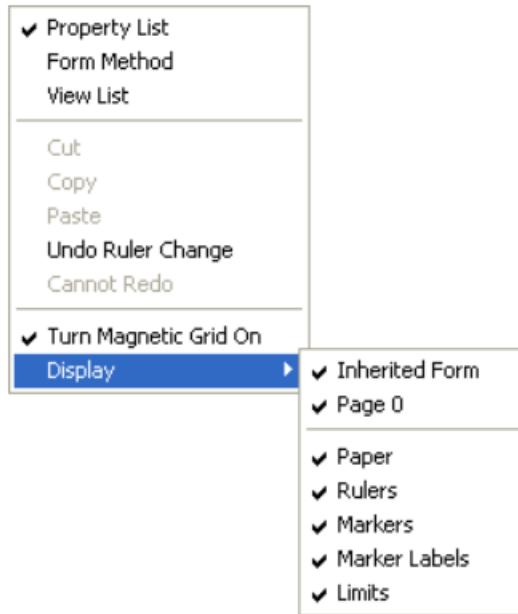
Default display

When a form is opened in the editor, interface elements are displayed or hidden by default, depending on:

- the New form default display options set in the Preferences - unchecked options cannot be displayed by default.
- the current [form type](#):
 - Markers and marker labels are always displayed by default on list forms
 - Paper is displayed by default on "for printing" forms.

Display/Hide elements

You can display or hide elements at any moment in the Form editor's current window by selecting [Display](#) from the Form menu or the Form editor's context menu:



Rulers

The rulers on the side and bottom help you position objects in the form. They can be [displayed or hidden](#).

Select Ruler definition... from the Form menu to change measurement units so that the form displays inches, centimeters, or pixels.

Toolbar

The toolbar of the Form editor offers a set of tools to manipulate and modify the form. Each window has its own toolbar.



The toolbar contains the following elements:

Icon	Name	Beschreibung
	Execute the form	Used to test the execution of the form. When you click on this button, 4D opens a new window and displays the form in its context (list of records for a list form and current record page for a detail form). The form is executed in the main process.
	Selection tool	Allows selecting, moving and resizing form objects. Note: When an object of the Text or Group Box type is selected, pressing the Enter key lets you switch to editing mode.
	Entry order	Switches to "Entry order" mode, where it is possible to view and change the current entry order of the form. Note that shields allow viewing the current entry order, while still working in the form.
	Moving	Switches to "Move" mode, where it is possible to reach any part of the form quickly by using drag and drop in the window. The cursor takes the shape of a hand. This navigation mode is particularly useful when zooming in the form.
	Zoom	Allows modifying the form display percentage (100% by default). You can switch to "Zoom" mode by clicking on the magnifying glass or by clicking directly on the desired bar. This feature is detailed in previous section.
	Alignment	This button is linked to a menu that allows aligning objects in the form. It is enabled (or not) depending on the objects selected. Available only with CSS Preview None
	Distribution	This button is linked to a menu that allows distributing objects in the form. It is enabled (or not) depending on the objects selected. Available only with CSS Preview None
	Level	This button is linked to a menu that allows changing the level of objects in the form. It is enabled (or not) depending on the objects selected.
	Group/Ungroup	This button is linked to a menu that allows grouping and ungrouping selections of objects in the form. It is enabled (or not) depending on the objects selected.
	Display and page management	This area allows passing from one form page to another and adding pages. To navigate among form pages, click the arrow buttons, or click the central area and choose the page to display from the menu that appears. If you click the right arrow button while the last form page is displayed, 4D allows you to add a page.
	CSS Preview	This button is used to select the CSS Mode to use.
	Managing views	This button displays or hides the views palette. This function is detailed in Using object views .
	Displaying shields	Each click on this button causes the successive display of each type of form shield. The button is also linked to a menu that allows directly selecting the type of shield to display.
	Preconfigured object library	This button displays the preconfigured object library that provides numerous objects with certain properties that have been predefined.
	List Box Builder	This button creates new entity selection list boxes.

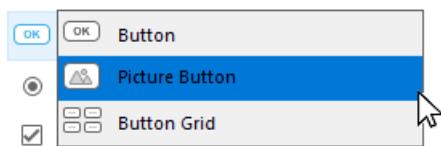
Object bar

The object bar contains all the active and inactive objects that can be used in 4D forms. Some objects are grouped together by themes. Each theme includes several alternatives that you can choose between. When the object bar has the focus, you can select the buttons using the keys of the keyboard. The following table describes the object groups available and their associated shortcut key.

Button	Group	Key
	Text / Group Box	T
	Input	F
	Hierarchical List / List Box	L
	Combo Box / Drop-down List / Picture Pop-up Menu	P
	Button / Picture Button / Button Grid	B
	Radio Button	R
	Check Box	C
	Progress Indicator / Ruler / Stepper / Spinner	I
	Rectangle / Line / Oval	S
	Splitter / Tab Control	D
	Plug-in Area / Subform / Web Area / 4D Write Pro / 4D View Pro	X

To draw an object type, select the corresponding button and then trace the object in the form. After creating an object, you can modify its type using the Property List. Hold down the Shift key as you draw to constrain the object to a regular shape. Lines are constrained to horizontal, 45°, or vertical, rectangles are constrained to squares, and ovals are constrained to circles.

The current variant of the theme is the object that will be inserted in the form. When you click the right side of a button, you access the variant menu:



You can click twice on the button so that it remains selected even after you have traced an object in the form (continual selection). This function makes creating several successive objects of the same type easier. To cancel a continual selection, click on another object or tool.

Property List

Both forms and form objects have properties that control access to the form, the appearance of the form, and the behavior of the form when it is used. Form properties include, for example, the form's name, its menu bar, and its size. Object Properties include, for example, an object's name, its dimensions, its background color, and its font.

You can display and modify form and object properties using the Property List. It displays either form or objects properties depending on what you select in the editor window.

To display/hide the Property List, choose Property List from the Form menu or from the context menu of the Form editor. You can also display it by double-clicking in an empty area of the form.

Navigation shortcuts

You can navigate in the Property List using the following shortcuts:

- Arrow keys ↑ ↓ : Used to go from one cell to another.

- Arrow keys $\leftarrow \rightarrow$: Used to expand/collapse themes or enter edit mode.
- PgUp and PgDn: Used to scroll the Property List contents.
- Home and End: Used to scroll the Property List so that the first or last cell is displayed.
- Ctrl+click (Windows) or Command+click (Mac OS) on an event: Used to select/deselect every event in the list, according to the initial state of the event on which you clicked.
- Ctrl+click (Windows) or Command+click (Mac OS) on a theme label: Used to Collapse/Expand every theme in the list.

Manipulating Form Objects

Adding objects

You can add objects to forms in several ways:

- By drawing the object directly in the form after selecting its type in the object bar (see [Using the object bar](#))
- By dragging and dropping the object from the object bar
- By drag-and-drop or copy-paste operations on an object selected from the preconfigured [object library](#),
- By dragging and dropping an object from another form,
- By dragging and dropping an object from the Explorer (fields) or from other editors in the Design environment (lists, pictures, etc.)

Once the object is placed in the form, you can modify its characteristics using the Form editor.

You can work with two types of objects in your forms:

- Static objects (lines, frames, background pictures, etc.): These objects are generally used for setting the appearance of the form and its labels as well as for the graphic interface. They are available in the object bar of the Form editor. You can also set their graphic attributes (size, color, font, etc.) and their resizing properties using the Property List. Static objects do not have associated variables like active objects. However, you can insert dynamic objects into static objects.
- Active objects: These objects perform tasks or functions in the interface and can take many forms: fields, buttons, scrollable lists, etc. Each active object is associated with either a field or a variable.

Selecting objects

Before you can perform any operation on an object (such as changing a line width or font), you need to select the object that you want to modify.

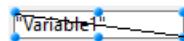
To select an object using the toolbar:

1. Click the Arrow tool in the toolbar.



When you move the pointer into the form area, it becomes a standard arrow-shaped pointer.

2. Click the object you want to select. Resizing handles identify the selected object.



To select an object using the Property List:

1. Choose the object's name from the Object List drop-down list located at the top of the Property List.

Using these two methods, you can select an object that is hidden by other objects or located outside the visible area of the current window. To deselect an object, click outside the object's boundary or Shift+click the object.

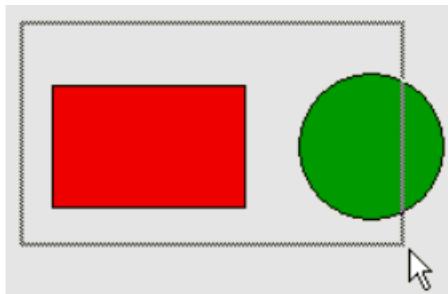
It is also possible to select objects by double-clicking them in the result window of ""Find in design" operation.

Selecting multiple objects

You may want to perform the same operation on more than one form object — for example, to move the objects, align them, or change their appearance. 4D lets you select several objects at the same time. There are several ways to select multiple objects:

- Choose Select All from the Edit menu to select all the objects.
- Right-click on the object and choose the Select Similar Objects command in the context menu.
- Hold down the Shift key and click the objects you want to select.
- Start at a location outside the group of objects you want to select and drag a marquee (sometimes called a selection rectangle) around the objects. When you release the mouse button, if any part of an object lies within or touches the boundaries of the selection rectangle, that object is selected.
- Hold down the Alt key (Windows) or the Option key (macOS) and draw a marquee. Any object that is completely enclosed by the marquee is selected.

The figure below shows a marquee being drawn to select two objects:



To deselect an object that is part of a set of selected objects, hold down the Shift key and click the object. The other objects remain selected. To deselect all the selected objects, click outside the boundaries of all the objects.

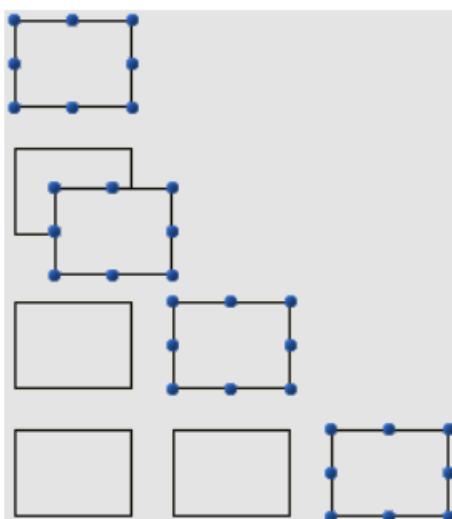
Duplicating objects

You can duplicate any object in the form, including active objects. Copies of active objects retain all the properties of the original, including name, type, standard action, display format, and object method.

You can duplicate an object directly using the Duplicate tool in the Tools palette or use the Duplicate Many dialog box to duplicate an object more than once. Also, using this dialog box, you can set the distance between two copies.

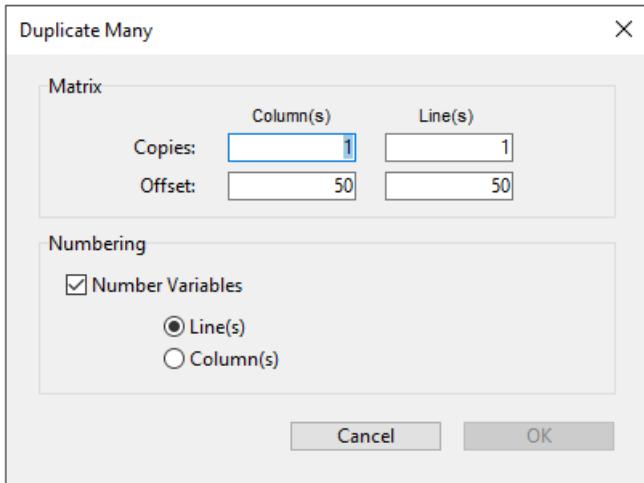
To duplicate one or more objects:

1. Select the object or objects that you want to duplicate.
2. Choose Duplicate from the Edit menu. 4D creates a copy of each selected object and places the copy in front and slightly to the side of the original.
3. Move the copy (or copies) to the desired location. If you choose the Duplicate menu item again, 4D creates another copy of each object and moves it the exact same distance and direction from the first copy. If you need to distribute copies of the object along a line, you should use the following procedure. Duplicate the original object, move the copy to another location in the form, and then duplicate the copy. The second copy is automatically placed in the same relation to the first copy as the first copy was in relation to the original object. Subsequent copies are also placed in the same relation to their originals. The figure below shows how this relative placement of copies works:



Duplicate Many

The "Duplicate Many" dialog box appears when you select one or more object(s) and choose the Duplicate Many... command from the Object menu.



- In the upper area, enter the number of columns and lines (rows) of objects you want to get.

For example, if you want three columns and two lines of objects, enter 3 in the Column(s) area and 2 in the Line(s) area. If you want three horizontal new copies of an object, enter 4 in the Column(s) area and leave the default value, 1, in the Line(s) area.

- For lines and columns, define the offset that you wish to leave between each copy.

The value must be expressed in points. It will be applied to each copy, or copies, in relation to the original object.

For example, if you want to leave a vertical offset of 20 points between each object and the height of the source object is 50 points, enter 70 in the column's "Offset" area.

- If you wish to create a matrix of variables, select the Number Variables option and select the direction in which the variables are to be numbered, either by line(s) or by column(s). This option is active only when the selected object is a variable. For more information on this option, refer to Duplicating on a matrix in the *Design Reference*.

Moving objects

You can move any graphic or active object in the form including fields and objects created with a template. When moving an object, you have the following options:

- Move the object by dragging it,
- Move the object one pixel at a time using the arrow keys,
- Move the object by steps using the arrow keys (20-pixel steps by default),

As you begin dragging the selected object, its handles disappear. 4D displays markers that show the location of the object's boundaries in the rulers so that you can place the object exactly where you want it. Be careful not to drag a handle. Dragging a handle resizes the object. You can press the Shift key to carry out the move with a constraint.

When the **Magnetic Grid** is on, objects are moved in stages indicating noticeable locations.

To move an object one pixel at a time:

- Select the object or objects and use the arrow keys on the keyboard to move the object. Each time you press an arrow key, the object moves one pixel in the direction of the arrow.

To move an object by steps:

- Select the object or objects you want to move and hold down the Shift key and use the arrow keys to move the object by steps. By default, steps are 20 pixels at a time. You can change this value on the Forms Page of the Preferences.

Grouping objects

4D lets you group objects so that you can select, move, and modify the group as a single object. Objects that are grouped retain their position in relation to each other. You would typically group a field and its label, an invisible button and its icon, and so forth.

When you resize a group, all the objects in the group are resized proportionally (except text areas, which are resized in steps according to their font sizes).

You can ungroup a group of objects to treat them as individual objects again.

An active object that has been grouped must be ungrouped before you can access its properties or method. However, it is possible to select an object belonging to a group without degrouping the set: to do this, Ctrl+click (Windows) or Command+click (macOS) on the object (the group must be selected beforehand).

Grouping only affects objects in the Form editor. When the form is executed, all grouped objects act as if they were ungrouped.

It is not possible to group objects belonging to different views and only those objects belonging to the current view can be grouped (see [Views](#)).

To group objects:

1. Select the objects that you want to group.
2. Choose Group from the Object menu.

ODER

Click the Group button in the toolbar of the Form editor:



4D marks the boundary of the newly grouped objects with handles. No handles mark the boundary of any of the individual objects within the group. Now, when you modify the grouped object, you change all the objects that make up the group.

To ungroup an object:

1. Select the grouped object that you want to ungroup.
2. Choose Ungroup from the Object menu.

ODER

Click the Ungroup button (variant of the Group button) in the toolbar of the Form editor.

If Ungroup is dimmed, this means that the selected object is already separated into its simplest form.

4D marks the boundaries of the individual objects with handles.

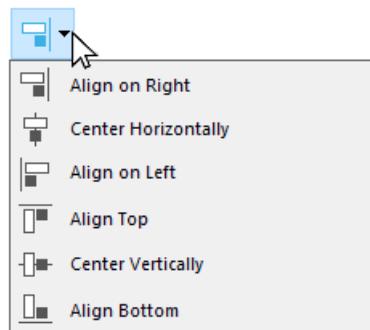
Aligning objects

You can align objects with each other or using an invisible grid on the form.

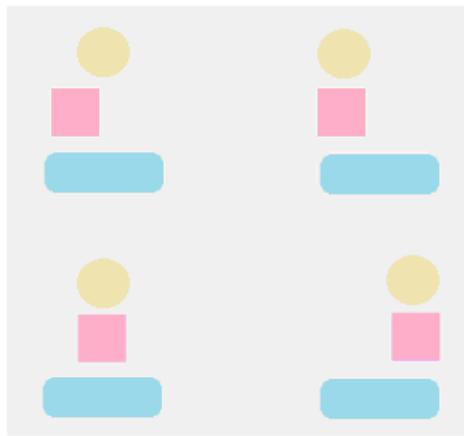
- When you align one object to another, you can align it to the top, bottom, side, or horizontal or vertical center of the other object. You can directly align a selection of objects using the alignment tools or apply more advanced alignment settings using the Alignment Assistant. The latter option allows you, for example, to set the object that will be used as the position reference and to preview the alignment in the form before applying it.
- When you use the invisible grid, each object can be aligned manually with others based on “noticeable” positions which are depicted with dotted lines that appear when the object being moved approaches other objects.

Using the instantaneous alignment tools

The alignment tools in the toolbar and in the Align submenu of the Object menu allow you to quickly align selected objects.

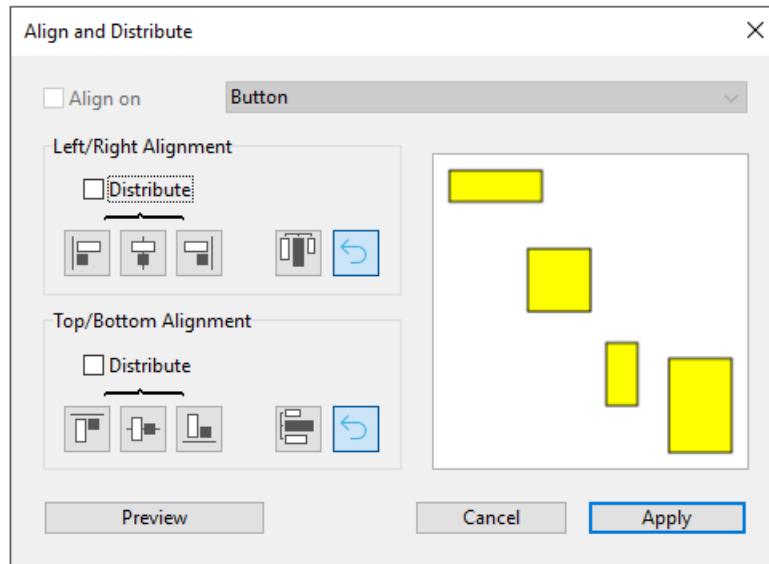


When 4D aligns objects, it leaves one selected object in place and aligns the remaining objects to that one. This object is the "anchor." It uses the object that is the furthest in the alignment's direction as the anchor and aligns the other objects to that object. For instance, if you want to perform a right alignment on a set of objects, the rightmost object will be used as the anchor. The figure below shows objects with no alignment, "aligned left", "aligned horizontally by centers", and "aligned right":



Using the alignment assistant

The Alignment Assistant allows you to perform any type of alignment and/or distribution of objects.



To display this dialog box, select the objects you want to align then choose the Alignment command from the Align submenu in the Object menu or from the context menu of the editor.

- In the "Left/Right Alignment" and/or "Top/Bottom Alignment" areas, click the icon that corresponds to the alignment you want to perform.

The example area displays the results of your selection.

- To perform an alignment that uses the standard anchor scheme, click Preview or Apply.

In this case 4D uses the object that is the furthest in the alignment's direction as the anchor and aligns the other

objects to that object. For instance, if you want to perform a right alignment on a set of objects, the rightmost object will be used as the anchor.

OR:

To align objects to a specific object, select the Align on option and select the object to which you want the other objects to be aligned from the object list. In this case, the position of the reference object will not be altered.

You can preview the results of the alignment by clicking the Preview button. The objects are then aligned in the Form editor but since the dialog box does not go away, you can still cancel or apply the alignment.

This dialog box allows you to align and distribute objects in one operation. For more information on how to distribute objects, refer to [Distributing objects](#).

Using the Magnetic Grid

The Form editor provides a virtual magnetic grid that can help you place and align objects in a form. Magnetic alignment of objects is based on their position in relation to each other. The magnetic grid can only be used when at least two objects are present in the form.

This works as follows: When you move an object in the form, 4D indicates possible locations for this object based on noticeable alignments with other form objects. A noticeable alignment is established each time that:

- Horizontally, the edges or centers of two objects coincide,
- Vertically, the edges of two objects coincide.

When this happens, 4D places the object at the location and displays a red line indicating the noticeable alignment taken into account:



Concerning the distribution of objects, 4D proposes a distance based on interface standards. Like with magnetic alignment, red lines indicate the noticeable differences once they are reached.



This operation applies to all types of form objects. The Magnetic Grid can be enabled or disabled at any time using the Magnetic Grid command in the Form menu or in the editor context menu. It is also possible to set the activation of this feature by default on the Preferences > Forms page (Activate auto alignment by default option). You can manually activate or deactivate the magnetic grid when an object is selected by pressing the Ctrl (Windows) or Control (macOS) key .

The Magnetic Grid also influences the manual resizing of objects.

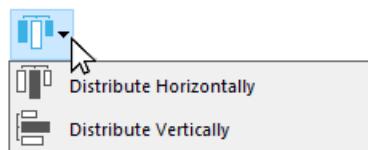
Distributing objects

You can distribute objects so that they are set out with an equal amount of space between them. To do this, you can distribute objects using either the Distribute tools in the Tools palette or the Alignment Assistant. The latter allows you to align and distribute objects in one operation.

When the **Magnetic Grid** is on, a visual guide is also provided for distribution when an object is moved manually.

To distribute objects with equal spacing:

1. Select three or more objects and click the desired Distribute tool.
2. In the toolbar, click on the distribution tool that corresponds to the distribution you want to apply.



ODER

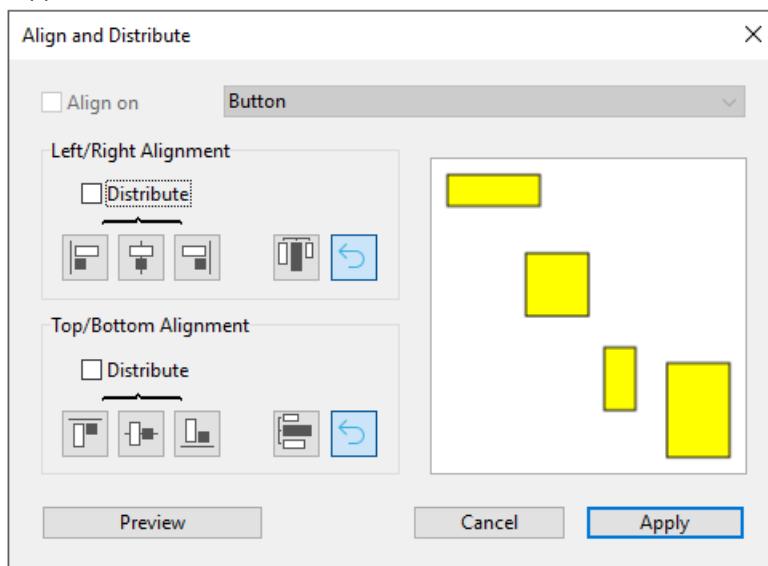
Select a distribution menu command from the Align submenu in the Object menu or from the context menu of the editor.

4D distributes the objects accordingly. Objects are distributed using the distance to their centers and the largest distance between two consecutive objects is used as a reference.

To distribute objects using the Align and Distribute dialog box:

1. Select the objects you want to distribute.
2. Choose the Alignment command from the Align submenu in the Object menu or from the context menu of the editor.

The following dialog box appears:



3. In the Left/Right Alignment and/or Top/Bottom Alignment areas, click the standard distribution icon:



(Standard horizontal distribution icon)

The example area displays the results of your selection.

4. To perform a distribution that uses the standard scheme, click Preview or Apply.

In this case 4D will perform a standard distribution, so that the objects are set out with an equal amount of space between them.

OR:

To execute a specific distribution, select the Distribute option (for example if you want to distribute the objects based on the distance to their right side). This option acts like a switch. If the Distribute check box is selected, the icons located below it perform a different function:

- Horizontally, the icons correspond to the following distributions: evenly with respect to left sides, centers (hor.) and right sides of the selected objects.
- Vertically, the icons correspond to the following distributions: evenly with respect to top edges, centers (vert.) and bottom edges of the selected objects.

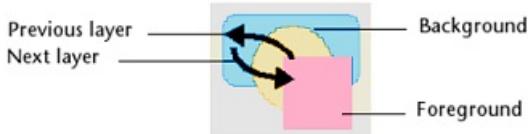
You can preview the actual result of your settings by clicking on the Preview button: the operation is carried out in

the Form editor but the dialog box stays in the foreground. You can then Cancel or Apply the modifications.

This dialog box lets you combine object alignment and distribution. For more information about alignment, refer to [Aligning objects](#).

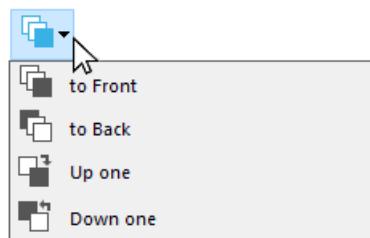
Layering objects

You will sometimes have to rearrange objects that are obstructing your view of other objects in the form. For example, you may have a graphic that you want to appear behind the fields in a form. 4D provides four menu items, Move to Back, Move to Front, Up One Level and Down One Level that let you “layer” objects on the form. These layers also determine the default entry order (see [Modifying data entry order](#)). The figure below shows objects in front of and behind other objects:



To move an object to another level, select it and choose:

- One of the Move to Back, Move to Front, Up One Level and Down One Level commands of the Object menu,
- One of the commands in the Level> submenu in the context menu of the editor,
- One of the commands associated with the level management button of the toolbar.



When several objects are superimposed, the **Ctrl+Shift+click / Command+Shift+click** shortcut can be used to select each object successively by going down a layer with each click.

When ordering different levels, 4D always goes from the background to the foreground. As a result, the previous level moves the selection of objects one level towards the background. The next level moves the selection one level towards the foreground of the form.

Data entry order

The data entry order is the order in which fields, subforms, and other active objects are selected as you hit the Tab or the Carriage return key in an input form. It is possible to move through the form in the opposite direction (reverse data entry order) by pressing the Shift+Tab or Shift+Carriage return keys.

You can change the entry order at runtime using the `FORM SET ENTRY ORDER` and `FORM GET ENTRY ORDER` commands.

Every object that supports the `focusable` property is included in the data entry order by default.

Setting the entry order for a JSON form is done with the `entryOrder` property.

If you don't specify a custom entry order, by default 4D uses the layering of the objects to determine the entry order in the direction “background towards foreground.” The standard entry order thus corresponds to the order in which the objects were created in the form.

In some forms, a custom data entry order is needed. Below, for example, additional fields related to the address have been added after the creation of the form. The resulting standard entry order thus becomes illogical and forces the user to enter the information in an awkward manner:

The screenshot shows a 4D form window titled "Employees". It contains six text input fields with labels: "Last Name", "First Name", "Full address", "Telephone", "Company", and "Hire date". Above each field is a small icon representing the field type. A vertical line with arrows at both ends is drawn through the fields, starting from "Last Name" and ending at "Hire date", indicating the sequence of data entry.

In cases such as this, a custom data entry order allows you to enter the information in a more logical order:

This screenshot shows the same "Employees" form as above, but with a different entry order indicated by arrows. The sequence starts with "Last Name", followed by "First Name", then "Full address". Below "Full address", there are two arrows pointing to "Telephone" and "Company". Finally, an arrow points from "Company" to "Hire date", completing the sequence.

Viewing and changing the data entry order

You can view the current entry order either using the "Entry order" shields, or by using the "Entry order" mode. However, you can only modify the entry order using the "Entry order" mode.

This paragraph describes viewing and modifying the entry order using the "Entry order" mode. For more information about viewing the entry order using shields, refer to [Using shields](#).

To view or change the entry order:

1. Choose Entry Order from the Form menu or click on the Entry Order button in the toolbar of the window:



The pointer turns into an entry order pointer and 4D draws a line in the form showing the order in which it selects objects during data entry.

Viewing and changing the data entry order are the only actions you can perform until you click any tool in the Tools palette.

2. To change the data entry order, position the pointer on an object in the form and, while holding down the mouse button, drag the pointer to the object you want next in the data entry order.

This screenshot shows the "Employees" form with a modified entry order. The sequence of arrows is: "Last Name", "First Name", "Full address", "Telephone", "Company", and finally "Hire date". This indicates that the user has changed the order of fields during data entry.

4D will adjust the entry order accordingly.

3. Repeat step 2 as many times as necessary to set the data entry order you want.
 4. When you are satisfied with the data entry order, click any unselected tool in the toolbar or choose Entry Order from the Form menu.
- 4D returns to normal operation of the Form editor.

Only the entry order of the current page of the form is displayed. If the form contains enterable objects on page 0 or coming from an inherited form, the default entry order is as follows: Objects from page 0 of the inherited form > Objects from page 1 of the inherited form > Objects from page 0 of the open form > Objects from the current page of the open form.

Using a data entry group

While you are changing the data entry order, you can select a group of objects in a form so that the standard data entry order applies to the objects within the group. This allows you to easily set the data entry order on forms in which fields are separated into groups or columns.

To create a data entry group:

1. Choose Entry Order from the *Form* menu or click the button in the toolbar.
2. Draw a marquee around the objects you want to group for data entry.

When you release the mouse button, the objects enclosed or touched by the rectangle follow the standard data entry order. The data entry order for the remaining objects adjusts as necessary.

Excluding an object from the entry order

By default, all objects that support the focusable property are included in the entry order. To exclude an object from the entry order:

1. Select the Entry order mode, then
2. shift-click on the object
3. right-click on the object and select Remove from entry order option from the context menu

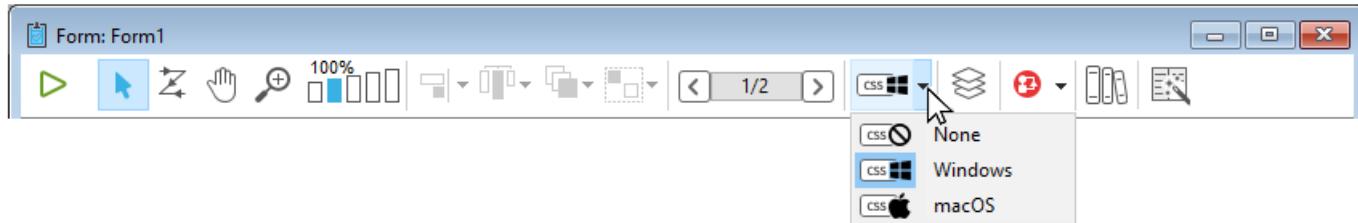
CSS Preview

The Form editor allows you to view your forms with or without applied CSS values.

When [style sheets](#) have been defined, forms (including inherited forms and subforms) are opened in the CSS Preview mode for your operating system by default.

Selecting CSS Preview Mode

The Form editor toolbar provides a CSS button for viewing styled objects:



Select one of the following preview modes from the menu:

Toolbar Icon	CSS Preview Mode	Beschreibung
	None	No CSS values are applied in the form and no CSS values or icons displayed in the Property List.
	Windows	CSS values for Windows platform are applied in the form. CSS values and icons displayed in the Property List.
	macOS	CSS values for macOS platform are applied in the form. CSS values and icons displayed in the Property List.

If a font size too large for an object is defined in a style sheet or JSON, the object will automatically be rendered to accommodate the font, however the size of the object will not be changed.

The CSS preview mode reflects the priority order applied to style sheets vs JSON attributes as defined in the [JSON vs Style Sheet](#) section.

Once a CSS preview mode is selected, objects are automatically displayed with the styles defined in a style sheet (if any).

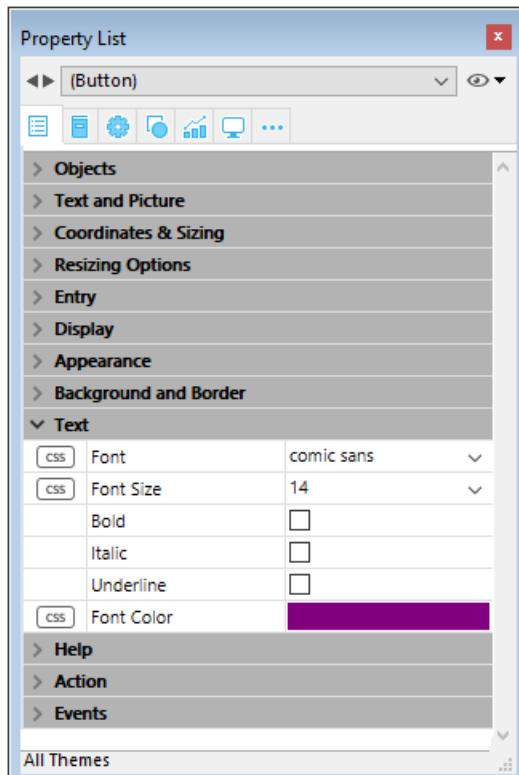
When copying or duplicating objects, only the CSS references (if any) and the JSON values are copied.

CSS support in the Property List

In CSS Preview mode, if the value of an attribute has been defined in a style sheet, the attribute's name will appear with a CSS icon displayed next to it in the Property List. For example, the attribute values defined in this style sheet:

```
.myButton {
font-family: comic sans;
font-size: 14;
stroke: #800080;
}
```

are displayed with a CSS icon in the Property List:



An attribute value defined in a style sheet can be overridden in the JSON form description (except if the CSS includes the `!important` declaration, see below). In this case, the Property List displays the JSON form value in **bold**. You can reset the value to its style sheet definition with the Ctrl + click (Windows) or Command + click (macOs) shortcuts.

If an attribute has been defined with the `!important` declaration for a group, an object within a group, or any object within a selection of multiple objects, that attribute value is locked and cannot be changed in the Property List.

Property List CSS Icons

Icon	Beschreibung
	Indicates that an attribute value has been defined in a style sheet
	Indicates that an attribute value has been defined in a style sheet with the <code>!important</code> declaration
	Displayed when an attribute value defined in a style sheet for at least one item in a group or a selection of multiple objects is different from the other objects

List Box Builder

You can create new entity selection list boxes quickly with the List box builder. The new list box can be used immediately or it can be edited via the Form Editor.

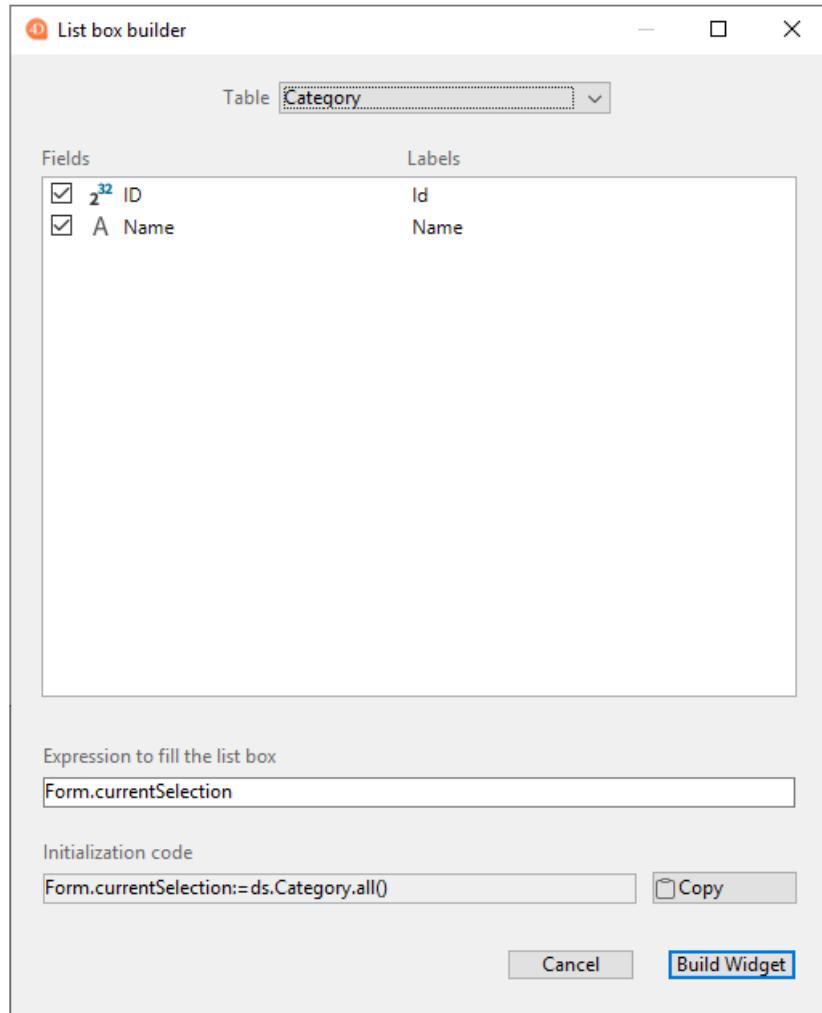
The List box builder lets you create and fill entity selection list boxes in a few simple operations.

Using the List Box Builder

1. In the Form Editor toolbar, click on the List box builder icon:



The List box builder is displayed:



2. Select a table from the Table dropdown list:



3. Select the fields for the list box in the Fields area:

Fields	Labels
<input type="checkbox"/> z32 CategoryID	Category id
<input type="checkbox"/> A Email	Email
<input checked="" type="checkbox"/> A FirstName	First Name
<input type="checkbox"/> A HomeAddress	Home Address
<input type="checkbox"/> A HomeCity	Home City
<input type="checkbox"/> A HomeCountry	Home Country
<input type="checkbox"/> A HomePhone	Home Phone
<input type="checkbox"/> A HomeState	Home State
<input type="checkbox"/> A HomeZip	Home zip
<input type="checkbox"/> z32 ID	Id
<input type="checkbox"/> A JobTitle	Job Title
<input checked="" type="checkbox"/> A LastName	Last Name
<input type="checkbox"/> A MiddleName	Middle Name
<input type="checkbox"/> A MobilePhone	Mobile Phone
<input type="checkbox"/> A Notes	Notes
<input checked="" type="checkbox"/> A Organization	Organization

By default, all fields are selected. You can select or deselect fields individually or use **Ctrl+click** (Windows) or **Cmd+click** (macOS) to select or deselect them all at once.

You can change the order of the fields by dragging them and dropping them.

4. The expression to fill the list box's rows from the entity selection is prefilled:

Expression to fill the list box

`Form.currentSelection`

This expression can be changed if necessary.

5. Clicking on the Copy button will copy the expression for loading all records into memory:

Initialization code

```
Form.currentSelection:=ds.Contact.all()
```

 Copy

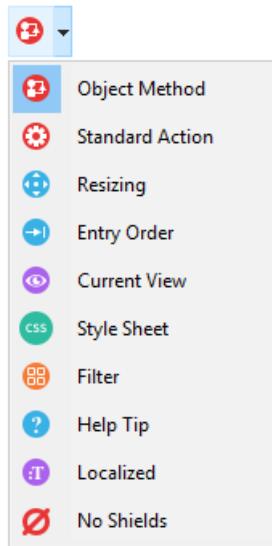
6. Click the the Build widget button to create the list box.

Build widget

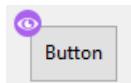
The final list box:

Shields

The 4D Form Editor uses shields to make viewing object properties easier. You can find them on the form toolbar:



This function works as follows: Each shield is associated with a property (for example, Views, which means the object "is in the current view"). When you activate a shield, 4D displays a small icon (shield) in the upper left of each object of the form where the property is applied.



Using shields

To activate a shield, click the *Shield* icon from the toolbar until the desired shield is selected. You can also click on the right side of the button and select the type of shield to display directly in the associated menu:

If you don't want to display shields, select No Shields in the selection menu.

You can set which shields to display by default on the Forms Page of the application Preferences.

Shield descriptions

Here is a description of each type of shield:

Icon	Name	Is displayed ...
	Object Method	For objects with an associated object method
	Standard Action	For objects with an associated standard action
	Zoomen	For objects with at least one resizing property, indicates the combination of current properties
	Entry Order	For enterable objects, indicates the number of entry order
	Current View	For all objects in the current view
	Style Sheet	For objects with one or more attribute values overridden by a style sheet.
	Filter	For enterable objects with an associated entry filter
	Help Tip	For objects with an associated tip
	Localized	For objects whose label comes from a reference (label beginning with ":"). The reference can be of the resource (STR#) or XLIFF type
	No Shields	No shields appear

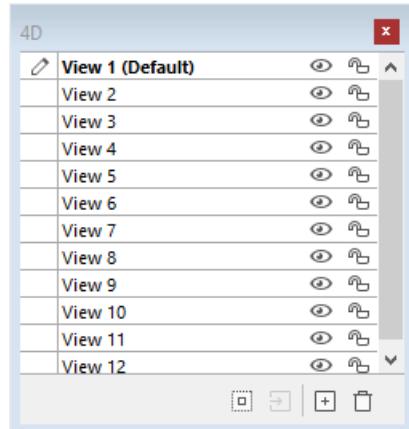
Views

The 4D Form Editor enables you to build complex forms by distributing form objects among separate views that can then be hidden or shown as needed.

For example, you can distribute objects according to type (fields, variables, static objects, etc.). Any type of form object, including subforms and plug-in areas, can be included in views.

There is no limit on the number of views per form. You can create as many different views as you need. Additionally, each view can be displayed, hidden, and/or locked.

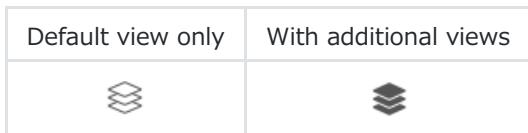
View management is handled via the View palette.



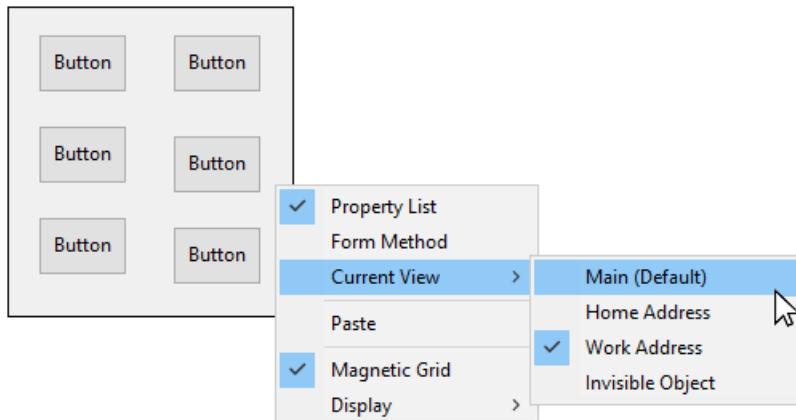
Accessing the View palette

There are three ways to access the View palette:

- Toolbar: Click on the Views icon in the Form Editor toolbar. (This icon appears gray when at least one object belongs to a view other than the default view.)

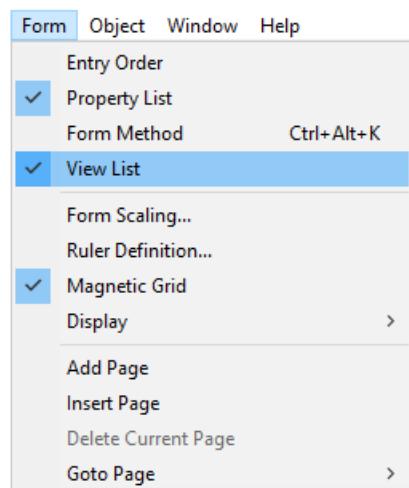


- Context menu (form or object): Right-click anywhere in the Form Editor or an object, and select Current View



The current view is indicated with a check mark (e.g., "Work Address" in the image above)

- Form menu: Click on the Form menu and select View List



Before you begin

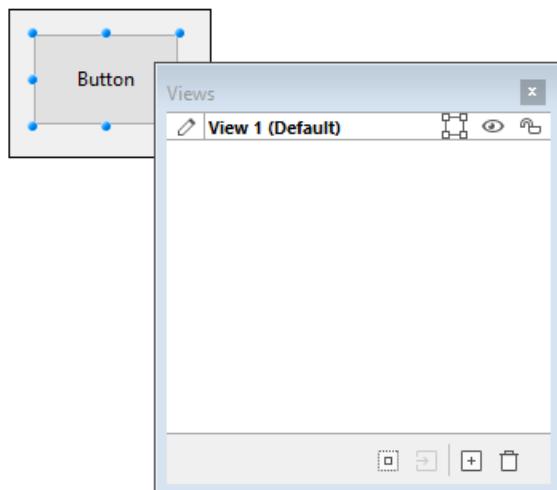
Here are a few important things to know before you start working with views:

- Context of use: Views are a purely graphic tool which can only be used in the Form Editor; you cannot access views programmatically or in the Application environment.
- Views and pages: Objects of the same view can belong to different form pages; only objects of the current page (and of page 0 if it is visible) can be displayed, regardless of the view configuration.
- Views and levels: Views are independent of object levels; there is no display hierarchy among different views.
- Views and groups: Only objects belonging to the current view can be grouped.
- Current and Default views: The Default view is the first view of a form and cannot be deleted; the Current view is the view that is being edited and the name is displayed in bold text.

Managing views

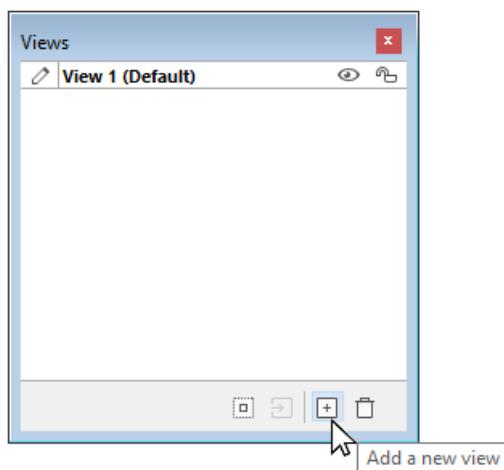
Creating views

Any object created in a form is placed in the first view ("View 1") of the form. The first view is always the default view, indicated by (Default) after the name. The view's name can be changed (see [Renaming views](#)), however it remains the default view.

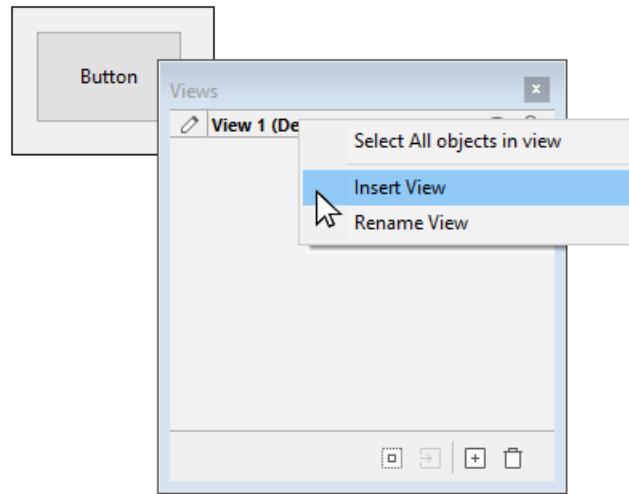


There are two ways to add additional views:

- Click on the Add a new view button at the bottom of the View palette:



- Right-click on an existing view and select Insert view:



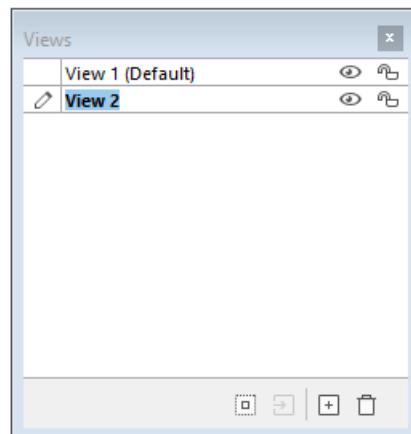
There is no limitation on the number of views.

Renaming views

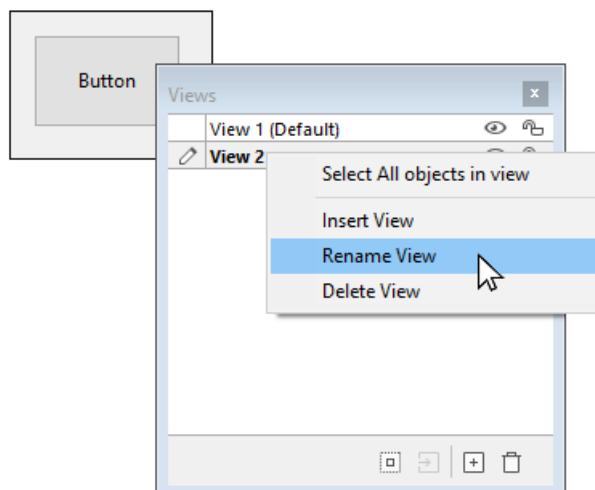
By default views are named as "View" + the view number, however you can change these names to improve readability and better suit your needs.

To rename a view, you can use either:

- Double-click directly on the view name (the selected view in this case). The name then becomes editable:



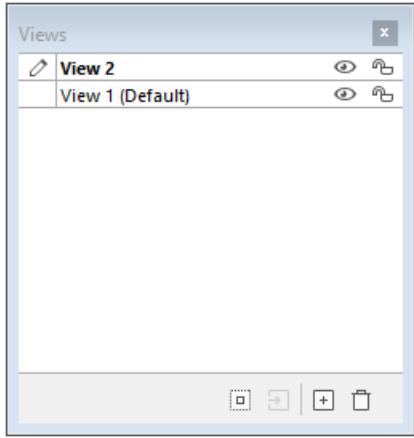
- Right-click on the view name. The name then becomes editable:



Reordering views

You can change the display order of views by dragging/dropping them within the View palette.

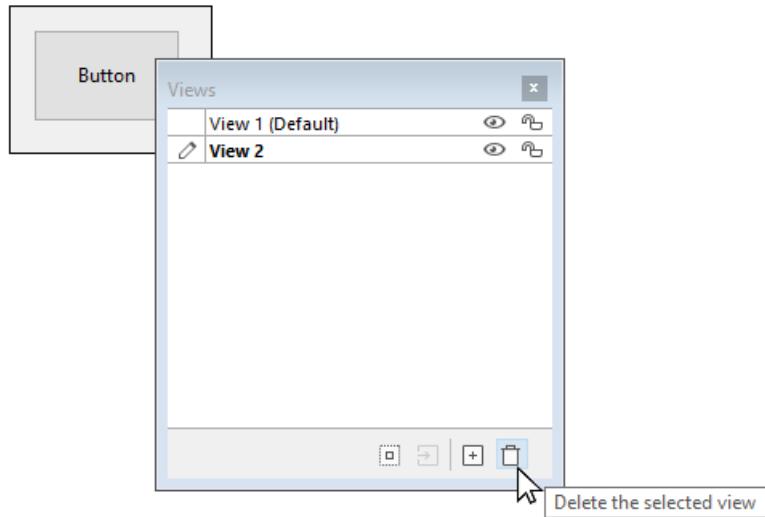
Note that the Default view does not change:



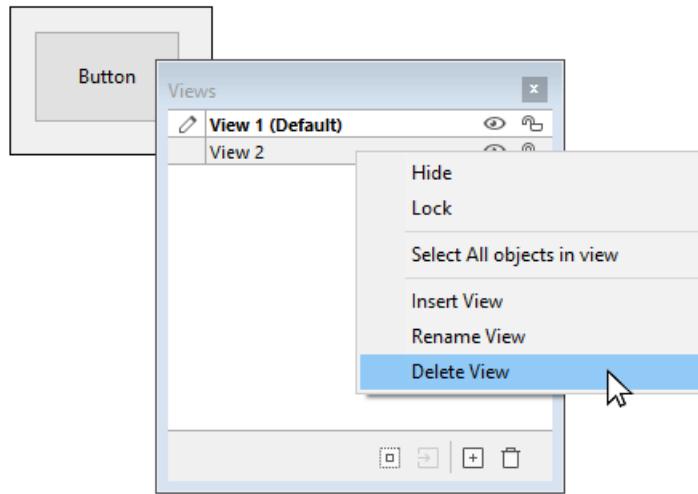
Deleting views

To rename a view, you can use either:

- Click on the Delete the selected view button at the bottom of the View palette:



- Right-click on the view name, and select Delete View:



If a view is deleted, any objects in it are automatically moved to the Default view.

Using views

Once views are created, you can use the View palette to:

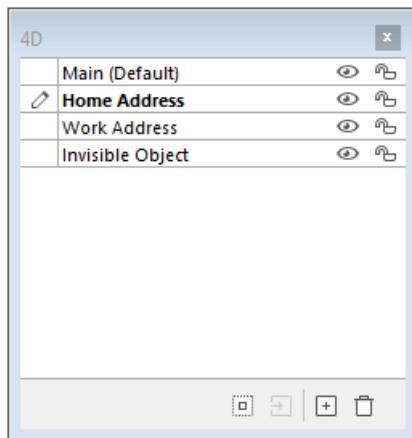
- Add object to views,
- Move objects from one view to another,

- Select all objects of the same view in a single click,
- Display or hide objects for each view,
- Lock the objects of a view.

Adding objects to views

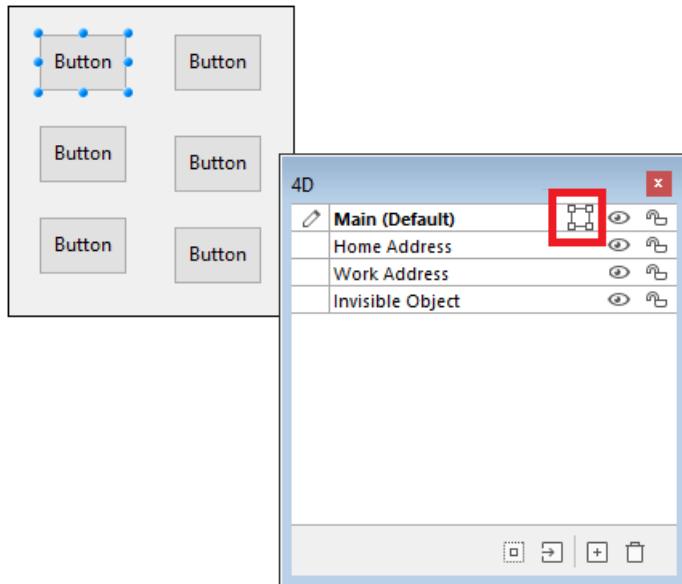
An object can only belong to a single view.

To create an object in another view, simply select the view in the View palette (prior to creating the object) by clicking its name (an Edit icon is displayed for the **Current view** and the name appears in bold text):



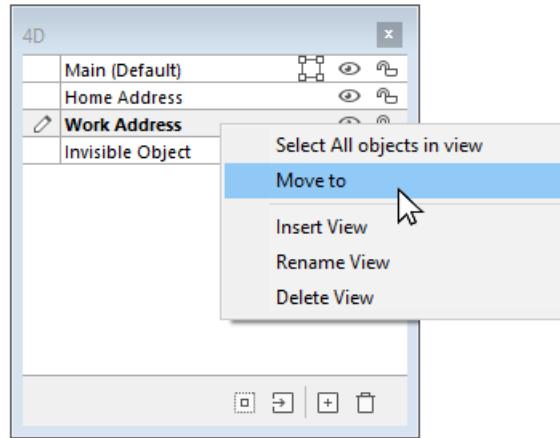
Moving objects between views

It's also possible to move one or more objects from one view to another. In the form, select the object(s) whose view you wish to change. The view list indicates, using a symbol, the view to which the selection belongs:



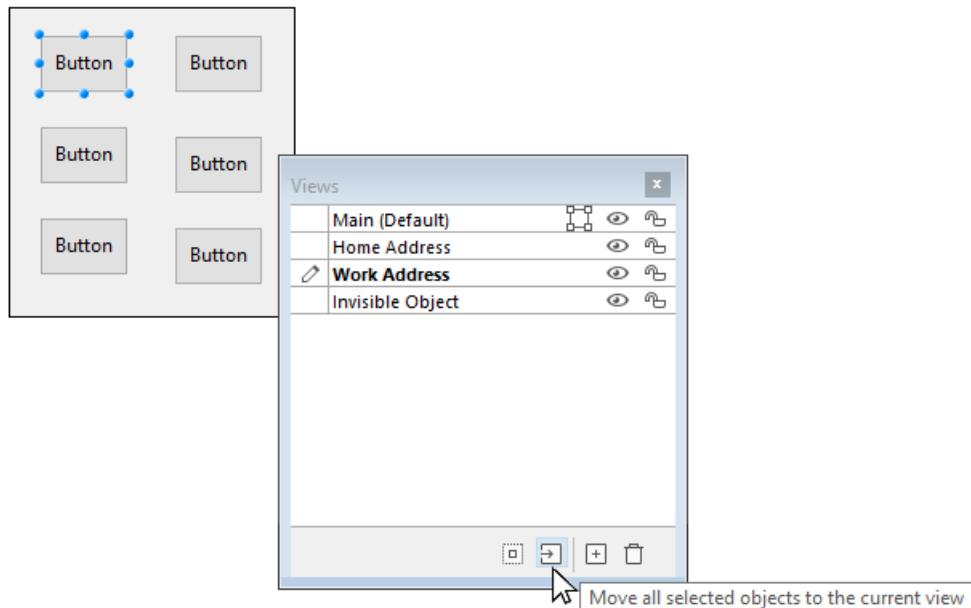
The selection can contain several objects belonging to different views.

Simply select the destination view, right-click, and select **Move to**:

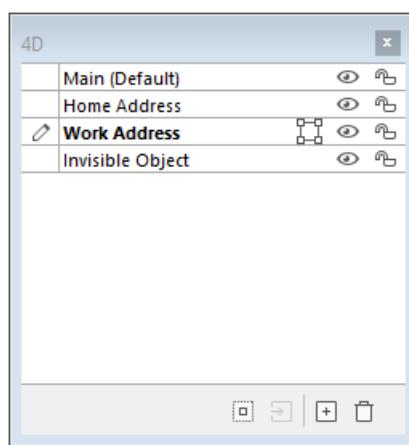


ODER

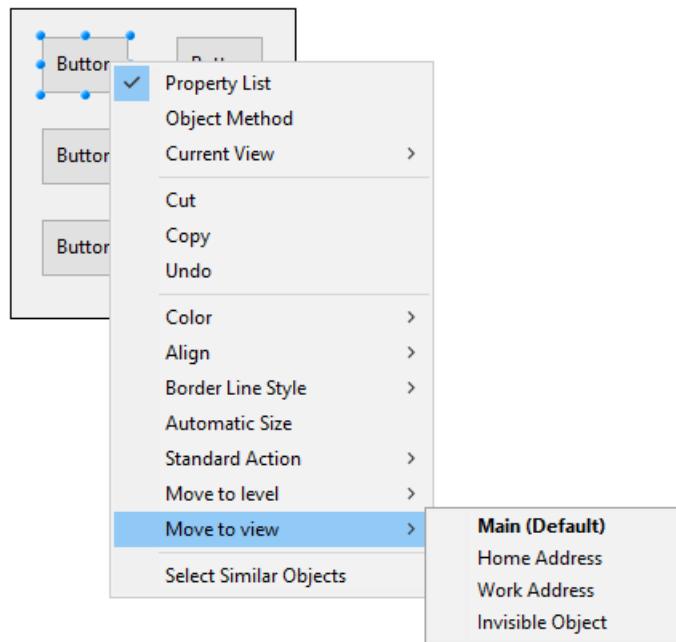
Select the destination view of the selection and click Move to button at the bottom of the View palette:



The selection is then placed in the new view:



You can also move an object to another view via the object's context menu. Right-click on the object, select Move to view, and select a view from the list of available views:

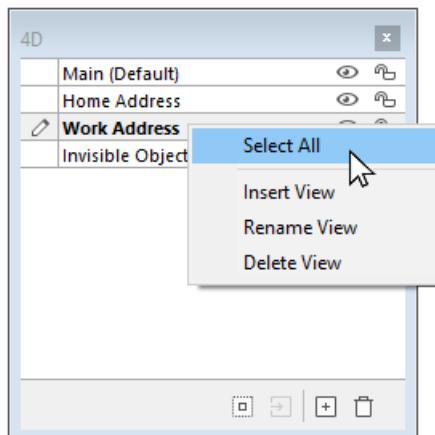


The **Current view** is shown in bold text.

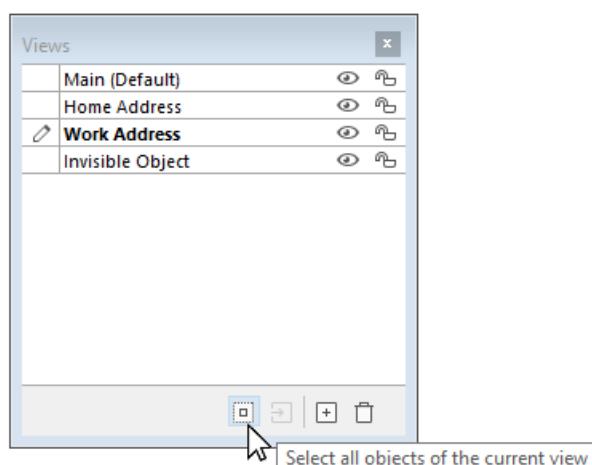
Select all objects of a view

You can select all objects belong to the same view in the current page of the form. This function is useful for applying global changes to a set of objects.

To do this, right-click on the view in which you wish to select all the objects, click on **Select All**:



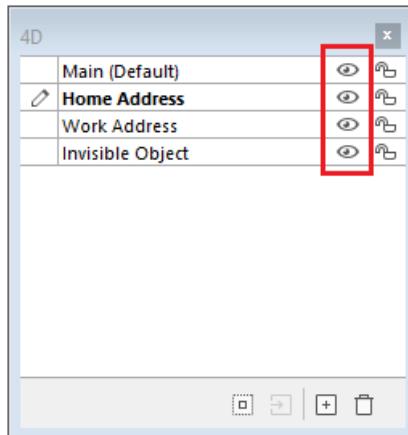
You can also use the button at the bottom of the View palette:



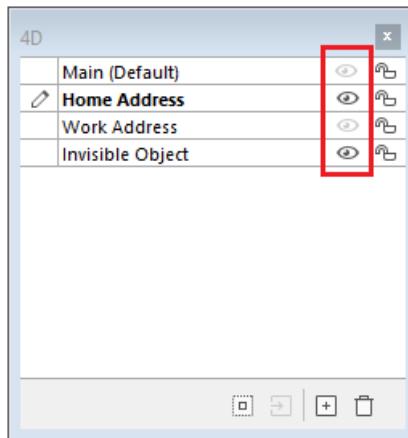
Show or hide objects of a view

You can show or hide objects belonging to a view at any time in the form's current page. This way you can focus on certain objects when editing the form, for example.

By default, all views are shown, as indicated by the *Show/Hide* icon:



To hide a view, click the *Show/Hide* icon. It is then dimmed and objects of the corresponding view are no longer shown in the form:



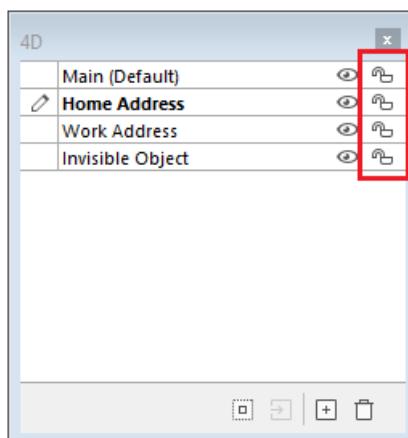
The [Current view](#) cannot be hidden.

To show a view that is hidden, simply select it or click on the *Show/Hide* icon for that view.

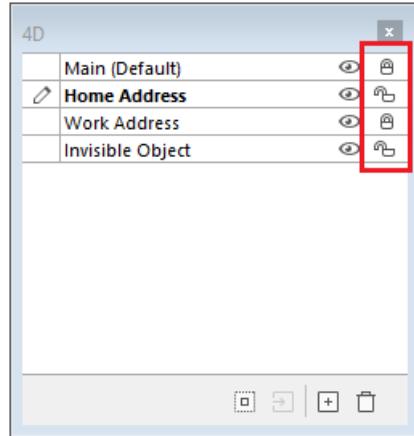
Locking objects of a view

You can lock the objects of a view. This prevents them from being selected, changed, or deleted from the form. Once locked, an object cannot be selected by a click, a rectangle, or the Select Similar Objects command of the context menu. This function is useful for preventing handling errors.

By default, all views are unlocked, as indicated by the *Lock/Unlock* icon next to each view:



To lock the objects of a view, click the *Lock/Unlock* icon. The padlock is shut, which means that the view is now locked:



The [Current view](#) cannot be locked.

To unlock a view that is locked, simply select it or click on the *Lock/Unlock* icon for that view.

Zoom

You can zoom in the current form. Switch to "Zoom" mode by clicking on the magnifying glass icon or clicking directly on the desired percentage bar (50%, 100%, 200%, 400% and 800%):



- When you click on the magnifying glass, the cursor changes into one. You can then click in the form to increase the display or hold down Shift and click to reduce the display percentage.
- When you click on a percentage bar, the display is immediately modified.

In Zoom mode, all Form editor functions remain available(*) .

(*) For technical reasons, it is not possible to select list box elements (headers, columns, footers) when the Form editor is in Zoom mode.

Form Editor Macros

The 4D Form editor supports macros. A macro is a set of instructions to perform an action or a sequence of actions. When called upon, the macro will execute its instructions and automatically perform the action(s).

For example if you have a recurring report with specific formatting (e.g., certain text must appear in red and certain text must appear in green), you can create a macro to automatically set the color. You can create macros for the 4D Form editor that can:

- Create and execute 4D code
- Display dialogs
- Select form objects
- Add / delete / modify forms, form objects as well as their properties
- Modify project files (update, delete)

Macros code supports [class functions](#) and [form object properties in JSON](#) to let you define any custom feature in the Form editor.

Macros can be defined for the host project or for components within the project. Usually, you will create a macro and install it within the components you use for development.

When called, a macro overrides any previously specified behaviors.

Hands-on example

In this short example, you'll see how to create and call a macro that adds a "Hello World!" alert button in the top left corner of your form.

1. In a `formMacros.json` file within the `Sources` folder of your project, you write:

```
{  
  "macros": {  
    "Add Hello World button": {  
      "class": "AddButton"  
    }  
  }  
}
```

2. Create a 4D class named `AddButton`.
3. Within the `AddButton` class, write the following function:

```

Function onInvoke($editor : Object) -> $result : Object

var $btnHello : Object

// Create a "Hello" button
$btnHello:=New object("type"; "button"; \
"text"; "Hello World!"; \
"method"; New object("source"; "ALERT(\"Hello World!\")"); \
"events"; New collection("onClick"); \
"width"; 120; \
"height"; 20; \
"top"; 0; \
"left"; 0)

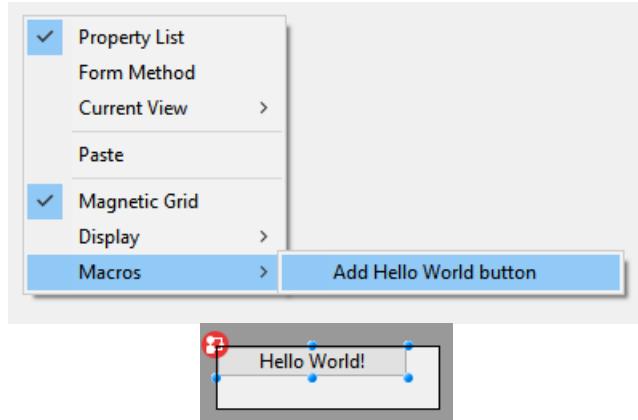
// Add button in the current page
$editor.editor.currentPage.objects.btnHello:=$btnHello

// Select the new button in the form editor
$editor.editor.currentSelection.clear() //unselect elements
$editor.editor.currentSelection.push("btnHello")

// Notify the modification to the 4D Form editor
$result:=New object("currentSelection"; $editor.editor.currentSelection; \
"currentPage"; $editor.editor.currentPage)

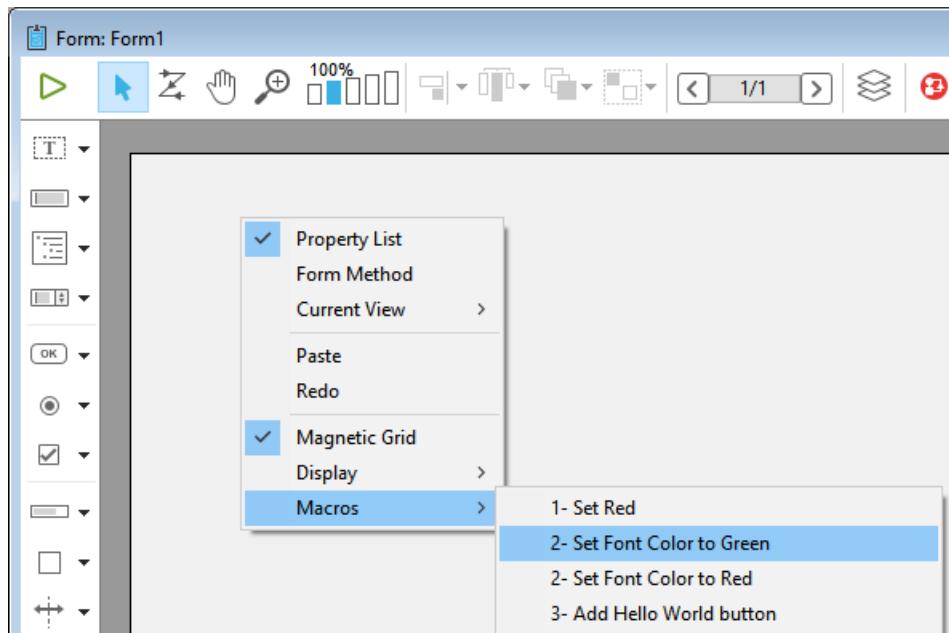
```

You can then call the macro:



Calling macros in the Form editor

When macros are defined in your 4D project, you can call a macro using the contextual menu of the Form editor:



This menu is built upon the `formMacros.json` macro definition file(s). Macro items are sorted in alphabetical order.

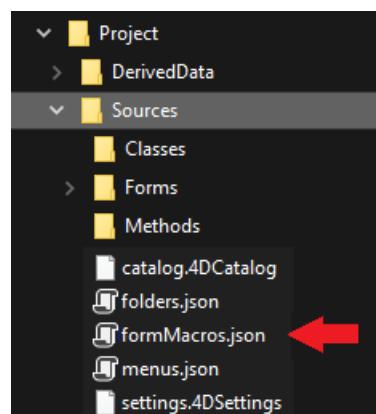
This menu can be called in an empty area or a selection in the form. Selected object are passed to `$editor.currentSelection` or `$editor.target` in the `onInvoke` function of the macro.

A single macro can execute several operations. If selected, the Undo feature of the Form editor can be used to reverse macro operations globally.

Location of macro file

All 4D Form Editor macros are defined within a single JSON file per project or component: `FormMacros.json`.

This file must be located in the host or component's Project > Sources folder:



Declaring macros

The structure of the `formMacros.json` file is the following:

```
{
  "macros": {
    <macroName>: {
      "class": <className>,
      <customProperty> : <value>
    }
  }
}
```

Here is the description of the JSON file contents:

Attribute			Typ	Beschreibung
macros			object	list of defined macros
	<macroName>		object	macro definition
		class	string	macro class name
		<customProperty>	any	(optional) custom value to retrieve in the constructor

Custom properties, when used, are passed to the [constructor](#) function of the macro.

Beispiel

```
{
  "macros": {
    "Open Macros file": {
      "class": "OpenMacro"
    },
    "Align to Right on Target Object": {
      "class": "AlignOnTarget",
      "myParam": "right"
    },
    "Align to Left on Target Object": {
      "class": "AlignOnTarget",
      "myParam": "left"
    }
  }
}
```

Instantiating macros in 4D

Each macro you want to instantiate in your project or component must be declared as a [4D class](#).

The class name must match the name defined using the [class](#) attribute of the `formMacros.json` file.

Macros are instantiated at application startup. Consequently, if you modify the macro class structure (add a function, modify a parameter...) or the [constructor](#), you will have to restart the application to apply the changes.

Macro Functions

Every macro class can contain a `Class constructor` and two functions: `onInvoke()` and `onError()`.

Class constructor

`Class constructor($macro : Object)`

Parameter	Typ	Beschreibung
\$macro	Objekt	Macro declaration object (in the <code>formMacros.json</code> file)

Macros are instantiated using a `class constructor` function, if it exists.

The class constructor is called once during class instantiation, which occurs at application startup.

Custom properties added to the [macro declaration](#) are returned in the parameter of the class constructor function.

Beispiel

In the `formMacros.json` file:

```
{
  "macros": {
    "Align to Left on Target Object": {
      "class": "AlignOnTarget",
      "myParam": "left"
    }
  }
}
```

Sie schreiben:

```
// Class "AlignOnTarget"
Class constructor($macro : Object)
  This.myParameter:=$macro.myParam //left
  ...

```

onInvoke()

onInvoke(\$editor : Object) -> \$result : Object

Parameter	Typ	Beschreibung
\$editor	Objekt	Form Editor Macro Proxy object containing the form properties
\$result	Objekt	Form Editor Macro Proxy object returning properties modified by the macro (optional)

The `onInvoke` function is automatically executed each time the macro is called.

When the function is called, it receives in the `$editor.editor` property a copy of all the elements of the form with their current values. You can then execute any operation on these properties.

Once operations are completed, if the macro results in modifying, adding, or removing objects, you can pass the resulting edited properties in `$result`. The macro processor will parse the returned properties and apply necessary operations in the form. Obviously, the less properties you return, the less time processing will require.

Here are the properties returned in the `$editor` parameter:

Property	Typ	Beschreibung
<code>\$editor.editor.form</code>	Objekt	The entire form
<code>\$editor.editor.file</code>	File	File object of the form file
<code>\$editor.editor.name</code>	String	Name of the form
<code>\$editor.editor.table</code>	number	Table number of the form, 0 for project form
<code>\$editor.editor.currentPageNumber</code>	number	The number of the current page
<code>\$editor.editor.currentPage</code>	Objekt	The current page, containing all the form objects and the entry order of the page
<code>\$editor.editor.currentSelection</code>	Collection	Collection of names of selected objects
<code>\$editor.editor.formProperties</code>	Objekt	Properties of the current form
<code>\$editor.editor.target</code>	string	Name of the object under the mouse when clicked on a macro

Here are the properties that you can pass in the `$result` object if you want the macro processor to execute a modification. All properties are optional:

Property	Typ	Beschreibung
currentPage	Objekt	currentPage including objects modified by the macro, if any
currentSelection	Collection	currentSelection if modified by the macro
formProperties	Objekt	formProperties if modified by the macro
editor.groups	Objekt	group info, if groups are modified by the macro
editor.views	Objekt	view info, if views are modified by the macro
editor.activeView	String	Active view name

For example, if objects of the current page and groups have been modified, you can write:

```
$result:=New object("currentPage"; $editor.editor.currentPage ; \
"editor"; New object("groups"; $editor.editor.form.editor.groups))
```

method attribute

When handling the `method` attribute of form objects, you can define the attribute value in two ways in macros:

- Using a [string containing the method file name/path](#).
- Using an object with the following structure:

Property	Typ	Beschreibung
source	String	method code

4D will create a file using the object name in the "objectMethods" folder with the content of `source` attribute. This feature is only available for macro code.

\$4dId property in `currentPage.objects`

The `$4dId` property defines a unique ID for each object in the current page. This key is used by the macro processor to control changes in `$result.currentPage`:

- if the `$4dId` key is missing in both the form and an object in `$result`, the object is created.
- if the `$4dId` key exists in the form but is missing in `$result`, the object is deleted.
- if the `$4dId` key exists in both the form and an object in `$result`, the object is modified.

Beispiel

You want to define a macro function that will apply the red color and italic font style to any selected object(s).

```

Function onInvoke($editor : Object)->$result : Object
  var $name : Text

  If ($editor.editor.currentSelection.length>0)
    // Set stroke to red and style to italic for each selected object
    For each ($name; $editor.editor.currentSelection)
      $editor.editor.currentPage.objects[$name].stroke:="red"
      $editor.editor.currentPage.objects[$name].fontStyle:="italic"

    End for each

  Else
    ALERT("Please select a form object.")
  End if

  // Notify to 4D the modification
  $result:=New object("currentPage"; $editor.editor.currentPage)

```

onError()

onError(\$editor : Object; \$resultMacro : Object ; \$error : Collection)

Parameter		Typ	Beschreibung
\$editor		Objekt	Object send to onInvoke
\$resultMacro		Objekt	Object returned by onInvoke
\$error		Collection	Error stack
	[]errorCode	Zahl	Error code
	[]message	Text	Description of the error
	[]componentSignature	Text	Internal component signature

The `onError` function is executed when the macros processor encounters an error.

When executing a macro, if 4D encounters an error which prevents the macro from being cancelled, it does not execute the macro. It is the case for example if executing a macro would result in:

- deleting or modifying a script whose file is read-only.
- creating two objects with the same internal ID.

Beispiel

In a macro class definition, you can write the following generic error code:

```

Function onError($editor : Object; $resultMacro : Object; $error : Collection)
  var $obj : Object
  var $txt : Text
  $txt:=""

  For each ($obj; $error)
    $txt:=$txt+$obj.message+"\n"
  End for each

  ALERT($txt)

```

Object libraries

You can use object libraries in your forms. An object library offers a collection of preconfigured objects that can be used in your forms by simple or copy-paste or drag-and-drop.

4D proposes two kinds of object libraries:

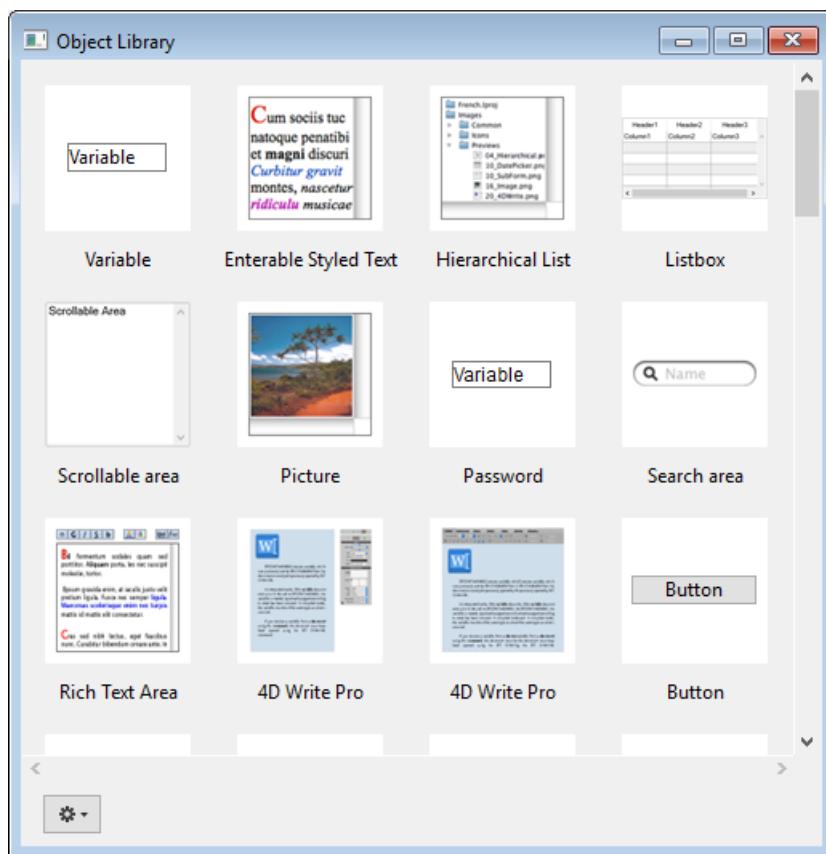
- a standard, preconfigured object library, available in all your projects.
- custom object libraries, that you can use to store your favorite form objects or full project forms.

Using the standard object library

The standard object library is available from the Form editor: click on the last button of the toolbar:

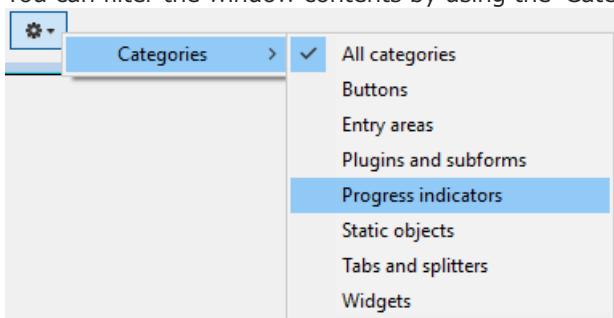


The library is displayed in a separate window:



The window has the following main features:

- Preview area with tips: The central area displays a preview of each object. You can hover on an object to obtain information about the object in a tip.
- You can filter the window contents by using the Categories menu:



- To use an object from the library to your form, you can either:

- right-click on an object and select Copy in the contextual menu
- or drag and drop the object from the library. The object is then added to the form.

This library is read-only. If you want to edit default objects or create your own library of preconfigured objects or project forms, you need to create a custom object library (see below).

All objects proposed in the standard object library are described on [this section on doc.4d.com](#).

Creating and using custom object libraries

You can create and use custom object libraries in 4D. You can create and use custom object libraries in 4D. A custom object library is a 4D project where you can store your favorite objects (buttons, texts, pictures, etc.) You can then reuse these objects in different forms and different projects. You can create and use custom object libraries in 4D. A custom object library is a 4D project where you can store your favorite objects (buttons, texts, pictures, etc.) You can then reuse these objects in different forms and different projects. You can then reuse these objects in different forms and different projects.

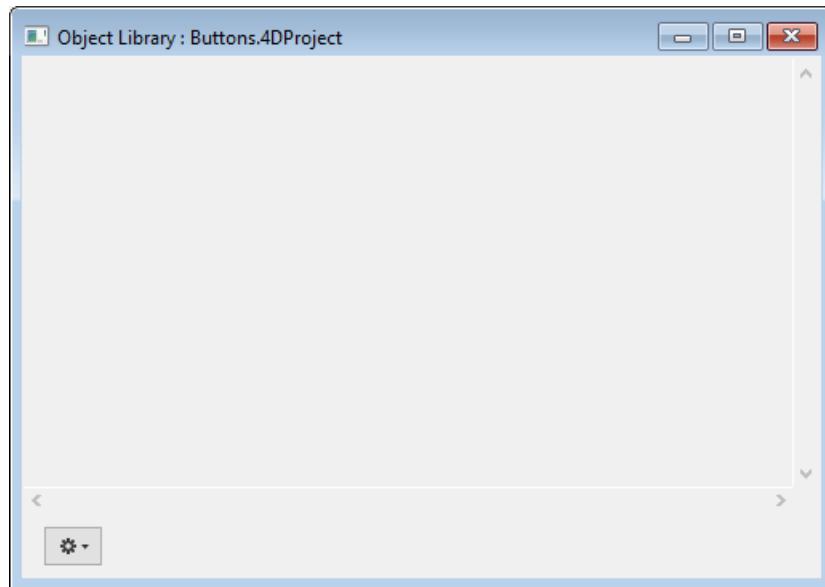
Objects are stored with all their properties, including their object methods. Libraries are put together and used by simple drag-and-drop or copy-paste operations.

Using libraries, you can build form object backgrounds grouped by graphic families, by behavior, etc.

Creating an object library

To create an object library, select New>Object Library... from the 4D File menu or tool bar. A standard save file dialog box appears, which allows you to choose the name and the location of the object library.

Once you validate the dialog box, 4D creates a new object library on your disk and displays its window (empty by default).



You can create as many libraries as desired per project. A library created and built under macOS can be used under Windows and vice-versa.

Opening an object library

A given object library can only be opened by one project at a time. However, several different libraries can be opened in the same project.

To open a custom object library, select Open>Object Library... command in the 4D File menu or tool bar. A standard open file dialog box appears, which allows you to select the object library to open. You can select the following file types:

- .4dproject
- .4dz

In fact, custom object libraries are regular 4D projects. Only the following parts of a project are exposed when it is opened as library:

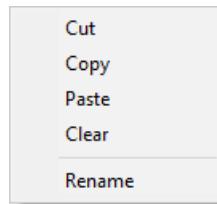
- project forms
- form pages 1

Building an object library

Objects are placed in an object library using drag-and-drop or a cut-copy-paste operation. They can come from either a form or another object library (including the [standard library](#)). No link is kept with the original object: if the original is modified, the copied object is not affected.

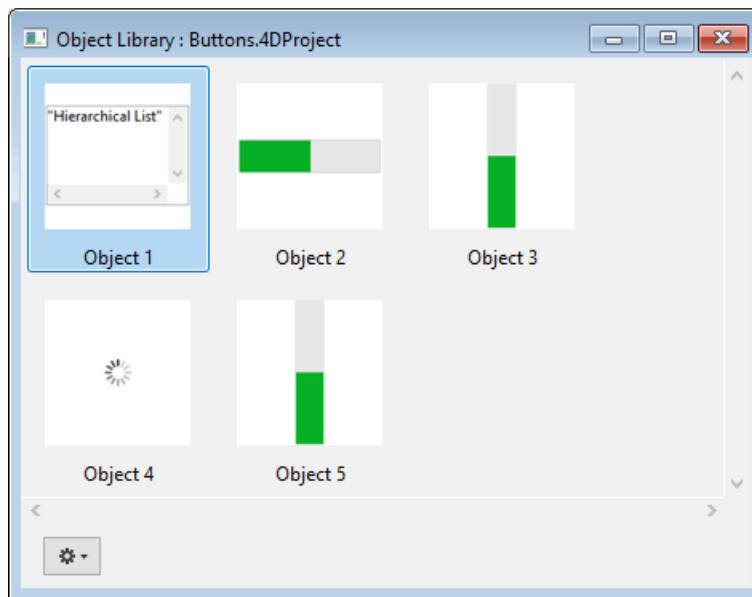
In order to be able to drag and drop objects from forms to object libraries, you must make sure the Start drag and drop option in the 4D Preferences is selected.

Basic operations are available in the context menu or the options menu of the window:



- Cut or Copy to the pasteboard
- Paste an object from the pasteboard
- Clear - deletes the object from the library
- Rename - a dialog box appears allowing you to rename the item. Note that object names must be unique in a library.

You can place individual objects (including subforms) or sets of objects in an object library. Each object or set is grouped into a single item:



An object library can contain up to 32,000 items.

Objects are copied with all their properties, both graphic and functional, including their methods. These properties are kept in full when the item is copied into a form or another library.

Dependent objects

Using copy-paste or drag-and-drop with certain library objects also causes their dependent objects to be copied. For example, copying a button will cause the object method that may be attached to be copied as well. These dependent objects cannot be copied or dragged and dropped directly.

The following is a list of dependent objects that will be pasted into the library at the same time as the main object that uses them (when applicable):

- Lists
- Formats/Filters
- Bilder
- Help Tips (linked to a field)
- Object methods

Style sheets

A style sheet groups together a combination of attributes for form objects — from text attributes to nearly any available object attribute.

In addition to harmonizing an application's interface, style sheets provide three major advantages:

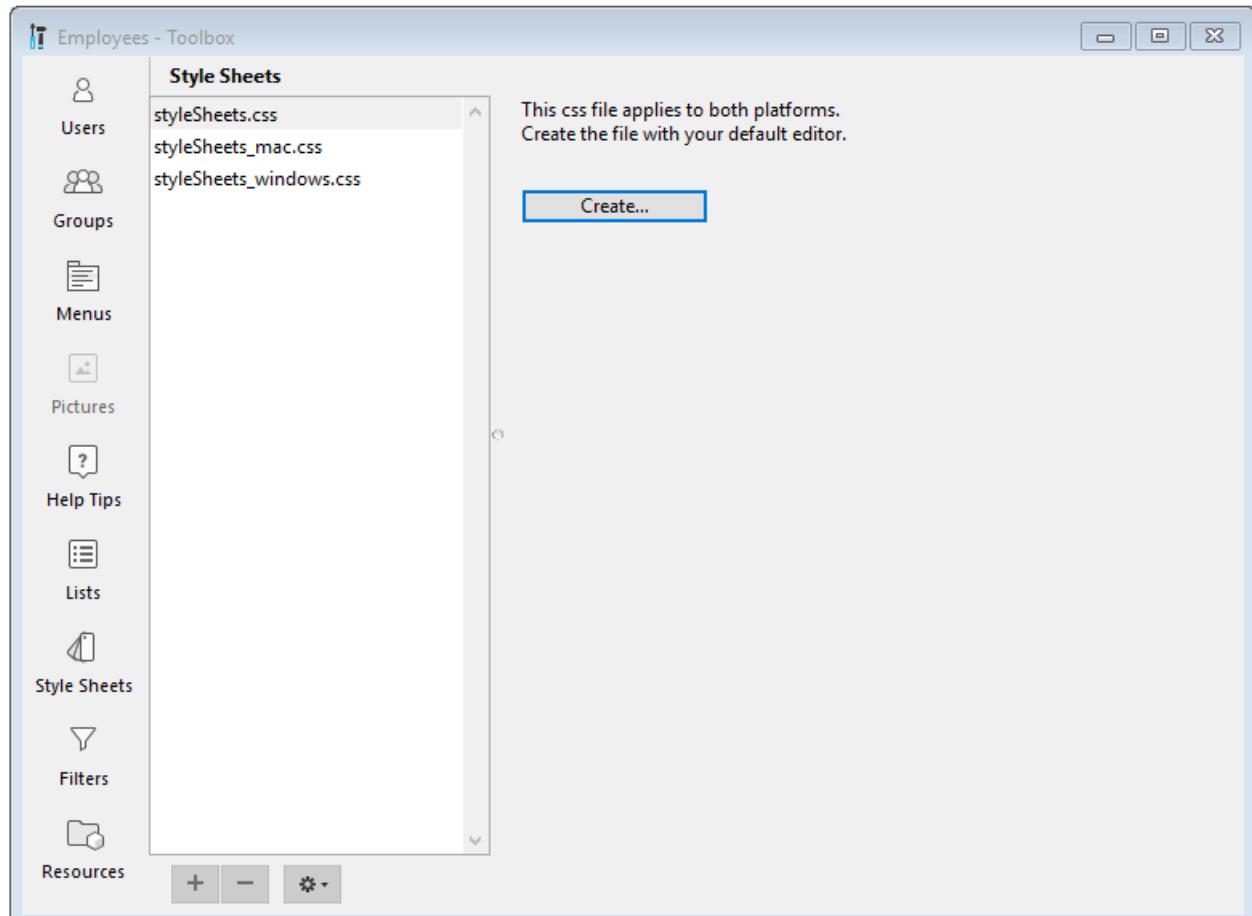
- Saves time during development: Each object has specific group of settings within a single operation.
- Facilitates maintenance: Style sheets modify the appearance of any objects that uses them, so changing the font size in a style sheet will change the font size for all of the objects that use this same style sheet.
- Controls multi-platform development: You can have a style sheets that apply to both macOS and Windows platforms, only macOS, or only Windows. When a style sheet is applied, 4D automatically uses the appropriate style sheet.

Creating or Editing Style Sheets

You can create style sheets using your preferred text editor and saving the file with a ".css" extension in the project's "/SOURCES" folder.

The 4D Tool Box provides a Style Sheets page as a shortcut option to create and edit one of three platform-specific named style sheets.

1. Open the Style Sheets page by choosing the Tool Box > Style Sheet from the Design menu or click on the Tool Box icon in the Form Editor toolbar.



2. Select the type of style sheet to create and click on the Create or Edit button:

[Create...](#)

3. The style sheet will open in your default text editor.

Style Sheet Files

4D accepts three, specific style sheet files:

Style Sheet	Platform
styleSheets.css	Default global style sheet for both macOS and Windows
styleSheets_mac.css	For defining macOS only specific attribute styles
styleSheets_windows.css	For defining Windows only specific attribute styles

These files are stored in the project's "/SOURCES" folder. They can also be accessed directly via the [CSS Preview](#) in the Form editor toolbar.

Style Sheet Architecture

While adapted to meet the specific needs of 4D forms, style sheets for application projects generally follow CSS2 syntax and grammar.

Every style rule in a style sheet contains two parts:

- a *Selector* - A selector defines where to apply the style. 4D supports "object type", "object name", "class", "all objects", as well as "attribute value" selectors.
- a *Declaration* - The declaration defines the actual style to apply. Multiple declaration lines can be grouped together to form a declaration block. Each line in a CSS declaration block must end with a semicolon, and the entire block must be surrounded by curly braces.

Style Sheet Selectors

Object Type

Corresponding to the CSS element selector, the object type defines the type of object to style.

Specify the object type, then in curly braces, declare the style(s) to apply.

The object type corresponds to the JSON `type` property of form objects.

In the following example, all objects of the `button` type will display text in the Helvetica Neue font, with a size of 20 pixels:

```
button {  
    font-family: Helvetica Neue;  
    font-size: 20px;  
}
```

To apply the same style to multiple types of objects, specify the object types separated by a "," then in curly braces, declare the style(s) to apply:

```
text, input {  
    text-align: left;  
    stroke: grey;  
}
```

Object Name

Corresponding to the CSS ID selector , the object name defines a specific object to style since the object's name is

unique within the form.

Designate the object with a "#" character before the object's name, then in curly braces, declare the style(s) to apply.

In the following example, the text of the object with the name "okButton" will be displayed in Helvetica Neue font, with a size of 20 pixels:

```
#okButton {  
    font-family: Helvetica Neue;  
    font-size: 20px;  
}
```

Class

Corresponding to the CSS class selector, the class defines the style for all form objects with the `class` attribute.

You can specify the classes to use with a "." character followed by the name of the class, and in curly braces, declare the style(s) to apply.

In the following example, the text of all objects with the `okButtons` class will be displayed in Helvetica Neue font, with a size of 20 pixels, aligned in the center:

```
.okButtons {  
    font-family: Helvetica Neue;  
    font-size: 20px;  
    text-align: center;  
}
```

To designate that a style should be applied only to objects of a distinct type, specify the type followed by "." and the name of the class, then in curly braces, declare the style(s) to apply.

```
text.center {  
    text-align: center;  
    stroke: red;  
}
```

In the 4D form description, you associate a class name to an object using the `class` attribute. This attribute contains one or several class names, separated by a space character:

```
class: "okButtons important"
```

All Objects

Corresponding to the CSS universal selector, the "*" character indicates that the following style will be applied to all objects on the form.

Designate that a style should apply to all form objects with the "*" character, then in curly braces, declare the style(s) to apply.

In the following example, all objects will have a gray fill:

```
* {  
    fill: gray;  
}
```

Specific Attribute

Corresponding to the CSS attribute selectors, styles can be applied to all form objects with a specific attribute.

Specify the attribute within brackets, then in curly braces, declare the style(s) to apply.

Supported syntaxes

Syntax	Beschreibung
[attribute]	matches objects with the <code>attribute</code>
[attribute="value"]	matches objects with the <code>attribute</code> value containing exactly the specified "value"
[attribute~="value"]	matches objects with the <code>attribute</code> value containing the "value" among a space-separated list of words
[attribute = "value"]	matches objects with an <code>attribute</code> whose value starts with "value"

Beispiele

All objects with the `borderStyle` attribute will have purple lines:

```
[borderStyle]
{
    stroke: purple;
}
```

All objects of the text type with a text attribute whose value is "Hello" will have blue letters:

```
text[text=Hello]
{
    stroke: blue;
}
```

All objects with a text attribute whose value contains "Hello" will have blue lines:

```
[text~=Hello]
{
    stroke: blue;
}
```

All objects of the text type with a text attribute whose value starts with "Hello" will have yellow letters:

```
text[text|=Hello]
{
    stroke: yellow;
}
```

Style Sheet Declarations

Media Queries

Media queries are used to apply color schemes to an application.

A media query is composed of a media feature and a value (e.g., `<media feature>:<value>`).

Available media features:

- `prefers-color-scheme`

Available media feature expressions:

- light
For using a light scheme
- dark
For using a dark scheme

Color schemes are only supported on macOS.

Beispiel

This CSS defines a color combination for text and text background in the light scheme (default) and another combination when the dark scheme is selected:

```
@media (prefers-color-scheme: light) {
  .textScheme {
    fill: LightGrey;
    stroke: Black;
  }
}

@media (prefers-color-scheme: dark) {
  .textScheme {
    fill: DarkSlateGray;
    stroke: LightGrey;
  }
}
```

Object Attributes

The majority of form object attributes can be defined within a style sheet, except the following attributes: - `method` - `type` - `class` - `event` - `choiceList`, `excludedList`, `labels`, `list`, `requiredList` (list type)

Form object attributes can be declared with their [JSON name](#) as CSS attributes (not including object types, methods, events, and lists).

Attribute Mapping

The attributes listed below are able to accept either the 4D name or the CSS name.

4D	CSS
<code>borderStyle</code>	<code>border-style</code>
<code>fill</code>	<code>background-color</code>
<code>fontFamily</code>	<code>font-family</code>
<code>fontSize</code>	<code>font-size</code>
<code>fontStyle</code>	<code>font-style</code>
<code>fontWeight</code>	<code>font-weight</code>
<code>stroke</code>	<code>color</code>
<code>textAlign</code>	<code>text-align</code>
<code>textDecoration</code>	<code>text-decoration</code>
<code>verticalAlign</code>	<code>vertical-align</code>

4D-specific values (e.g., `sunken`) are not supported when using CSS attribute names.

Specific Attribute Values

- For `icon`, `picture`, and `customBackgroundPicture` attributes that support a path to an image, the syntax is:

```
icon: url("/RESOURCES/Images/Buttons/edit.png"); /* absolute path */  
icon: url("edit.png"); /* relative path to the form file */
```

- For `fill`, `stroke`, `alternateFill`, `horizontalLineStroke` and `verticalLineStroke`, three syntaxes are supported:
 - CSS color name: `fill: red;`
 - Hexa value: `fill: #FF0000;`
 - the `rgb()` function: `fill:rgb(255,0,0)`
- If a string uses forbidden characters in CSS, you can surround the string with simple or double quotes. Beispiel:
 - a xliff reference: `tooltip: ":xiff:CommonMenuFile";`
 - a datasource with a field expression: `dataSource: "[Table_1:1]ID:1";`

Priority Order

4D projects prioritizes conflicting style definitions first by the form definition, then by the style sheets.

JSON vs Style Sheet

If an attribute is defined in the JSON form description and a style sheet, 4D will use the value in the JSON file.

To override this behavior, the style value must be followed with an `!important` declaration.

Example 1:

JSON form description	Style Sheet	4D displays
<code>"text": "Button",</code>	<code>text: Edit;</code>	<code>"Button"</code>

Example 2:

JSON form description	Style Sheet	4D displays
<code>"text": "Button",</code>	<code>text: Edit !important;</code>	<code>"Edit"</code>

Multiple Style Sheets

At runtime, 4D automatically prioritizes style sheets in the following order:

- The 4D form will first load the default CSS file `/SOURCES/styleSheets.css`.
- It will then load the CSS file for the current platform `/SOURCES/styleSheets_mac.css` or `/SOURCES/styleSheets_windows.css`.
- If it exists, it will then load a specific CSS file defined in the JSON form:

- a file for both platforms:

```
"css": "<path>"
```

- or a list of files for both platforms:

```
"css": [  
    "<path1>",  
    "<path2>"  
],
```

- o or a list of files per platform:

```
"css": [  
    {"path": "<path>", "media": "mac"},  
    {"path": "<path>", "media": "windows"},  
],
```

Filepaths can be relative or absolute. * Relative paths are resolved relative to the JSON form description file. * For security reasons, only filesystem paths are accepted for absolute paths. (e.g., "/RESOURCES", "/DATA")

See also

See the [CSS for 4D Forms](#) video presentation.

Bilder

4D bietet gezielte Unterstützung für Bilder in Ihren Formularen.

Native Unterstützung von Formaten

4D enthält die native Verwaltung von Bildformaten, d. h. die Bilder werden in ihrem Originalformat angezeigt und gespeichert, ohne jegliche Interpretation durch 4D. Die spezifischen Merkmale der verschiedenen Formate, wie Schatten, transparente Bereiche, o. ä. werden beim Kopieren und Einsetzen beibehalten und ohne Veränderung angezeigt. Die native Verwaltung gilt für alle in 4D Formularen gespeicherten Bilder: [statische Bilder](#), die in den Designmodus übertragen wurden, Bilder, die im Anwendungsmodus in [Eingabeobjekte](#) eingefügt wurden, etc.

Die gängigsten Bildformate werden auf beiden Plattformen unterstützt: .jpeg, .gif, .png, .tiff, .bmp, etc. Auf macOS ist auch das Format .pdf zum Codieren und Decodieren verfügbar.

Die unterstützten Formate variieren unter Windows und auf macOS je nach Betriebssystem und den eigenen Codecs, die auf den Rechnern installiert sind. Um herauszufinden, welche Codecs verfügbar sind, müssen Sie den Befehl `PICTURE CODEC LIST` verwenden (siehe auch unter [Bild Codec Kennung](#)).

Nicht verfügbares Bildformat

Für Bildformate, die auf dem verwendeten Rechner nicht verfügbar sind, erscheint ein spezifischer Icon. Die Endung des fehlenden Bildformats wird darunter angezeigt:



Dieser Icon erscheint automatisch beim Anzeigen der betroffenen Bilder:

FirstName :	LastName :	Photo :
Elizabeth	Smith	
Gerry	Mc Namara	
Henry	Portier	

Es gibt an, dass das Bild nicht angezeigt bzw. konvertiert werden kann -- es lässt sich aber speichern und ggf. auf anderen Rechnern anzeigen. Das ist z. B. bei PDF Bildern auf Windows oder Bildern im PICT-Format der Fall.

Hochauflösende Bilder

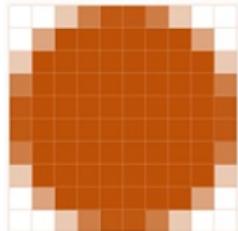
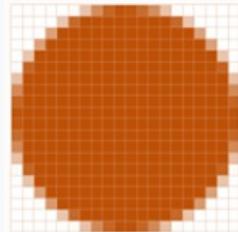
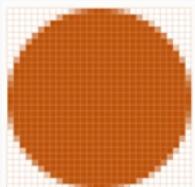
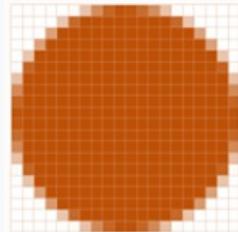
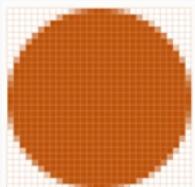
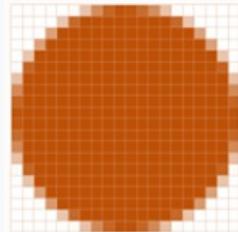
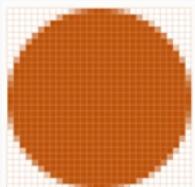
4D unterstützt hochauflösende Bilder auf den beiden Plattformen Windows und macOS. Sie lassen sich über den Skalierungsfaktor oder dpi definieren.

Scale factor

Hochauflösende Anzeigen haben eine höhere Pixeldichte als herkömmliche Standardanzeigen. Damit Bilder auf hochauflösenden Anzeigen korrekt dargestellt werden, muss die Anzahl der Pixel im Bild mit dem *Skalierungsfaktor* multipliziert werden (*d.h.*, zwei Mal größer, drei Mal größer usw.).

Bei hochauflösenden Bildern können Sie den Skalierungsfaktor durch Hinzufügen von "@nx" im Bildnamen angeben (*n*

bezeichnet den Skalierungsfaktor). In der Tabelle unten sehen Sie, dass der Skalierungsfaktor in den Namen der hochauflösenden Bilder, *circle@2x.png* und *circle@3x.png*, angegeben ist.

Anzeigetyp	Skalierungsfaktor	Beispiel						
Standardauflösung	1:1 Pixel Dichte	<p>1x</p>  <p><i>circle.png</i></p>						
Hohe Auflösung	Um den Faktor 2 oder 3 erhöhte Pixeldichte	<table border="1"> <tr> <td>2x</td> <td>3x</td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td><i>circle@2x.png</i></td> <td><i>circle@3x.png</i></td> </tr> </table>	2x	3x			<i>circle@2x.png</i>	<i>circle@3x.png</i>
2x	3x							
								
<i>circle@2x.png</i>	<i>circle@3x.png</i>							

Hochauflösende Bilder mit der @nx-Konvention lassen sich in folgenden Objekten verwenden:

- [Static pictures](#)
- [Buttons/radio/check boxes](#)
- [Picture buttons/Picture pop-ups](#)
- [Tab controls](#)
- [List box headers](#)
- [Menu icons](#)

4D priorisiert automatisch die Bilder mit der höchsten Auflösung. 4D priorisiert automatisch die Bilder mit der höchsten Auflösung. Selbst wenn ein Befehl oder eine Eigenschaft *circle.png* angibt, wird *circle@3x.png* verwendet (wenn es existiert).

Beachten Sie, dass die Priorisierung der Auflösung nur für die Anzeige von Bildern auf dem Bildschirm erfolgt, beim Drucken wird keine automatische Priorisierung vorgenommen.

DPI

Auch wenn 4D automatisch die höchste Auflösung priorisiert, gibt es jedoch einige Unterschiede im Verhalten je nach dpi von Bildschirm und Bild(*) und Bildformat:

Operation	Verhalten
Drop oder Paste	Hat das Bild: <ul style="list-style-type: none"> 72dpi oder 96dpi - Das Bild hat das Format "Center" und das Objekt, das das Bild enthält, hat die gleiche Anzahl von Pixel. Andere dpi - Das Bild hat das Format "Größe angepasst" und das Objekt, das das Bild enthält, ist gleich (Anzahl der Pixel des Bildes * dpi des Bildschirms) / (dpi des Bildes) Keine dpi - Das Bild hat das Format "[Scaled to fit (FormObjects/properties_Picture.md#scaled-to-fit)]".
Automatic Size (Form Editor context menu)	Ist das Anzeigeformat des Bildes: <ul style="list-style-type: none"> Scaled - Das Objekt, das das Bild enthält, wird nach (Anzahl der Pixel des Bildes * dpi des Bildschirms) / (dpi des Bildes) skaliert Nicht skaliert - Das Objekt, das das Bild enthält, hat die gleiche Anzahl von Pixel wie das Bild.

(*) In der Regel gilt für macOS = 72dpi, Windows = 96dpi

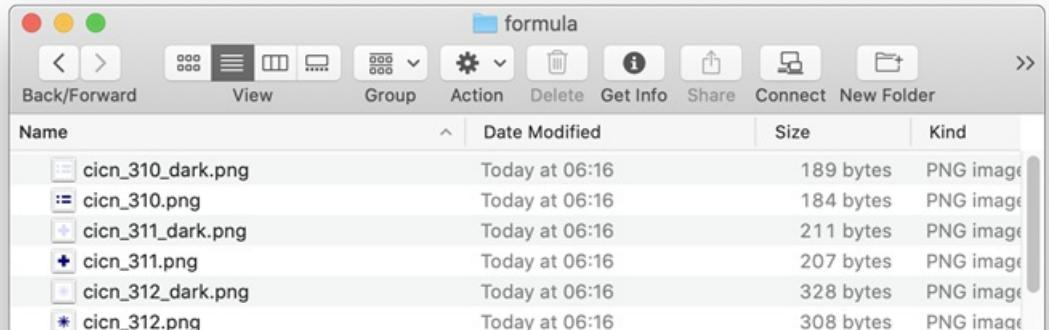
Dark mode pictures (macOS only)

You can define specific pictures and icons to be used instead of standard pictures when [forms use the dark scheme](#).

A dark mode picture is defined in the following way:

- dark mode picture has the same name as the standard (light scheme) version with the suffix " _dark "
- dark mode picture is stored next to the standard version.

At runtime, 4D will automatically load the light or dark image according to the [current form color scheme](#).



Mauskoordinaten für Klicks auf ein Bild

4D ermöglicht, die lokalen Koordinaten eines Klicks oder Darüberziehen mit der Maus auf ein [Eingabeobjekt](#) mit einem [Bildausdruck](#) herauszufinden, auch wenn das Bild gescrollt oder gezoomt wurde. Dieser Vorgang ist ähnlich wie bei einem Bildmapping und lässt sich für scrollbare Schaltflächenleisten oder die Oberfläche bei kartografischer Software verwenden.

Die Koordinaten werden in den [Systemvariablen](#) *MouseX* und *MouseY* zurückgegeben. Sie werden in Pixel angegeben, ausgehend von der oberen linken Ecke des Bildes (0,0). Ist die Maus außerhalb des Bildkoordinatensystems, wird -1 in *MouseX* und *MouseY* zurückgegeben.

Sie können den Wert dieser Variablen als Teil der Formularereignisse [On Clicked](#), [On Double Clicked](#), [On Mouse up](#), [On Mouse Enter](#) oder [On Mouse Move](#) erhalten.

JSON property list

This page provides a comprehensive list of all form properties, sorted by their JSON name. Click on a property name to access its detailed description.

In the "Form Properties" chapter, properties are sorted according to their names and themes in the Property List.

a - c - d - e - f - h - i - m - p - r - s - w

Property	Beschreibung	Possible Values
a		
bottomMargin	Vertical margin value (in pixels)	minimum: 0
c		
colorScheme	Color scheme for the form	"dark", "light"
d		
destination	Form type	"detailScreen", "listScreen", "detailPrinter", "listPrinter"
e		
entryOrder	The order in which active objects are selected when the Tab or the Carriage return key is used in an input form	Collection of 4D Form object names
events	List of all events selected for the object or form	Collection of event names, e.g. ["onClick","onDataChange"...].
f		
formSizeAnchor	Name of the object whose position determines the size of the form. (minimum length: 1)	Name of a 4D object
h		
height	Height of the form	minimum: 0
i		
inheritedForm	Designates the form to inherit	Name (string) of table or project form OR a POSIX path (string) to a .json file describing the form OR an object describing the form
inheritedFormTable	Designates the table an inherited form will use	A table name or number
m		
markerBody	Detail marker position	minimum: 0
markerBreak	Break marker position(s)	minimum: 0
markerFooter	Footer marker position	minimum: 0
markerHeader	Header marker position(s)	integer minimum: 0; integer array minimum: 0
memorizeGeometry	Saves the form parameters when the form window is closed	true, false
menuBar	Menu bar to associate to the form	Name of a valid menu bar

<code>method</code>	A project method name. Beschreibung	The name of an existing project method Possible Values
<code>p</code>		
<code>pages</code>	Collection of pages (each page is an object)	Page objects
<code>pageFormat</code>	object	Available print properties
<code>r</code>		
<code>rightMargin</code>	Horizontal margin value (in pixels)	minimum: 0
<code>s</code>		
<code>shared</code>	Specifies if a form can be used as a subform	true, false
<code>w</code>		
<code>width</code>	Width of the form	minimum: 0
<code>windowMaxHeight</code>	Form window's largest allowable height	minimum: 0
<code>windowMaxWidth</code>	Form window's largest allowable width	minimum: 0
<code>windowMinHeight</code>	Form window's smallest allowable height	minimum: 0
<code>windowMinWidth</code>	Form window's smallest allowable width	minimum: 0
<code>windowSizingX</code>	Form window's vertical sizing	"fixed", "variable"
<code>windowSizingY</code>	Form window's horizontal sizing	"fixed", "variable"
<code>windowTitle</code>	Designates a form window's title	A name for the form window

Aktion

Method

Reference of a method attached to the form. Sie können eine Formularmethode zum Verwalten von Daten und Objekten verwenden. Für diese Zwecke ist es jedoch generell einfacher und effizienter, eine Objektmethode zu verwenden. See [Specialized methods](#).

You do not call a form method—4D calls it automatically when an event involves the form to which the method is attached.

Several types of method references are supported:

- a standard project method file path, i.e. that uses the following pattern:

`method.4dm`

This type of reference indicates that the method file is located at the default location ("sources/{TableForms/numTable} | {Forms}/formName/"). In this case, 4D automatically handles the form method when operations are executed on the form (renaming, duplication, copy/paste...)

- a project method name: name of an existing project method without file extension, i.e.: `myMethod` In this case, 4D does not provide automatic support for form operations.
- a custom method file path including the .4dm extension, e.g.:
`MyMethods/myFormMethod.4dm` You can also use a filesystem:
`/RESOURCES/Forms/FormMethod.4dm` In this case, 4D does not provide automatic support for object operations.

JSON Grammar

Name	Datentyp	Possible Values
method	Text	Form method standard or custom file path, or project method name

Form Properties

Color Scheme

Color scheme property is only applied on macOS.

This property defines the color scheme for the form. This property defines the color scheme for the form. This can be changed for the form to one of the following two options:

- dark - light text on a dark background
- light - dark text on a light background

A defined color scheme can not be overridden by a CSS.

JSON Grammar

Name	Datentyp	Possible Values
colorScheme	string	"dark", "light"

Pages

Each form has at least two pages:

- a page 0 (background page)
- a page 1 (main page)

For more information, please refer to [Form pages](#).

JSON Grammar

Name	Datentyp	Possible Values
pages	collection	Collection of pages (each page is an object, page 0 is the first element)

Form Name

This property is the name of the form itself and is used to refer to the form by name using the 4D language. The form name must comply with the [rules specified for identifiers](#) in 4D.

JSON Grammar

The form name is defined by the name of the folder that contains the form.4Dform file. See [project architecture](#) for more information.

Form Type

The form type, i.e. its destination, defines the features that will be available to the form. For example, [markers](#) can only

be set for list (output) table forms.

Each table in a database generally has at least two table forms. One for listing records on-screen and the other for displaying one record at a time (used for data entry and modifications):

- Output form - the *output form* or *list form* displays a list of records, with a single line per record. The results of queries are shown in an output form and users can double-click a line to display the input form for that record.

ID :	name :
1	Friends
3	Work
4	Personal
5	Family

- Input form - used for data entry. It displays a single record per screen and typically has buttons for saving and canceling modifications to the record and for navigating from record to record (*i.e.*, First Record, Last Record, Previous Record, Next Record).

Supported types depend on the form category:

Form Type	JSON grammar	Beschreibung	Supported with
Detail Form	detailScreen	A display form for data entry and modification	Project forms - Table forms
Detail Form for Printing	detailPrinter	A printed report with one page per record, such as an invoice	Project forms - Table forms
List Form	listScreen	A form for listing records on the screen	Table forms
List Form for Printing	listPrinter	A printed report that lists records	Table forms
None	<i>no destination</i>	A form with no specific feature	Project forms - Table forms

JSON Grammar

Name	Datentyp	Possible Values
destination	string	"detailScreen", "listScreen", "detailPrinter", "listPrinter"

Inherited Form Name

This property designates the [form to inherit](#) in the current form.

To inherit from a table form, set the table in the [Inherited Form Table](#) property.

To remove inheritance, select <None> in the Property List (or " " in JSON).

JSON Grammar

Name	Datentyp	Possible Values
inheritedForm	string	Name of table or project form OR a POSIX path to a .json file describing the form OR an object describing the form

Inherited Form Table

This property specifies the database table from which to [inherit a form](#) in the current form.

Set to <None> in the Property List (or " " in JSON) to inherit from a project form.

JSON Grammar

Name	Datentyp	Possible Values
inheritedFormTable	string or number	table name or table number

Published as Subform

For a component form to be selected as a [subform](#) in a host application, it must have been explicitly shared. When this property is selected, the form will be published in the host application.

Only project forms can be specified as published subforms.

JSON Grammar

Name	Datentyp	Possible Values
shared	Boolean	true, false

Save Geometry

When the option is used, if the window is opened using the `Open form window` command with the `*` parameter, several form parameters are automatically saved by 4D when the window is closed, regardless of how they were modified during the session:

- the current page,
- the position, size and visibility of each form object (including the size and visibility of list box columns).

This option does not take into account objects generated using the `OBJECT DUPLICATE` command. In order for a user to recover their environment when using this command, the developer must repeat the sequence of creation, definition and positioning of the objects.

When this option is selected, the [Save Value](#) option is available for certain objects.

JSON Grammar

Name	Datentyp	Possible Values
memorizeGeometry	Boolean	true, false

See also

[Save Value](#)

Window Title

The window title is used when the form is opened using the `Open form window` and `Open window` 4D commands in Application environment. The window title appears in the Title bar of the window.

You can use dynamic references to set the window titles for forms, *i.e.*:

- A standard XLIFF reference stored in the Resources folder.
- A table or field label: The syntax to apply is `<?[TableName]FieldNum>` or

`<?[TableName]FieldName>` . * A variable or a field: The syntax to apply is `\<VariableName>` or `<[TableName]FieldName>`. The current value of the field or variable will be displayed in the window title.

The number of characters for a window title is limited to 31.

JSON Grammar

Name	Datentyp	Possible Values
windowTitle	string	The name of the window as plain text or as a reference

Form Size

4D lets you set the size of both the form and the [window](#). These properties are interdependent and your application interface results from their interaction.

Size options depend on the value of the Size based on option.

Size based on

- Automatic Size: The size of the form will be that necessary to display all the objects, to which will be added the margin values (in pixels) entered in the [Hor. Margin](#) and [Vert. Margin](#) fields.
You can choose this option when you want to use active objects placed in an offscreen area (i.e., outside the bounding rectangle of the window) with an automatic size window. Thanks to this option, the presence of these objects will not modify the size of the window.
- Set Size: The size of the form will be based on what you enter (in pixels) in the [Width](#) and [Height](#) fields.
- <object name> : The size of the form will be based on the position of the selected form object. For example, if you choose an object that is placed in the bottom-right part of the area to be displayed, the form size will consist of a rectangle whose upper left corner will be the origin of the form and the lower right corner will correspond to that of the selected object, plus any margin values.

For output forms, only the [Hor. margin](#) or [Width](#) fields are available.

JSON Grammar

Name	Datentyp	Possible Values
formSizeAnchor	string	Name of object to use to defined the size of the form

Height

Height of the form (in pixels) when the [form size](#) is Set size.

JSON Grammar

Name	Datentyp	Possible Values
height	number	integer value

Hor. Margin

Value to add (in pixels) to the right margin of the form when the [form size](#) is Automatic size or <object name>

This value also determines the right-hand margins of forms used in the Label editor.

JSON Grammar

Name	Datentyp	Possible Values
rightMargin	number	integer value

Vert. Margin

Value to add (in pixels) to the bottom margin of the form when the [form size](#) is Automatic size or <object name>.

This value also determines the top margins of forms used in the Label editor.

JSON Grammar

Name	Datentyp	Possible Values
bottomMargin	number	integer value

Width

Width of the form (in pixels) when the [form size](#) is Set size.

JSON Grammar

Name	Datentyp	Possible Values
width	number	integer value

Markers

These properties let you specify the precise location of markers on the vertical ruler of a table form. Markers are mainly used in output forms. They control the information that is listed and set header, breaks, detail and footer areas of the form. Any object that placed in these areas is displayed or printed at the appropriate location.

Whenever any form is used for output, either for screen display or printing, the output marker lines take effect and the areas display or print at designated locations. The markers also take effect when a form is used as the List form in a subform area. However, they have no effect when a form is used for input.

Methods that are associated with objects in these areas are executed when the areas are printed or displayed as long as the appropriate events have been activated. For example, a object method placed in the Header area is executed when the `On Header` event takes place.

Form Break

Form Break areas are displayed once at the end of the list of records and are printed once after the records have been printed in a report.

The Break area is defined as the area between the Detail control line and the Break control line. There can be [several Break areas](#) in your report.

You can make Break areas smaller or larger. You can use a Break area to display information that is not part of the records (instructions, current date, current time, etc.), or to display a line or other graphic element that concludes the screen display. In a printed report, you can use a Break area for calculating and printing subtotals and other summary calculations.

JSON Grammar

Name	Datentyp	Possible Values
markerBreak	integer integer collection	Break marker position or collection of break marker positions in pixels. Minimum value: 0

Form Detail

The form Detail area is displayed on the screen and printed once for each record in a report. The Detail area is defined as the area between the Header control line and the Detail control line.

You can make the Detail area smaller or larger. Whatever you place in the Detail area is displayed or printed once for each record. Most often you place fields or variables in the Detail area so that the information in each record is displayed or printed, but you can place other elements in the Detail area as well.

JSON Grammar

Name	Datentyp	Possible Values
markerBody	integer	Detail marker position. Minimum: 0

Form Footer

The Form Footer area is displayed on screen under the list of records. It is always printed at the bottom of every page of a report. The Footer area is defined as the area between the Break control line and the Footer control line. You make the Footer area smaller or larger.

You can use the Footer area to print graphics, page numbers, the current date, or any text you want at the bottom of each page of a report. For output forms designed for use on screen, the Footer area typically contains buttons that give the user options such as doing a search or sort, printing records, or putting away the current report. Active objects are accepted.

JSON Grammar

Name	Datentyp	Possible Values
markerFooter	integer	minimum: 0

Form Header

The form Header area is displayed at the top of each screen and is printed at the top of each page of a report. The Header area is defined as the area above the Header control line. You can make the Header area smaller or larger. You can use the Header area for column names, for instructions, additional information, or even a graphic such as a company logo or a decorative pattern.

You can also place and use active objects in the Header area of output forms displayed as subforms, in the records display window or using the `DISPLAY SELECTION` and `MODIFY SELECTION` commands. The following active objects can be inserted:

- Buttons, picture buttons,
- Combo boxes, drop-down lists, picture pop-up menus,
- hierarchical lists, list boxes
- Radio buttons, check boxes, 3D check boxes,
- Progress indicators, rulers, steppers, spinners.

Standard actions such as `Add Subrecord`, `Cancel` (lists displayed using `DISPLAY SELECTION` and `MODIFY SELECTION`) or `Automatic splitter` can be assigned to the inserted buttons. The following events apply to the active objects you insert in the Header area: `On Load`, `On Clicked`, `On Header`, `On Printing Footer`, `On Double Clicked`, `On Drop`, `On Drag Over`, `On Unload`. Keep in mind that the form method is called with the `On Header` event after calling the object methods of the area.

The form can contain [additional header areas](#) to be associated with additional breaks. A level 1 Header is printed just before the records grouped by the first sorted field are printed.

JSON Grammar

Name	Datentyp	Possible Values
markerHeader	integer integer collection	Header marker position or collection of header marker positions in pixels. Minimum value: 0

Additional areas

You can create additional Break areas and Header areas for a report. These additional areas allow you to print subtotals and other calculations in a report and to display other information effectively.

Additional areas are defined when you use a collection of positions in the [Form Break](#) and [Form Header](#) properties.

In the 4D Form editor, you create additional control lines by holding down the Alt key while clicking the appropriate control marker.

A form always starts with a Header, Detail, Break level 0, and Footer areas.

Break at level 0 zero takes in all the records; it occurs after all the records are printed. Additional Break areas can be

added, i.e. a Break level 1, Break level 2, etc.

A Break level 1 occurs after the records grouped by the first sorted field are printed.

Label	Beschreibung	Prints after groups created by:
Form Break 1	Break at level 1	First sorted field
Form Break 2	Break at level 2	Second sorted field
Form Break 3	Break at level 3	Third sorted field

Additional Header areas are associated with Breaks. A level 1 Header is printed just before the records grouped by the first sorted field are printed.

Label	Beschreibung	Prints after groups created by:
Form Header 1	Header at level 1	First sorted field
Form Header 2	Header at level 2	Second sorted field
Form Header 3	Header at level 3	Third sorted field

If you use the `Subtotal` function to initiate Break processing, you should create a Break area for every level of Break that will be generated by the sort order, minus one. If you do not need anything printed in one of the Break areas, you can reduce its size to nothing by placing its marker on top of another control line. If you have more sort levels than Break areas, the last Break area will be repeated during printing.

Menu

Associated Menu Bar

When a menu bar is associated to a form, it is added to the right of the current menu bar when the form is displayed in Application environment.

The selection of a menu command causes an `On Menu Selected` event to be sent to the form method; you can then use the `Menu selected` command to test the selected menu.

If the menu bar of the form is identical to the current menu bar, it is not added.

The form menu bar will operate for both input and output forms.

JSON Grammar

Name	Datentyp	Possible Values
menuBar	string	Name of a menu bar

Print

Settings

Allows defining specific print settings for the form. This feature is useful to view printing page limits in the form editor.

Compatibility: Even if these settings are taken into account when the form is printed in Application mode, it is discouraged to rely on this feature to store print settings for the form, due to limitations regarding the platform and driver dependency. It is highly recommended to use the 4D commands `Print settings to BLOB / BL0B` to `print settings` which are more powerful.

You can modify the following print settings:

- Paper format
- Paper orientation
- Page scaling

Available options depend on the system configuration.

JSON Grammar

Name	Datentyp	Possible Values
pageFormat	object	Available print properties: <code>paperName</code> , <code>paperWidth</code> , <code>paperHeight</code> , <code>orientation</code> , <code>scale</code>
paperName	string	"A4", "US Letter"...
paperWidth	string	Used if a paper named <code>paperName</code> was not found. Requires unit suffix: <code>pt</code> , <code>in</code> , <code>mm</code> , <code>cm</code> .
paperHeight	string	Used if a paper named <code>paperName</code> was not found. Requires unit suffix: <code>pt</code> , <code>in</code> , <code>mm</code> , <code>cm</code> .
orientation	string	"landscape" (default is "portrait")
scale	number	minimum: 0

Window Size

Fixed Height

If you select this option, the window height will be locked and it will not be possible for the user to resize it.

If this option is not selected, the width of the form window can be modified. In this case, the [Minimum Height and Maximum Height](#) properties can be used to determine the resizing limits.

JSON Grammar

Name	Datentyp	Possible Values
windowSizingY	string	"fixed", "variable"

Fixed Width

If you select this option, the window width will be locked and it will not be possible for the user to resize it.

If this option is not selected, the width of the form window can be modified. In this case, the [Minimum Width and Maximum Width](#) properties can be used to determine the resizing limits.

JSON Grammar

Name	Datentyp	Possible Values
windowSizingX	string	"fixed", "variable"

Maximum Height, Minimum Height

Maximum and minimum height (in pixels) of a resizeable form window if the [Fixed Height](#) option is not set.

JSON Grammar

Name	Datentyp	Possible Values
windowMinHeight	number	integer value
windowMaxHeight	number	integer value

Maximum Width, Minimum Width

Maximum and minimum width (in pixels) of a resizeable form window if the [Fixed Width](#) option is not set.

JSON Grammar

Name	Datentyp	Possible Values
windowMinWidth	number	integer value
windowMaxWidth	number	integer value

About 4D Form Objects

You build and customize your application forms by manipulating the objects on them. You can add objects, reposition objects, set object properties, enforce business rules by specifying data entry constraints, or write object methods that run automatically when the object is used.

Active and static objects

4D forms support a large number of built-in active and static objects:

- active objects perform a database task or an interface function. Fields are active objects. Other active objects — enterable objects (variables), combo boxes, drop-down lists, picture buttons, and so on — store data temporarily in memory or perform some action such as opening a dialog box, printing a report, or starting a background process.
- static objects are generally used for setting the appearance of the form and its labels as well as for the graphic interface. Static objects do not have associated variables like active objects. However, you can insert dynamic objects into static objects.

Handling form objects

You can add or modify 4D form objects in the following ways:

- [Form Editor](#): Drag an object from the Form Editor toolbar onto the form. Then use the Property List to specify the object's properties.
See the [Building Forms](#) chapter for more information.
- 4D language: Commands from the [Objects \(Forms\)](#) theme such as `OBJECT DUPLICATE` or `OBJECT SET FONT STYLE` allow to create and define form objects.
- JSON code in dynamic forms: Define the properties using JSON. Use the `type` property to define the object type, then set its available properties. See the [Dynamic Forms](#) page for information.
Example for a button object:

```
{ "type": "button", "style": "bevel", "text": "OK", "action": "Cancel", "left": 60, "top": 160, "width":
```

Button

A button is an active object that can be assigned an action (e.g., a database task or an interface function) to perform when a user clicks on it.



Buttons can fulfill a variety of roles, depending on their style and the action assigned to it. For example, buttons could lead a user through a questionnaire or form to complete, or to make choices. Depending on its settings, a button may be designed to be clicked only once and execute a command, while others may require the user to click more than once to receive the desired result.

Handling buttons

The actions assigned to buttons can originate from predefined [standard actions](#) or from custom object methods. Examples of typical actions include letting the user accept, cancel, or delete records, copy or paste data, move from page to page in a multi-page form, open, delete, or add records in a subform, handle font attributes in text areas, etc.

Buttons with standard actions are dimmed when appropriate during form execution. For example, if the first record of a table is displayed, a button with the `firstRecord` standard action would appear dimmed.

If you want a button to perform an action that's not available as a standard action, leave the standard action field empty and write an object method to specify the button's action. For more information about object methods and how to create and associate them, see [Using object methods](#). Normally, you would activate the `On Clicked` event and the method would run only when the button is clicked. You can associate a method with any button.

The `variable` associated with a button is automatically set to 0 when the form is executed for the first time in Design or Application mode. When the user clicks a button, its variable is set to 1.

A button can be assigned both a standard action and a method. In this case, if the button is not disabled by the standard action, the method is executed before the standard action.

Button Styles

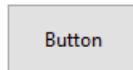
Button styles control a button's general appearance as well as its available properties. It is possible to apply different predefined styles to buttons or to associate pop-up menus with them. A great number of variations can be obtained by combining these properties / behaviors.

With the exception of the [available properties](#), many button objects are *structurally identical*. The difference is in the processing of their associated variables.

4D provides buttons in the following predefined styles:

Regular

The Regular button style is a standard system button (*i.e.*, a rectangle with a descriptive label) which executes code when a user clicks on it.



By default, the Regular style has a light gray background with a label in the center. When the cursor hovers over the Regular button style, the border and background color change to demonstrate that it has the focus. In addition to initiating code execution, the Regular button style mimics a mechanical button by quickly changing background color when being clicked.

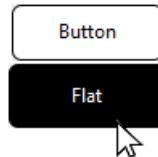
JSON Example:

```
"myButton": {  
    "type": "button", //define the type of object  
    "style": "regular", //define the style of the button  
    "defaultButton": "true" //define button as the default choice  
    "text": "OK", //text to appear on the button  
    "action": "Cancel", //action to be performed  
    "left": 60, //left position on the form  
    "top": 160, //top position on the form  
    "width": 100, //width of the button  
    "height": 20 //height of the button  
}
```

Only the Regular and Flat styles offer the [Default Button](#) property.

Flat

The Flat button style is a standard system button (*i.e.*, a rectangle with a descriptive label) which executes code when a user clicks on it.



By default, the Flat style has a white background with a label in the center, rounded corners, and a minimalist appearance. The Flat button style's graphic nature is particularly useful for forms that will be printed.

JSON Example:

```
"myButton": {  
    "type": "button",  
    "style": "flat",  
    "defaultButton": "true"  
    "text": "OK",  
    "action": "Cancel",  
    "left": 60,  
    "top": 160,  
    "width": 100,  
    "height": 20  
}
```

Only the Regular and Flat styles offer the [Default Button](#) property.

Toolbar

The Toolbar button style is primarily intended for integration in a toolbar. It includes the option to add a pop-up menu (indicated by an inverted triangle) which is generally used to display additional choices for the user to select.

By default, the Toolbar style has a transparent background with a label in the center. The appearance of the button can be different when the cursor hovers over it depending on the OS:

- *Windows* - the button is highlighted when it uses the “With Pop-up Menu” property, a triangle is displayed to the right and in the center of the button.



- *macOS* - the highlight of the button never appears. When it uses the “With Pop-up Menu” property, a triangle is displayed to the right and at the bottom of the button.

JSON Example:

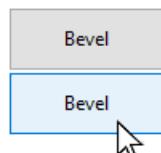
```
"myButton": {
    "type": "button",
    "style": "toolbar",
    "text": "OK",
    "popupPlacement": "separated"
    "action": "Cancel",
    "left": 60,
    "top": 160,
    "width": 100,
    "height": 20
}
```

Bevel

The Bevel button style combines the appearance of the [Regular](#) (*i.e.*, a rectangle with a descriptive label) style with the [Toolbar](#) style's pop-up menu property option.

By default, the Bevel style has a light gray background with a label in the center. The appearance of the button can be different when the cursor hovers over it depending on the OS:

- *Windows* - the button is highlighted. When it uses the “With Pop-up Menu” property, a triangle is displayed to the right and in the center of the button.



- *macOS* - the highlight of the button never appears. When it uses the “With Pop-up Menu” property, a triangle is displayed to the right and at the bottom of the button.

JSON Example:

```
"myButton": {
    "type": "button",
    "style": "bevel",
    "text": "OK",
    "popupPlacement": "linked"
    "action": "Cancel",
    "left": 60,
    "top": 160,
    "width": 100,
    "height": 20
}
```

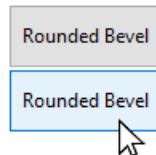
Rounded Bevel

The Rounded Bevel button style is nearly identical to the [Bevel](#) style except, depending on the OS, the corners of the button may be rounded. As with the Bevel style, the Rounded Bevel style combines the appearance of the [Regular](#) style

with the [Toolbar](#) style's pop-up menu property option.

By default, the Rounded Bevel style has a light gray background with a label in the center. The appearance of the button can be different when the cursor hovers over it depending on the OS:

- *Windows* - the button is identical to the Bevel style. When it uses the "With Pop-up Menu" property, a triangle is displayed to the right and in the center of the button.



- *macOS* - the corners of the button are rounded. When it uses the "With Pop-up Menu" property, a triangle is displayed to the right and at the bottom of the button.

JSON Example:

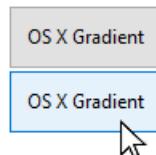
```
"myButton": {  
    "type": "button",  
    "style": "roundedBevel",  
    "text": "OK",  
    "popupPlacement": "none" /  
    "action": "Cancel",  
    "left": 60,  
    "top": 160,  
    "width": 100,  
    "height": 20  
}
```

OS X Gradient

The OS X Gradient button style is nearly identical to the [Bevel](#) style. As with the Bevel style, the OS X Gradient style combines the appearance of the [Regular](#) style with the [Toolbar](#) style's pop-up menu property option.

By default, the OS X Gradient style has a light gray background with a label in the center. The appearance of the button can be different when the cursor hovers over it depending on the OS:

- *Windows* - the button is identical to the Bevel style. When it uses the "With Pop-up Menu" property, a triangle is displayed on the right side of the button.



- *macOS* - the button is displayed as a two-tone system button. When it uses the "With Pop-up Menu" property, a triangle is displayed to the right and at the bottom of the button.

JSON Example:

```

"myButton": {
    "type": "button",
    "style": "gradientBevel",
    "text": "OK",
    "popupPlacement": "linked",
    "action": "Cancel",
    "left": 60,
    "top": 160,
    "width": 100,
    "height": 20
}

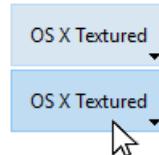
```

OS X Textured

The OS X Textured button style is nearly identical to the [Bevel](#) style but with a smaller size (maximum size is the size of a standard macOS system button). As with the Bevel style, the OS X Textured style combines the appearance of the [Regular](#) style with the [Toolbar](#) style's pop-up menu property option.

By default, the OS X Textured style appears as:

- *Windows* - a standard system button with a light gray background with a label in the center. It has the special feature of being transparent in Vista.



- *macOS* - a standard system button displaying a color change from light to dark gray. Its height is predefined: it is not possible to enlarge or reduce it.

JSON Example:

```

"myButton": {
    "type": "button",
    "style": "texturedBevel",
    "text": "OK",
    "popupPlacement": "separated",
    "action": "Cancel",
    "left": 60,
    "top": 160,
    "width": 100,
    "height": 20
}

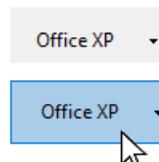
```

Office XP

The Office XP button style combines the appearance of the [Regular](#) style with the [Toolbar](#) style's transparency and pop-up menu property option.

The colors (highlight and background) of a button with the Office XP style are based on the system colors. The appearance of the button can be different when the cursor hovers over it depending on the OS:

- *Windows* - its background only appears when the mouse rolls over it.



- macOS - its background is always displayed.

JSON Example:

```
"myButton": {  
    "type": "button",  
    "style": "office",  
    "text": "OK",  
    "popupPlacement": "none"  
    "action": "Cancel",  
    "left": 60,  
    "top": 160,  
    "width": 100,  
    "height": 20  
}
```

Help

The Help button style can be used to display a standard system help button. By default, the Help style is displayed as a question mark within a circle.



JSON Example:

```
"myButton": {  
    "type": "button",  
    "style": "help",  
    "text": "OK",  
    "dropping": "custom",  
    "left": 60,  
    "top": 160,  
    "width": 100,  
    "height": 20  
}
```

The Help style does not support [Number of States](#), [Picture pathname](#), and [Title/Picture Position](#) basic properties.

Circle

The Circle button style appears as a round system button. This button style is designed for macOS.



On Windows, it is identical to the “None” style (the circle in the background is not taken into account).

JSON Example:

```
"myButton": {  
    "type": "button",  
    "style": "circular",  
    "text": "OK",  
    "dropping": "custom",  
    "left": 60,  
    "top": 160,  
    "width": 100,  
    "height": 20  
}
```

Custom

The Custom button style accepts a personalized background picture and allows managing additional parameters such as icon and margin offset.



JSON Example:

```
"myButton": {  
    "type": "button",  
    "style": "custom",  
    "text": "",  
    "customBackgroundPicture": "/RESOURCES/bkgnd.png",  
    "icon": "/RESOURCES/custom.png",  
    "textPlacement": "center",  
    "left": 60,  
    "top": 160,  
    "width": 100,  
    "height": 20  
}
```

Supported Properties

All buttons share the same set of basic properties:

[Bold](#) - [Border Line Style](#) - [Bottom](#) - [Button Style](#) - [Class](#) - [Droppable](#) - [Focusable](#) - [Font](#) - [Font Color](#) - [Font Size](#) - [Height](#) - [Help Tip](#) - [Horizontal Sizing](#) - [Italic](#) - [Left](#) - [Not rendered](#) - [Number of States\(1\)](#) - [Object Name](#) - [Picture pathname\(1\)](#) - [Right](#) - [Shortcut](#) - [Standard action](#) - [Title](#) - [Title/Picture Position\(1\)](#) - [Top](#) - [Type](#) - [Underline](#) - [Variable or Expression](#) - [Vertical Sizing](#) - [Visibility](#) - [Width](#)

(1) Not supported by the [Help](#) style.

Additional specific properties are available, depending on the [button style](#):

- [Background pathname](#) - [Horizontal Margin](#) - [Icon Offset](#) - [Vertical Margin](#) (Custom)
- [Default Button](#) (Flat, Regular)
- [With pop-up menu](#) (Toolbar, Bevel, Rounded Bevel, OS X Gradient, OS X Textured, Office XP, Circle, Custom)

Button Grid

A button grid is a transparent object that is placed on top of a graphic. The graphic should depict a row-by-column array. When one of the graphics is clicked on, it will have a sunken or pressed appearance:

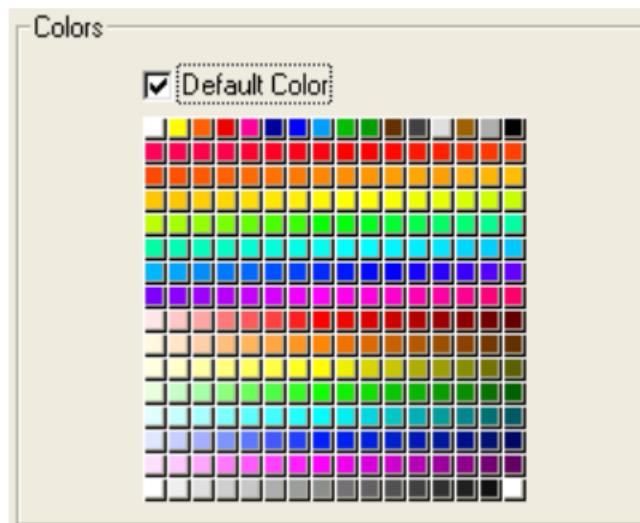


You can use a button grid object to determine where the user clicks on the graphic. The object method would use the `On Clicked` event and take appropriate action depending on the location of the click.

Creating button grids

To create the button grid, add a background graphic to the form and place a button grid on top of it. Specify the number of `rows` and `columns`.

In 4D, a button grid is used as a color palette:



Using button grids

The buttons on the grid are numbered from top left to bottom right. In the above example, the grid is 16 columns across by 16 rows down. The button in the top-left position returns 1 when clicked. If the red button at the far right of the second row is selected, the button grid returns 32. If no element is selected, the value is 0

Goto page

You can assign the `gotoPage` standard action to a button grid. When this action is selected, 4D will automatically display the page of the form that corresponds to the number of the button that is selected in the button grid. For example, if the user selects the tenth button of the grid, 4D will display the tenth page of the current form (if it exists).

Supported Properties

[Border Line Style](#) - [Bottom](#) - [Class](#) - [Columns](#) - [Height](#) - [Help Tip](#) - [Horizontal Sizing](#) - [Left](#) - [Object Name](#) - [Right](#) - [Rows](#) - [Standard action](#) - [Top](#) - [Type](#) - [Variable or Expression](#) - [Vertical Sizing](#) - [Width](#) - [Visibility](#)

Check Box

A check box is a type of button used to enter or display binary (true-false) data. Basically, it is either checked or unchecked, but a [third state](#) can be defined.



Check boxes are controlled by methods or [standard actions](#). The method associated with it executes when the check box is selected. Like all buttons, a check box variable is set to 0 when the form is first opened.

A check box displays text next to a small square. This text is set in the [Title](#) property of the check box. You can enter a title in the form of an XLIFF reference in this area (see [Appendix B: XLIFF architecture](#)).

Using check boxes

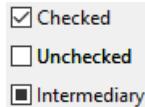
A check box can be associated to a [variable or expression](#) of type integer or boolean.

- integer: if the box is checked, the variable has the value 1. When not checked, it has the value 0. If check box is in third state (see below), it has the value 2.
- boolean: if the box is checked, the variable has the value `True`. When not checked, it has the value `False`.

Any or all check boxes in a form can be checked or unchecked. Multiple check boxes allow the user to select multiple options.

Three-States check box

Check box objects with [Regular](#) and [Flat button style](#) accept a third state. This third state is an intermediate status, which is generally used for display purposes. For example, it allows indicating that a property is present in a selection of objects, but not in each object of the selection.



To enable this third state, you must select the [Three-States](#) property.

This property is only available for regular and flat check boxes associated with numeric [variables or expressions](#) — check boxes for Boolean expressions cannot use the [Three-States](#) property (a Boolean expression cannot be in an intermediary state).

The variable associated with the check box returns the value 2 when the check box is in the third state.

In entry mode, the Three-States check boxes display each state sequentially, in the following order: unchecked / checked / intermediary / unchecked, etc. The intermediary state is generally not very useful in entry mode; in the code, simply force the value of the variable to 0 when it takes the value of 2 in order to pass directly from the checked state to the unchecked state. The intermediary state is generally not very useful in entry mode; in the code, simply force the value of the variable to 0 when it takes the value of 2 in order to pass directly from the checked state to the unchecked state.

Using a standard action

You can assign a [standard action](#) to a check box to handle attributes of text areas. For example, if you assign the `fontBold` standard action, at runtime the check box will manage the "bold" attribute of the selected text in the current area.

Only actions that can represent a true/false status ("checkable" actions) are supported by this object:

Supported actions	Usage condition (if any)
avoidPageBreakInsideEnabled	4D Write Pro areas only
fontItalic	
fontBold	
fontLinethrough	
fontSubscript	4D Write Pro areas only
fontSuperscript	4D Write Pro areas only
fontUnderline	
font/showDialog	Mac only
htmlWYSIWIGEnabled	4D Write Pro areas only
section/differentFirstPage	4D Write Pro areas only
section/differentLeftRightPages	4D Write Pro areas only
spell/autoCorrectionEnabled	
spell/autoDashSubstitutionsEnabled	Mac only
spell/autoLanguageEnabled	Mac only
spell/autoQuoteSubstitutionsEnabled	Mac only
spell/autoSubstitutionsEnabled	
spell/enabled	
spell/grammarEnabled	Mac only
spell/showDialog	Mac only
spell/visibleSubstitutions	
visibleBackground	4D Write Pro areas only
visibleFooters	4D Write Pro areas only
visibleHeaders	4D Write Pro areas only
visibleHiddenChars	4D Write Pro areas only
visibleHorizontalRuler	4D Write Pro areas only
visiblePageFrames	4D Write Pro areas only
visibleReferences	
widowAndOrphanControlEnabled	4D Write Pro areas only

For detailed information on these actions, please refer to the [Standard actions](#) section.

Check box button styles

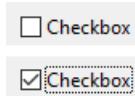
Check boxes use [button styles](#) to control a check box's general appearance as well as its available properties. It is possible to apply different predefined styles to check boxes. A great number of variations can be obtained by combining these properties / behaviors.

With the exception of the [available properties](#), many check box objects are *structurally* identical. The difference is in the processing of their associated variables.

4D provides check boxes in the following predefined button styles:

Regular

The Regular check box button style is a standard system check box (*i.e.*, a rectangle with a descriptive title):

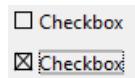


JSON Example:

```
"myCheckBox": {  
    "type": "checkbox",  
    "style": "regular",  
    "text": "Cancel",  
    "action": "Cancel",  
    "left": 60,  
    "top": 160,  
    "width": 100,  
    "height": 20  
    "dataSourceTypeHint": "boolean"  
}
```

Flat

The Flat check box button style is a minimalist appearance. The Flat style's graphic nature is particularly useful for forms that will be printed.



JSON Example:

```
"myCheckBox": {  
    "type": "checkbox",  
    "style": "flat",  
    "text": "Cancel",  
    "action": "cancel",  
    "left": 60,  
    "top": 160,  
    "width": 100,  
    "height": 20  
}
```

Toolbar Button

The Toolbar Button check box button style is primarily intended for integration in a toolbar.

The Toolbar Button check box button style has a transparent background with a title. It is usually associated with a [4-state picture](#).

Example with states unchecked / checked / highlighted:



JSON Example:

```
"myCheckBox": {  
    "type": "checkbox",  
    "style": "toolbar",  
    "text": "Checkbox",  
    "icon": "/RESOURCES/File.png",  
    "iconFrames": 4  
    "left": 60,  
    "top": 160,  
    "width": 100,  
    "height": 20  
}
```

Bevel

The Bevel check box button style combines the appearance of the [Regular](#) button style (*i.e.*, a rectangle with a descriptive title) with the [Toolbar Button](#) button style's behavior.

The Bevel button style has a light gray background with a title. It is usually associated with a [4-state picture](#).

Example with states unchecked / checked / highlighted:



JSON Example:

```
"myCheckBox": {  
    "type": "checkbox",  
    "style": "bevel",  
    "text": "Checkbox",  
    "icon": "/RESOURCES/File.png",  
    "iconFrames": 4  
    "left": 60,  
    "top": 160,  
    "width": 100,  
    "height": 20  
}
```

Rounded Bevel

The Rounded Bevel check box button style is nearly identical to the [Bevel](#) button style except, depending on the OS, the corners of the button may be rounded. As with the Bevel button style, the Rounded Bevel button style combines the appearance of the [Regular](#) button style with the [Toolbar Button](#) button style's behavior.

The Rounded Bevel button style has a light gray background with a title. It is usually associated with a [4-state picture](#).

Example on macOS:



On Windows, the Rounded Bevel button style is identical to the [Bevel](#) button style.

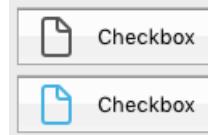
JSON Example:

```
"myCheckBox": {  
    "type": "checkbox",  
    "style": "roundedBevel",  
    "text": "Checkbox",  
    "icon": "/RESOURCES/File.png",  
    "iconFrames": 4  
    "left": 60,  
    "top": 160,  
    "width": 100,  
    "height": 20  
}
```

OS X Gradient

The OS X Gradient check box button style is nearly identical to the [Bevel](#) button style. As with the Bevel button style, the OS X Gradient button style combines the appearance of the [Regular](#) button style with the [Toolbar Button](#) button style's behavior.

The OS X Gradient button style has a light gray background with a title and may be displayed as a two-tone system button on macOS. It is usually associated with a [4-state picture](#).



On Windows, this check box button style is identical to the [Bevel](#) button style.

JSON Example:

```
"myCheckBox": {  
    "type": "checkbox",  
    "style": "gradientBevel",  
    "text": "Checkbox",  
    "icon": "/RESOURCES/File.png",  
    "iconFrames": 4  
    "left": 60,  
    "top": 160,  
    "width": 100,  
    "height": 20  
}
```

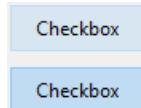
OS X Textured

The OS X Textured button style is similar to the [Bevel](#) button style but with a smaller size (maximum size is the size of a

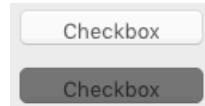
standard macOS system button). As with the Bevel button style, the OS X Textured button style combines the appearance of the [Regular](#) button style with the [Toolbar Button](#) button style's behavior.

By default, the OS X Textured button style appears as:

- *Windows* - a standard system button with a light blue background with a title in the center.



- *macOS* - a standard system button. Its height is predefined: it is not possible to enlarge or reduce it.



JSON Example:

```
"myCheckBox": {  
    "type": "checkbox",  
    "style": "texturedBevel",  
    "text": "Checkbox",  
    "left": 60,  
    "top": 160,  
    "width": 100,  
    "height": 20  
}
```

Office XP

The Office XP button style combines the appearance of the [Regular](#) button style with the [Toolbar Button](#) button style's behavior.

The colors (highlight and background) of a check box with the Office XP button style are based on the system colors. The appearance of the check box can be different when the cursor hovers over it, depending on the OS:

- *Windows* - its background only appears when the mouse rolls over it. Example with states unchecked / checked / highlighted:



- *macOS* - its background is always displayed. Example with states unchecked / checked:



JSON Example:

```

"myCheckBox": {
    "type": "checkbox",
    "style": "office",
    "text": "Checkbox",
    "action": "fontBold",
    "icon": "/RESOURCES/File.png",
    "iconFrames": 4
    "left": 60,
    "top": 160,
    "width": 100,
    "height": 20
}

```

Collapse / Expand

This check box button style can be used to add a standard collapse/expand icon. These icons are used natively in hierarchical lists.

- *Windows* - the icon looks like a [+] or a [-]



- *macOS* - it looks like a triangle pointing right or down.



JSON Example:

```

"myCheckBox": {
    "type": "checkbox",
    "style": "disclosure",
    "method": "mCollapse",
    "left": 60,
    "top": 160,
    "width": 100,
    "height": 20
}

```

Disclosure Button

In macOS and Windows, a check box with the "Disclosure" button style appears as a standard disclosure button, usually used to show/hide additional information. When used as a radio button, the button symbol points downwards with value 0 and upwards with value 1.

- *Windows*



- *macOS*



JSON Example:

```

"myCheckBox": {
    "type": "checkbox",
    "style": "roundedDisclosure",
    "method": "m_disclose",
    "left": 60,
    "top": 160,
    "width": 100,
    "height": 20
}

```

Custom

The Custom button style accepts a personalized background picture and allows managing specific properties:

- [Background pathname](#)
- [Icon Offset](#)
- [Horizontal Margin](#) and [Vertical Margin](#)

It is usually associated with a [4-state picture](#), that can be used in conjunction with a [4-state background picture](#).

JSON Example:

```

"myCheckbox": {
    "type": "checkbox",
    "style": "custom",
    "text": "OK",
    "icon": "/RESOURCES/smiley.jpg",
    "iconFrame": 4,
    "customBackgroundPicture": "/RESOURCES/paper.jpg",
    "iconOffset": 5, //custom icon offset when clicked
    "left": 60,
    "top": 160,
    "width": 100,
    "height": 20,
    "customBorderX": 20,
    "customBorderY": 5
}

```

Supported Properties

All check boxes share the same set of basic properties:

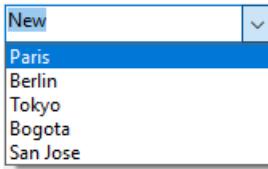
[Bold](#) - [Bottom](#) - [Button Style](#) - [Class](#) - [Enterable](#) - [Expression Type](#) - [Focusable](#) - [Font](#) - [Font Color](#) - [Font Size](#) - [Height](#) - [Help Tip](#) - [Horizontal Sizing](#) - [Italic](#) - [Left](#) - [Object Name](#) - [Right](#) - [Save value](#) - [Shortcut](#) - [Standard action](#) - [Title](#) - [Top](#) - [Type](#) - [Underline](#) - [Variable or Expression](#) - [Vertical Sizing](#) - [Visibility](#) - [Width](#)

Additional specific properties are available, depending on the [button style](#):

- [Background pathname](#) - [Horizontal Margin](#) - [Icon Offset](#) - [Vertical Margin](#) (Custom)
- [Three-States](#) (Flat, Regular)
- [Number of States](#) - [Picture pathname](#) - [Title/Picture Position](#) (Toolbar button, Bevel, Rounded Bevel, OS X Gradient, OS X Textured, Office XP, Custom)

Combo Box

A combo box is similar to a [drop-down list](#), except that it accepts text entered from the keyboard and has additional options.



Fundamentally, you treat a combo box as an enterable area that uses its object, array or a choice list as the set of default values.

Handling combo boxes

Use the [On Data Change](#) event to manage entries into the enterable area, as you would for any input form object.

You initialize a combo box in exactly the same way as a [drop-down list](#): using an object, an array, or a choice list.

Using an object

This feature is only available in 4D projects.

An [object](#) encapsulating a [collection](#) can be used as the data source of a combo box. The object must contain the following properties:

Property	Typ	Beschreibung
values	Collection	Mandatory - Collection of scalar values. All values must be of the same type. Supported types: <ul style="list-style-type: none">• strings• numbers• dates• times If empty or not defined, the combo box is empty
currentValue	same as Collection	Text entered by the user

If the object contains other properties, they are ignored.

When the user enters text into the combo box, the `currentValue` property of the object gets the entered text.

Using an array

Please refer to Using an array in the [drop-down list page](#) for information about how to initialize the array.

When the user enters text into the combo box, the 0th element of the array gets the entered text.

Using a choice list

If you want to use a combo box to manage the values of an input area (listed field or variable), 4D lets you reference the field or variable directly as the form object's data source. This makes it easier to manage listed fields/variables.

If you use a hierarchical list, only the first level is displayed and can be selected.

To associate a combo box with a field or variable, you can just enter the name of the field or variable directly in the [Variable or Expression](#) of the form object in the Property List.

When the form is executed, 4D automatically manages the combo box during input or display: when a user chooses a value, it is saved in the field; this field value is shown in the combo box when the form is displayed:

Please refer to Using a choice in the [drop-down list page](#) for more information.

Options

Combo box type objects accept two specific options:

- [Automatic insertion](#): enables automatically adding a value to the data source when a user enters a value that is not found in the list associated with the combo box.
- [Excluded List](#) (list of excluded values): allows setting a list whose values cannot be entered in the combo box. If an excluded value is entered, it is not accepted and an error message is displayed.

Associating a [list of required values](#) is not available for combo boxes. In an interface, if an object must propose a finite list of required values, then you must use a [drop-down list](#) object.

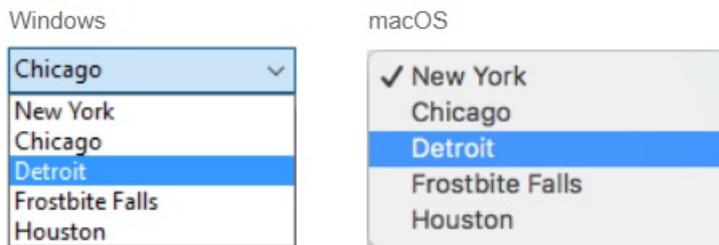
Supported Properties

[Alpha Format](#) - [Bold](#) - [Bottom](#) - [Choice List](#) - [Class](#) - [Date Format](#) - [Expression Type](#) - [Font](#) - [Font Color](#) - [Font Size](#) - [Height](#) - [Help Tip](#) - [Horizontal Sizing](#) - [Italic](#) - [Left](#) - [Object Name](#) - [Right](#) - [Time Format](#) - [Top](#) - [Type](#) - [Underline](#) - [Variable or Expression](#) - [Vertical Sizing](#) - [Visibility](#) - [Width](#)

Drop-down List

Drop-down lists are form objects that allow the user to select from a list. You manage the items displayed in the drop-down list using an object, an array, a choice list, or a standard action.

On macOS, drop-down lists are also sometimes called "pop-up menu". Both names refer to the same objects. As the following example shows, the appearance of these objects can differ slightly according to the platform:



Drop-down list types

You can create different types of drop-down lists with different features. To define a type, select the appropriate Expression Type and Data Type values in the Property list, or use their JSON equivalent.

Typ	Features	Expression Type	Datentyp	JSON definition
Objekt	Built upon a collection	Objekt	Numeric, Text, Date, or Time	<code>dataSourceTypeHint: object + numberFormat: <format> or textFormat: <format> or dateFormat: <format> or timeFormat: <format></code>
Array	Built upon an array	Array	Numeric, Text, Date, or Time	<code>dataSourceTypeHint: arrayNumber or arrayText or arrayDate or arrayTime</code>
Choice list saved as value	Built upon a choice list (standard)	List	Selected item value	<code>dataSourceTypeHint: text + saveAs: value</code>
Choice list saved as reference	Built upon a choice list. Item position is saved	List	Selected item reference	<code>dataSourceTypeHint: integer + saveAs: reference</code>
Hierarchical choice list	Can display hierarchical contents	List	List reference	<code>dataSourceTypeHint: integer</code>
Standard action	Automatically built by the action	<code>any</code>	<code>any except List reference</code>	<code>any definition + action: <action> (+ focusable: false for actions applying to other areas)</code>

Handling drop-down lists

Using an object

This feature is only available in 4D projects.

An [object](#) encapsulating a [collection](#) can be used as the data source of a drop-down list. The object must contain the following properties:

Property	Typ	Beschreibung
<code>values</code>	Collection	Mandatory - Collection of scalar values. All values must be of the same type. Supported types: <ul style="list-style-type: none">• strings• numbers• dates• times If empty or not defined, the drop-down list is empty
<code>index</code>	number	Index of the currently selected item (value between 0 and <code>collection.length-1</code>). If you set <code>-1</code> , <code>currentValue</code> is displayed as a placeholder string
<code>currentValue</code>	same as Collection	Currently selected item (used as placeholder value if set by code)

If the object contains other properties, they are ignored.

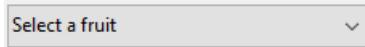
To initialize the object associated to the drop-down list, you can:

- Enter a list of default values in the object properties by selecting "<Static List>" in the [Data Source](#) theme of the Property List. The default values are loaded into an object automatically.
- Execute code that creates the object and its properties. For example, if "myList" is the [variable](#) associated to the drop-down list, you can write in the [On Load](#) form event:

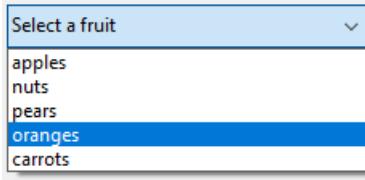
```
// Form.myDrop is the datasource of the form object

Form.myDrop:=New object
Form.myDrop.values:=New collection("apples"; "nuts"; "pears"; "oranges"; "carrots")
Form.myDrop.index:=-1 //currentValue is a placeholder
Form.myDrop.currentValue:="Select a fruit"
```

The drop-down list is displayed with the placeholder string:



After the user selects a value:



```
Form.myDrop.values // ["apples", "nuts", "pears", "oranges", "carrots"]
Form.myDrop.currentValue // "oranges"
Form.myDrop.index //3
```

Using an array

An [array](#) is a list of values in memory that is referenced by the name of the array. A drop-down list can display an array as a list of values when you click on it.

To initialize the array associated to the drop-down list, you can:

- Enter a list of default values in the object properties by selecting "<Static List>" in the [Data Source](#) theme of the Property List. The default values are loaded into an array automatically. You can refer to the array using the name

of the variable associated with the object.

- Before the object is displayed, execute code that assigns values to the array elements. Beispiel:

```
ARRAY TEXT(aCities;6)
aCities{1}:= "Philadelphia"
aCities{2}:= "Pittsburg"
aCities{3}:= "Grand Blanc"
aCities{4}:= "Bad Axe"
aCities{5}:= "Frostbite Falls"
aCities{6}:= "Green Bay"
```

In this case, the name of the [variable](#) associated with the object in the form must be `aCities`. This code could be placed in the form method and be executed when the `On Load` form event runs.

- Before the object is displayed, load the values of a list into the array using the [LIST TO ARRAY](#) command. Beispiel:

```
LIST TO ARRAY("Cities";aCities)
```

In this case also, the name of the [variable](#) associated with the object in the form must be `aCities`. This code would be run in place of the assignment statements shown above.

If you need to save the user's choice into a field, you would use an assignment statement that runs after the record is accepted. The code might look like this:

```
Case of
:(Form event=On Load)
  LIST TO ARRAY("Cities";aCities)
  If(Record number([People])<0) `new record
    aCities:=3 `display a default value
  Else `existing record, display stored value
    aCities:=Find in array(aCities;City)
  End if
:(Form event=On Clicked) `user modified selection
  City:=aCities{aCities} `field gets new value
:(Form event=On Validate)
  City:=aCities{aCities}
:(Form event=On Unload)
  CLEAR VARIABLE(aCities)
End case
```

You must select each event that you test for in your Case statement. Arrays always contain a finite number of items. The list of items is dynamic and can be changed by a method. Items in an array can be modified, sorted, and added to.

Using a choice list

If you want to use a drop-down list to manage the values of an input area (listed field or variable), 4D lets you reference the field or variable directly as the drop-down list's [data source](#). This makes it easier to manage listed fields/variables.

For example, in the case of a "Color" field that can only contain the values "White", "Blue", "Green" or "Red", it is possible to create a list containing these values and associate it with a drop-down list that references the 4D "Color" field. 4D then automatically takes care of managing the input and display of the current value in the form.

If you use a hierarchical list, only the first level is displayed and can be selected. If you use a hierarchical list, only the first level is displayed and can be selected.

To associate a drop-down list with a field or variable, enter the name of the field or variable directly as the [Variable or Expression](#) field of the drop-down list in the Property List.

It is not possible to use this feature with an object or an array drop-down list. If you enter a field name in the "Variable or Expression" area, then you must use a choice list.

When the form is executed, 4D automatically manages the drop-down list during input or display: when a user chooses a value, it is saved in the field; this field value is shown in the drop-down list when the form is displayed:

Windows



macOS

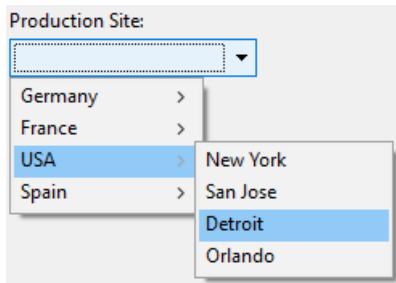


Selected item value or Selected item reference

When you have associated a drop-down list with a choice list and with a field or a variable, you can set the [Data Type](#) property to Selected item value or Selected item reference. This option lets you optimize the size of the data saved.

Using a hierarchical choice list

A hierarchical drop-down list has a sublist associated with each item in the list. Here is an example of a hierarchical drop-down list:



In forms, hierarchical drop-down lists are limited to two levels.

You can assign the hierarchical choice list to the drop-down list object using the [Choice List](#) field of the Property List.

You manage hierarchical drop-down lists using the Hierarchical Lists commands of the 4D Language. All commands that support the `(*; "name")` syntax can be used with hierarchical drop-down lists, e.g. [List item parent](#).

Using a standard action

You can build automatically a drop-down list using a [standard action](#). This feature is supported in the following contexts:

- Use of the `gotoPage` standard action. In this case, 4D will automatically display the [page of the form](#) that corresponds to the number of the item that is selected. For example, if the user selects the 3rd item, 4D will display the third page of the current form (if it exists). At runtime, by default the drop-down list displays the page numbers (1, 2...).
- Use of a standard action that displays a sublist of items, for example `backgroundColor`. This feature requires that:
 - a styled text area ([4D Write Pro area](#) or `input` with `multistyle` property) is present in the form as the standard action target.
 - the `focusable` property is not set to the drop-down list. At runtime the drop-down list will display an automatic list of values, e.g. background colors. You can override this automatic list by assigning in addition a choice list in which each item has been assigned a custom standard action.

This feature cannot be used with a hierarchical drop-down list.

Supported Properties

Alpha Format - Bold - Bottom - Button Style - Choice List - Class - Data Type (expression type) - Data Type (list) - Date Format - Expression Type - Focusable - Font - Font Color - Font Size - Height - Help Tip - Horizontal Sizing - Italic - Left - Not rendered - Object Name - Right - Standard action - Save value - Time Format - Top - Type - Underline - Variable or Expression - Vertical Sizing - Visibility - Width

Group Box

A group box is a static object that allows you to visually assemble multiple form objects:

The screenshot shows a 'Employee Info' group box with three text input fields. The first field is labeled 'First name:' and contains '[Employee]firstName'. The second field is labeled 'Last name:' and contains '[Employee]lastName'. The third field is labeled 'Salary:' and contains '[Employee]salary'.

The name of a group box is static text; you can use a “localizable” reference as with any 4D label (see [Using references in static text](#) and *XLIFF Architecture* section in 4D Design Reference).

JSON Example:

```
"myGroup": {  
    "type": "groupBox",  
    "title": "Employee Info"  
    "left": 60,  
    "top": 160,  
    "width": 100,  
    "height": 20  
}
```

Supported Properties

Bottom - CSS Class - Font - Font Color - Font Size - Height - Horizontal Alignment - Horizontal Sizing - Italic - Left - Object Name - Right - Title - Top - Type - Underline - Vertical Sizing - Visibility - Width

Input

Inputs allow you to add enterable or non-enterable expressions such as database [fields](#) and [variables](#) to your forms. Inputs can handle character-based data (text, dates, numbers...) or pictures:



Inputs can contain [assignable](#) or [non-assignable](#) expressions.

In addition, inputs can be [enterable](#) or [non-enterable](#). An enterable input accepts data. You can set data entry controls for the object. A non-enterable input can only display values but cannot be edited by the user.

You can manage the data with object or form [methods](#).

JSON Example:

```
"myText": {  
    "type": "input",      //define the type of object  
    "spellcheck": true, //enable spelling verification  
    "left": 60,          //left position on the form  
    "top": 160,          //top position on the form  
    "width": 100,         //width of the object  
    "height": 20          //height of the object  
}
```

Supported Properties

Allow font/color picker - Alpha Format - Auto Spellcheck - Bold - Test when False/Text when True - Border Line Style - Bottom - Choice List - Class - Context Menu - Date Format - Default value - Draggable - Droppable - Enterable - Entry Filter - Excluded List - Expression type - Fill Color - Font - Font Color - Font Size - Height - Hide focus rectangle - Horizontal Alignment - Horizontal Scroll Bar - Horizontal Sizing - Italic - Left - Multiline - Multi-style - Number Format - Object Name - Orientation - Picture Format - Placeholder - Print Frame - Required List - Right - Selection always visible - Store with default style tags - Text when False/Text when True - Time Format - Top - Type - Underline - Variable or Expression - Vertical Scroll Bar - Vertical Sizing - Visibility - Width - Wordwrap

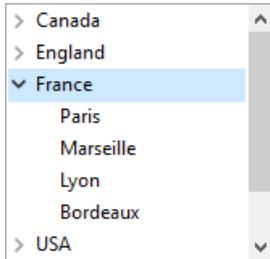
Input alternatives

You can also represent field and variable expressions in your forms using alternative objects, more particularly:

- You can display and enter data from database fields directly in columns of [selection type List boxes](#).
- You can represent a list field or variable directly in a form using [Pop-up Menus/Drop-down Lists](#) and [Combo Boxes](#) objects.
- You can represent a boolean expression as a [check box](#) or as a [radio button](#) object.

Hierarchical List

Hierarchical lists are form objects that can be used to display data as lists with one or more levels that can be expanded or collapsed.



Where appropriate, the expand/collapse icon is automatically displayed to the left of the item. Hierarchical lists support an unlimited number of sublevels.

Hierarchical list data source

The contents of a hierarchical list form object can be initialized in one of the following ways:

- Associate an existing [choice list](#) to the object. The choice list must have been defined in the List editor in Design mode.
- Directly assign a hierarchical list reference to the [variable or expression](#) associated with the form object.

In both cases, you manage a hierarchical list at runtime through its *ListRef* reference, using the [Hierarchical list](#) commands in the 4D language.

ListRef and object name

A hierarchical list is both a language object existing in memory and a form object.

The language object is referenced by an unique internal ID of the Longint type, designated by *ListRef* in the 4D Language Reference. This ID is returned by the commands that can be used to create lists: `New list`, `Copy list`, `Load list`, `BLOB to list`. There is only one instance of the language object in memory and any modification carried out on this object is immediately carried over to all the places where it is used.

The form object is not necessarily unique: there may be several representations of the same hierarchical list in the same form or in different ones. As with other form objects, you specify the object in the language using the syntax `(*;"ListName", etc.).`

You connect the hierarchical list "language object" with the hierarchical list "form object" by the intermediary of the variable containing the *ListRef* value. For example, if you have associated the *mylist* [variable](#) to the form object, you can write:

```
mylist:=New list
```

Each representation of the list has its own specific characteristics and shares common characteristics with all the other representations. The following characteristics are specific to each representation of the list:

- The selection,
- The expanded/collapsed state of its items,
- The position of the scrolling cursor.

The other characteristics (font, font size, style, entry control, color, list contents, icons, etc.) are common to all the representations and cannot be modified separately. Consequently, when you use commands based on the expanded/collapsed configuration or the current item, for example `Count list items` (when the final `*` parameter is not passed), it is important to be able to specify the representation to be used without any ambiguity.

You must use the `ListRef` ID with language commands when you want to specify the hierarchical list found in memory. On the other hand, if you want to specify the representation of a hierarchical list object at the form level, you must use the object name (string type) in the command, via the standard syntax (*;"`ObjectName`", etc.).

In the case of commands that set properties, the syntax based on the object name does not mean that only the form object specified will be modified by the command, but rather that the action of the command will be based on the state of this object. The common characteristics of hierarchical lists are always modified in all of their representations. For example, if you execute:

```
SET LIST ITEM FONT(*;"mylist1";*;thefont)
```

... you are indicating that you want to modify the font of the hierarchical list item associated with the `mylist1` form object. The command will take the current item of the `mylist1` object into account to specify the item to modify, but this modification will be carried over to all the representations of the list in all of the processes.

Support of @

As with other object property management commands, it is possible to use the "@" character in the `ObjectName` parameter. As a rule, this syntax is used to designate a set of objects in the form. However, in the context of hierarchical list commands, this does not apply in every case. This syntax will have two different effects depending on the type of command:

- For commands that set properties, this syntax designates all the objects whose name corresponds (standard behavior). For example, the parameter "LH@" designates all objects of the hierarchical list type whose name begins with "LH."
 - `DELETE FROM LIST`
 - `INSERT IN LIST`
 - `SELECT LIST ITEMS BY POSITION`
 - `SET LIST ITEM`
 - `SET LIST ITEM FONT`
 - `SET LIST ITEM ICON`
 - `SET LIST ITEM PARAMETER`
 - `SET LIST ITEM PROPERTIES`
- For commands retrieving properties, this syntax designates the first object whose name corresponds:
 - `Count list items`
 - `Find in list`
 - `GET LIST ITEM`
 - `Get list item font`
 - `GET LIST ITEM ICON`
 - `GET LIST ITEM PARAMETER`
 - `GET LIST ITEM PROPERTIES`
 - `List item parent`
 - `List item position`
 - `Selected list items`

Generic commands to use with hierarchical lists

It is possible to modify the appearance of a hierarchical list form objects using several generic 4D commands. You can pass to these commands either the object name of the hierarchical list (using the * parameter), or its variable name (containing the `ListRef` value):

- `OBJECT SET FONT`

- `OBJECT SET FONT STYLE`
- `OBJECT SET FONT SIZE`
- `OBJECT SET COLOR`
- `OBJECT SET FILTER`
- `OBJECT SET ENTERABLE`
- `OBJECT SET SCROLLBAR`
- `OBJECT SET SCROLL POSITION`
- `OBJECT SET RGB COLORS`

Reminder: Except `OBJECT SET SCROLL POSITION`, these commands modify all the representations of the same list, even if you only specify a list via its object name.

Priority of property commands

Certain properties of hierarchical lists (for example, the `Enterable` attribute or the color) can be set in different ways: in the form properties, via a command of the “Object Properties” theme or via a command of the “Hierarchical Lists” theme. When all three of these means are used to set list properties, the following order of priority is applied:

1. Commands of the “Hierarchical Lists” theme
2. Generic object property commands
3. Form property

This principle is applied regardless of the order in which the commands are called. If an item property is modified individually via a hierarchical list command, the equivalent object property command will have no effect on this item even if it is called subsequently. For example, if the color of an item is modified via the `SET LIST ITEM PROPERTIES` command, the `OBJECT SET COLOR` command will have no effect on this item.

Management of items by position or by reference

You can usually work in two ways with the contents of hierarchical lists: by position or by reference.

- When you work by position, 4D bases itself on the position in relation to the items of the list displayed on screen in order to identify them. The result will differ according to whether or not certain hierarchical items are expanded or collapsed. Note that in the case of multiple representations, each form object has its own configuration of expanded/collapsed items.
- When you work by reference, 4D bases itself on the `itemRef` ID number of the list items. Each item can thus be specified individually, regardless of its position or its display in the hierarchical list.

Using item reference numbers (`itemRef`)

Each item of a hierarchical list has a reference number (`itemRef`) of the Longint type. This value is only intended for your own use: 4D simply maintains it.

Warning: You can use any type of Longint value as a reference number, except for 0. In fact, for most of the commands in this theme, the value 0 is used to specify the last item added to the list.

Here are a few tips for using reference numbers:

1. You do not need to identify each item with a unique number (beginner level).
 - First example: you build a system of tabs by programming, for example, an address book. Since the system returns the number of the tab selected, you will probably not need more information than this. In this case, do not worry about item reference numbers: pass any value (except 0) in the `itemRef` parameter. Note that for an address book system, you can predefine a list A, B, ..., Z in Design mode. You can also create it by programming in order to eliminate any letters for which there are no records.
 - Second example: while working with a database, you progressively build a list of keywords. You can save this list at the end of each session by using the `SAVE LIST` or `LIST TO BLOB` commands and reload it at the

beginning of each new session using the `Load list` or `BL0B to list` commands. You can display this list in a floating palette; when each user clicks on a keyword in the list, the item chosen is inserted into the enterable area that is selected in the foreground process. The important thing is that you only process the item selected, because the `Selected list items` command returns the position of the item that you must process. When using this position value, you obtain the title of the item by means of the `GET LIST ITEM` command. Here again, you do not need to identify each item individually; you can pass any value (except 0) in the `itemRef` parameter.

2. You need to partially identify the list items (intermediary level).

You use the item reference number to store information needed when you must work with the item; this point is detailed in the example of the `APPEND TO LIST` command. In this example, we use the item reference numbers to store record numbers. However, we must be able to establish a distinction between items that correspond to the [Department] records and those that correspond to the [Employees] records.

3. You need to identify all the list items individually (advanced level).

You program an elaborate management of hierarchical lists in which you absolutely must be able to identify each item individually at every level of the list. A simple way of implementing this is to maintain a personal counter. Suppose that you create a `hList` list using the `APPEND TO LIST` command. At this stage, you initialize a counter `vhlCounter` to 1. Each time you call `APPEND TO LIST` or `INSERT IN LIST`, you increment this counter (`vhlCounter:=vhlCounter+1`), and you pass the counter number as the item reference number. The trick consists in never decrementing the counter when you delete items — the counter can only increase. In this way, you guarantee the uniqueness of the item reference numbers. Since these numbers are of the Longint type, you can add or insert more than two billion items in a list that has been reinitialized... (however if you are working with such a great number of items, this usually means that you should use a table rather than a list.)

If you use Bitwise Operators, you can also use item reference numbers for storing information that can be put into a Longint, i.e. 2 Integers, 4-byte values or, yet again, 32 Booleans.

When do you need unique reference numbers?

In most cases, when using hierarchical lists for user interface purposes and when only dealing with the selected item (the one that was clicked or dragged), you will not need to use item reference numbers at all. Using `Selected list items` and `GET LIST ITEM` you have all you need to deal with the currently selected item. In addition, commands such as `INSERT IN LIST` and `DELETE FROM LIST` allow you to manipulate the list "relatively" with respect to the selected item.

Basically, you need to deal with item reference numbers when you want direct access to any item of the list programmatically and not necessarily the one currently selected in the list.

Modifiable element

You can control whether hierarchical list items can be modified by the user by using the Alt+click(Windows) / Option+click (macOS) shortcut, or by carrying out a long click on the text of the item.

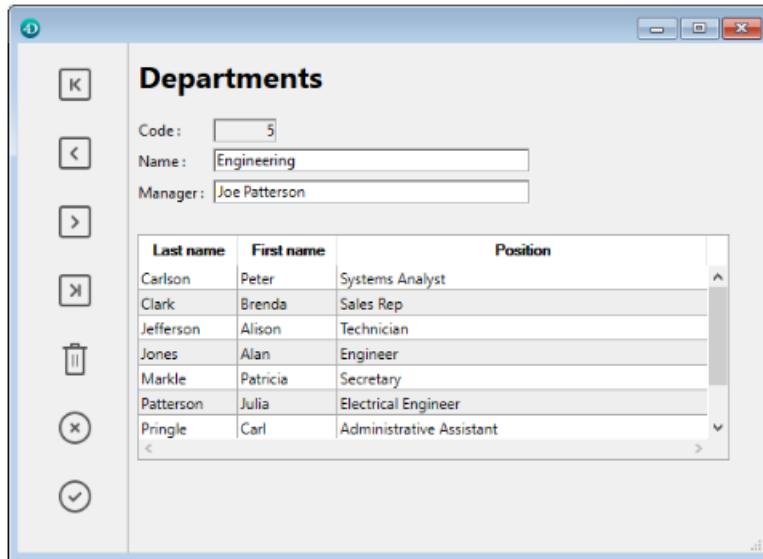
- Whatever the hierarchical list data source, you can control the whole object with the [Enterable](#) property.
- In addition, if you populate the hierarchical list using a list created in the Lists editor, you control whether an item in a hierarchical list is modifiable using the Modifiable Element option in the Lists editor. For more information, see [Setting list properties](#).

Supported Properties

[Bold](#) - [Border Line Style](#) - [Bottom](#) - [Choice List](#) - [Class](#) - [Draggable](#) - [Droppable](#) - [Enterable](#) - [Entry Filter](#) - [Fill Color](#) - [Focusable](#) - [Font](#) - [Font Color](#) - [Font Size](#) - [Height](#) - [Help Tip](#) - [Hide focus rectangle](#) - [Horizontal Scroll Bar](#) - [Horizontal Sizing](#) - [Italic](#) - [Left](#) - [Multi-selectable](#) - [Object Name](#) - [Right](#) - [Top](#) - [Type](#) - [Underline](#) - [Vertical Scroll Bar](#) - [Vertical Sizing](#) - [Variable or Expression](#) - [Visibility](#) - [Width](#)

List Box

List boxes are complex active objects that allow displaying and entering data as synchronized columns. They can be bound to database contents such as entity selections and record sections, or to any language contents such as collections and arrays. They include advanced features regarding data entry, column sorting, event management, customized appearance, moving of columns, etc.



A list box contains one or more columns whose contents are automatically synchronized. The number of columns is, in theory, unlimited (it depends on the machine resources).

Überblick

Basic user features

During execution, list boxes allow displaying and entering data as lists. To make a cell editable ([if entry is allowed for the column](#)), simply click twice on the value that it contains:

Last name	First name
James	Henry
Jameson	Marc

Users can enter and display the text on several lines within a list box cell. To add a line break, press `Ctrl+Carriage return` on Windows or `Option+Carriage return` on macOS.

Booleans and pictures can be displayed in cells, as well as dates, times, or numbers. It is possible to sort column values by clicking on a header ([standard sort](#)). All columns are automatically synchronized.

It is also possible to resize each column, and the user can modify the order of [columns](#) and [rows](#) by moving them using the mouse, if this action is authorized. Note that list boxes can be used in [hierarchical mode](#).

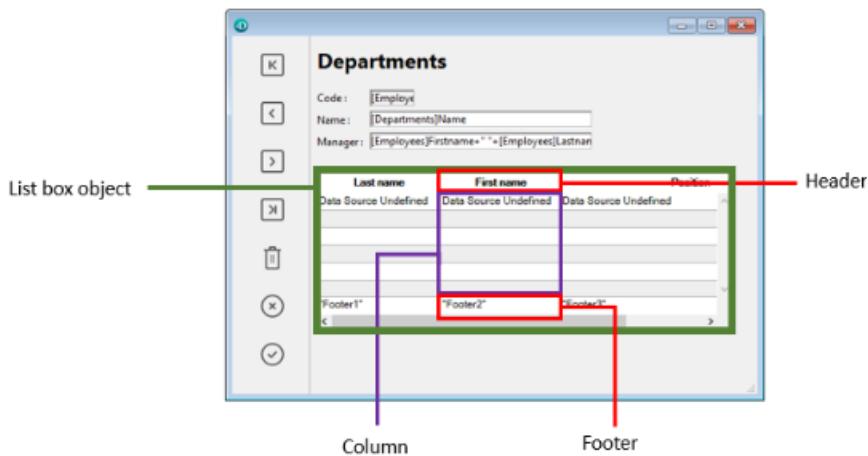
The user can select one or more rows using the standard shortcuts: `Shift+click` for an adjacent selection and `Ctrl+click` (Windows) or `Command+click` (macOS) for a non-adjacent selection.

List box parts

A list box is composed of four distinct parts:

- the list box object in its entirety,
- columns,
- column headers, and

- column footers.



Each part has its own name as well as specific properties. For example, the number of columns or the alternating color of each row is set in the list box object properties, the width of each column is set in the column properties, and the font of the header is set in the header properties.

It is possible to add an object method to the list box object and/or to each column of the list box. Object methods are called in the following order:

1. Object method of each column
2. Object method of the list box

The column object method gets events that occur in its [header](#) and [footer](#).

List box types

There are several types of list boxes, with their own specific behaviors and properties. The list box type depends on its [Data Source property](#):

- Arrays: each column is bound to a 4D array. Array-based list boxes can be displayed as [hierarchical list boxes](#).
- Selection (Current selection or Named selection): each column is bound to an expression (e.g. a field) which is evaluated for every record of the selection.
- Collection or Entity selection : each column is bound to an expression which is evaluated for every element of the collection or every entity of the entity selection.

Tip It is not possible to combine different list box types in the same list box object. The data source is set when the list box is created. It is then no longer possible to modify it by programming.

Managing list boxes

You can completely configure a list box object through its properties, and you can also manage it dynamically through programming.

The 4D Language includes a dedicated "List Box" theme for list box commands, but commands from various other themes, such as "Object properties" commands or `EDIT ITEM`, `Displayed line number` commands can also be used. Refer to the [List Box Commands Summary](#) page of the *4D Language* reference for more information.

List box objects

Array list boxes

In an array list box, each column must be associated with a one-dimensional 4D array; all array types can be used, with the exception of pointer arrays. The number of rows is based on the number of array elements.

By default, 4D assigns the name "ColumnX" to each column. You can change it, as well as other column properties, in the [column properties](#). The display format for each column can also be defined using the [OBJECT SET FORMAT](#) command.

Array type list boxes can be displayed in [hierarchical mode](#), with specific mechanisms.

With array type list box, the values entered or displayed are managed using the 4D language. You can also associate a [choice list](#) with a column in order to control data entry. The values of columns are managed using high-level List box commands (such as `LISTBOX INSERT ROWS` or `LISTBOX DELETE ROWS`) as well as array manipulation commands. For example, to initialize the contents of a column, you can use the following instruction:

```
ARRAY TEXT(varCol;size)
```

You can also use a list:

```
LIST TO ARRAY("ListName";varCol)
```

Warning: When a list box contains several columns of different sizes, only the number of items of the smallest array (column) will be displayed. You should make sure that each array has the same number of elements as the others. Also, if a list box column is empty (this occurs when the associated array was not correctly declared or sized using the language), the list box displays nothing.

Selection list boxes

In this type of list box, each column can be associated with a field (for example `[Employees]LastName`) or an expression. The expression can be based on one or more fields (for example, `[Employees]FirstName + " "` `[Employees]LastName`) or it may simply be a formula (for example `String(Milliseconds)`). The expression can also be a project method, a variable or an array item. You can use the `LISTBOX SET COLUMN FORMULA` and `LISTBOX INSERT COLUMN FORMULA` commands to modify columns programmatically.

The contents of each row is then evaluated according to a selection of records: the current selection of a table or a named selection.

In the case of a list box based on the current selection of a table, any modification done from the database side is automatically reflected in the list box, and vice versa. The current selection is therefore always the same in both places.

Collection or Entity selection list boxes

In this type of list box, each column must be associated to an expression. The contents of each row is then evaluated per collection element or per entity of the entity selection.

Each element of the collection or each entity is available as an object that can be accessed through the `This` keyword. A column expression can be a property path, a project method, a variable, or any formula, accessing each entity or collection element object through `This`, for example `This.<propertyPath>` (or `This.value` in case of a collection of scalar values). You can use the `LISTBOX SET COLUMN FORMULA` and `LISTBOX INSERT COLUMN FORMULA` commands to modify columns programmatically.

When the data source is an entity selection, any modifications made on the list box side are automatically saved in the database. On the other hand, modifications made on the database side are visible in the list box after touched entities have been reloaded.

When the data source is a collection, any modifications made in the list box values are reflected in the collection. On the other hand, if modifications are done on the collection using for example the various functions of the [Collection class](#), you will need to explicitly notify 4D by reassigning the collection variable to itself, so that the list box contents is refreshed. Beispiel:

```
myCol:=myCol.push("new value") //display new value in list box
```

Supported Properties

Supported properties depend on the list box type.

Property	Array list box	Selection list box	Collection or Entity Selection list box
Alternate Background Color	X	X	X
Background Color	X	X	X
Bold	X	X	X
Background Color Expression		X	X
Border Line Style	X	X	X
Bottom	X	X	X
Class	X	X	X
Collection or entity selection		X	X
Column Auto-Resizing	X	X	X
Current item			X
Current item position			X
Data Source	X	X	X
Detail Form Name		X	
Display Headers	X	X	X
Display Footers	X	X	X
Double-click on row		X	
Draggable	X	X	X
Droppable	X	X	X
Focusable	X	X	X
Font	X	X	X
Font Color	X	X	X
Font Color Expression		X	X
Font Size	X	X	X
Height (list box)	X	X	X
Height (headers)	X	X	X
Height (footers)	X	X	X
Hide extra blank rows	X	X	X
Hide focus rectangle	X	X	X
Hide selection highlight	X	X	X
Hierarchical List Box	X		
Highlight Set		X	
Horizontal Alignment	X	X	X
Horizontal Line Color	X	X	X

Horizontal Scroll Bar	X	ArrayList box	X	Selection list box	X	Collection or Entity Selection list box
Horizontal Sizing	X		X		X	
Italic	X		X		X	
Left	X		X		X	
Master Table			X			
Meta info expression					X	
Method	X		X		X	
Movable Rows	X					
Temporäre Auswahl			X			
Number of Columns	X		X		X	
Number of Locked Columns	X		X		X	
Number of Static Columns	X		X		X	
Object Name	X		X		X	
Right	X		X		X	
Row Background Color Array	X					
Row Control Array	X					
Row Font Color Array	X					
Row Height	X					
Row Height Array	X					
Row Style Array	X					
Selected Items					X	
Selection Mode	X		X		X	
Single-Click Edit	X		X		X	
Sortable	X		X		X	
Standard action	X					
Style Expression			X		X	
Top	X		X		X	
Transparent	X		X		X	
Typ	X		X		X	
Underline	X		X		X	
Variable or Expression	X		X			
Vertical Alignment	X		X		X	
Vertical Line Color	X		X		X	
Vertical Scroll Bar	X		X		X	
Vertical Sizing	X		X		X	
Visibility	X		X		X	
Width	X		X		X	

List box columns, headers and footers support specific properties.

Supported Form Events

Form event	Additional Properties Returned (see Form event for main properties)	Kommentare
On After Edit	<ul style="list-style-type: none"> • column • columnName • row 	
On After Keystroke	<ul style="list-style-type: none"> • column • columnName • row 	
On After Sort	<ul style="list-style-type: none"> • column • columnName • headerName 	<i>Compound formulas cannot be sorted. (e.g., This.firstName + This.lastName)</i>
On Alternative Click	<ul style="list-style-type: none"> • column • columnName • row 	<i>Arrays list boxes only</i>
On Before Data Entry	<ul style="list-style-type: none"> • column • columnName • row 	
On Before Keystroke	<ul style="list-style-type: none"> • column • columnName • row 	
On Begin Drag Over	<ul style="list-style-type: none"> • column • columnName • row 	
On Clicked	<ul style="list-style-type: none"> • column • columnName • row 	
On Close Detail	<ul style="list-style-type: none"> • row 	<i>Current Selection & Named Selection list boxes only</i>
On Collapse	<ul style="list-style-type: none"> • column • columnName • row 	<i>Hierarchical list box only</i>
On Column Moved	<ul style="list-style-type: none"> • columnName • newPosition • oldPosition 	
On Column Resize	<ul style="list-style-type: none"> • column • columnName • newSize • oldSize 	
On Data Change	<ul style="list-style-type: none"> • column • columnName • row 	

Event Detail	Additional Properties Returned (see Form event for main properties)	Kommentare
On Display Detail	<ul style="list-style-type: none"> • isRowSelected • row 	
On Double Clicked	<ul style="list-style-type: none"> • column • columnName • row 	
On Drag Over	<ul style="list-style-type: none"> • area • areaName • column • columnName • row 	
On Drop	<ul style="list-style-type: none"> • column • columnName • row 	
On Expand	<ul style="list-style-type: none"> • column • columnName • row 	<i>Hierarchical list box only</i>
On Footer Click	<ul style="list-style-type: none"> • column • columnName • footerName 	<i>Arrays, Current Selection & Named Selection list boxes only</i>
On Getting Focus	<ul style="list-style-type: none"> • column • columnName • row 	<i>Additional properties returned only when editing a cell</i>
On Header Click	<ul style="list-style-type: none"> • column • columnName • headerName 	
On Load		
On Losing Focus	<ul style="list-style-type: none"> • column • columnName • row 	<i>Additional properties returned only when editing a cell has been completed</i>
On Mouse Enter	<ul style="list-style-type: none"> • area • areaName • column • columnName • row 	
On Mouse Leave		
On Mouse Move	<ul style="list-style-type: none"> • area • areaName • column • columnName • row 	

On Open Form event Detail	new Additional Properties Returned (see Form event for main properties)	<i>Current Selection & Named Selection list boxes only</i>
On Row Moved	<ul style="list-style-type: none"> • newPosition • oldPosition 	<i>Arrays list boxes only</i>
On Selection Change		
On Scroll	<ul style="list-style-type: none"> • horizontalScroll • verticalScroll 	
On Unload		

Additional Properties

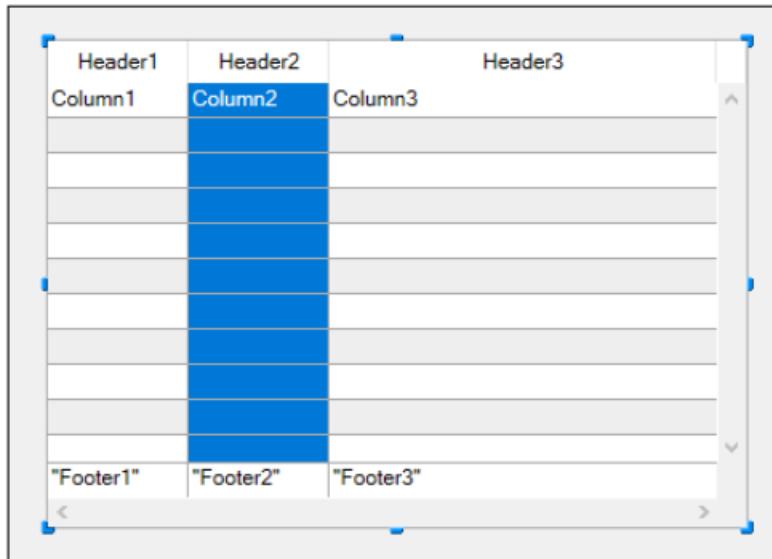
Form events on list box or list box column objects may return the following additional properties:

Property	Typ	Beschreibung
area	Text	List box object area ("header", "footer", "cell")
areaName	Text	Name of the area
column	Lange Ganzzahl	Column number
columnName	Text	Name of the column
footerName	Text	Name of the footer
headerName	Text	Name of the header
horizontalScroll	Lange Ganzzahl	Positive if scroll is towards the right, negative if towards the left
isRowSelected	Boolean	True if row is selected, else False
newPosition	Lange Ganzzahl	New position of the column or row
newSize	Lange Ganzzahl	New size (in pixels) of the column or row
oldPosition	Lange Ganzzahl	Previous position of the column or row
oldSize	Lange Ganzzahl	Previous size (in pixels) of the column or row
row	Lange Ganzzahl	Row number
verticalScroll	Lange Ganzzahl	Positive if scroll is towards the bottom, negative if towards the top

If an event occurs on a "fake" column or row that doesn't exist, an empty string is typically returned.

List box columns

A list box is made of one or more column object(s) which have specific properties. You can select a list box column in the Form editor by clicking on it when the list box object is selected:



You can set standard properties (text, background color, etc.) for each column of the list box; these properties take priority over those of the list box object properties.

You can define the [Expression type](#) for array list box columns (String, Text, Number, Date, Time, Picture, Boolean, or Object).

Column Specific Properties

[Alpha Format](#) - [Alternate Background Color](#) - [Automatic Row Height](#) - [Background Color](#) - [Background Color Expression](#) - [Bold](#) - [Choice List](#) - [Class](#) - [Data Type \(selection and collection list box column\)](#) - [Date Format](#) - [Default Values](#) - [Display Type](#) - [Enterable](#) - [Entry Filter](#) - [Excluded List](#) - [Expression](#) - [Expression Type \(array list box column\)](#) - [Font](#) - [Font Color](#) - [Horizontal Alignment](#) - [Italic](#) - [Invisible](#) - [Maximum Width](#) - [Method](#) - [Minimum Width](#) - [Multi-style](#) - [Number Format](#) - [Object Name](#) - [Picture Format](#) - [Resizable](#) - [Required List](#) - [Row Background Color Array](#) - [Row Font Color Array](#) - [Row Style Array](#) - [Save as](#) - [Style Expression](#) - [Text when False/Text when True](#) - [Time Format](#) - [Truncate with ellipsis](#) - [Underline](#) - [Variable or Expression](#) - [Vertical Alignment](#) - [Width](#) - [Wordwrap](#)

Supported Form Events

Form event	Additional Properties Returned (see Form event for main properties)	Kommentare
On After Edit	<ul style="list-style-type: none"> • column • columnName • row 	
On After Keystroke	<ul style="list-style-type: none"> • column • columnName • row 	
On After Sort	<ul style="list-style-type: none"> • column • columnName • headerName 	<i>Compound formulas cannot be sorted. (e.g., This.firstName + This.lastName)</i>
On Alternative Click	<ul style="list-style-type: none"> • column • columnName • row 	<i>Arrays list boxes only</i>
On Before Data Entry	<ul style="list-style-type: none"> • column • columnName • row 	

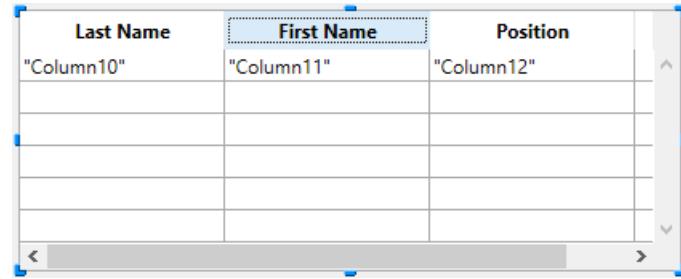
Form Before Keystroke	<ul style="list-style-type: none"> Additional Properties Returned (see Form event for main properties) column columnName row 	Kommentare
On Begin Drag Over	<ul style="list-style-type: none"> column columnName row 	
On Clicked	<ul style="list-style-type: none"> column columnName row 	
On Column Moved	<ul style="list-style-type: none"> columnName newPosition oldPosition 	
On Column Resize	<ul style="list-style-type: none"> column columnName newSize oldSize 	
On Data Change	<ul style="list-style-type: none"> column columnName row 	
On Double Clicked	<ul style="list-style-type: none"> column columnName row 	
On Drag Over	<ul style="list-style-type: none"> area areaName column columnName row 	
On Drop	<ul style="list-style-type: none"> column columnName row 	
On Footer Click	<ul style="list-style-type: none"> column columnName footerName 	<i>Arrays, Current Selection & Named Selection list boxes only</i>
On Getting Focus	<ul style="list-style-type: none"> column columnName row 	<i>Additional properties returned only when editing a cell</i>
On Header Click	<ul style="list-style-type: none"> column columnName headerName 	
On Load		
On Losing Focus	<ul style="list-style-type: none"> column columnName ----- 	<i>Additional properties returned only when editing a cell has been completed</i>

Form event	<ul style="list-style-type: none"> • row Additional Properties Returned (see Form) 	Kommentare
On Row Moved	<ul style="list-style-type: none"> • newPosition • oldPosition 	<i>Arrays list boxes only</i>
On Scroll	<ul style="list-style-type: none"> • horizontalScroll • verticalScroll 	
On Unload		

List box headers

To be able to access the header properties of a list box, you must enable the [Display Headers](#) option of the list box.

When headers are displayed, you can select a header in the Form editor by clicking it when the list box object is selected:



You can set standard text properties for each column header of the list box; in this case, these properties have priority over those of the column or of the list box itself.

In addition, you have access to the specific properties for headers. Specifically, an icon can be displayed in the header next to or in place of the column title, for example when performing [customized sorts](#).

	Name	Position
	Smith	Administrator

At runtime, events that occur in a header are generated in the [list box column object method](#).

When the `OBJECT SET VISIBLE` command is used with a header, it is applied to all headers, regardless of the individual element set by the command. For example, `OBJECT SET VISIBLE(*;"header3";False)` will hide all headers in the list box object to which `header3` belongs and not simply this header.

Header Specific Properties

[Bold](#) - [Class](#) - [Font](#) - [Font Color](#) - [Help Tip](#) - [Horizontal Alignment](#) - [Icon Location](#) - [Italic](#) - [Object Name](#) - [Pathname](#) - [Title](#) - [Underline](#) - [Variable or Expression](#) - [Vertical Alignment](#) - [Width](#)

List box footers

To be able to access footer properties for a list box, you must enable the [Display Footers](#) option.

List boxes can contain non-enterable "footers" displaying additional information. For data shown in table form, footers are usually used to display calculations such as totals or averages.

When footers are displayed, you can click to select one when the list box object is selected in the Form editor:

Header1	Header2	Header3
[Employees]FirstName	[Employees]LastName	[Employees]Position
"Footer1"	"Footer2"	"Footer3"

For each List box column footer, you can set standard text properties: in this case, these properties take priority over those of the column or of the list box. You can also access specific properties for footers. In particular, you can insert a [custom or automatic calculation](#).

At runtime, events that occur in a footer are generated in the [list box column object method](#).

When the `OBJECT SET VISIBLE` command is used with a footer, it is applied to all footers, regardless of the individual element set by the command. For example, `OBJECT SET VISIBLE(*;"footer3";False)` will hide all footers in the list box object to which *footer3* belongs and not simply this footer.

Footer Specific Properties

[Alpha Format](#) - [Background Color](#) - [Bold](#) - [Class](#) - [Date Format](#) - [Expression Type](#) - [Font](#) - [Font Color](#) - [Help Tip](#) - [Horizontal Alignment](#) - [Italic](#) - [Number Format](#) - [Object Name](#) - [Picture Format](#) - [Time Format](#) - [Truncate with ellipsis](#) - [Underline](#) - [Variable Calculation](#) - [Variable or Expression](#) - [Vertical Alignment](#) - [Width](#) - [Wordwrap](#)

Managing entry

For a list box cell to be enterable, both of the following conditions must be met:

- The cell's column must have been set as [Enterable](#) (otherwise, the cells of the column can never be enterable).
- In the [On Before Data Entry](#) event, \$0 does not return -1. When the cursor arrives in the cell, the [On Before Data Entry](#) event is generated in the column method. If, in the context of this event, \$0 is set to -1, the cell is considered as not enterable. If the event was generated after Tab or Shift+Tab was pressed, the focus goes to either the next cell or the previous one, respectively. If \$0 is not -1 (by default \$0 is 0), the cell is enterable and switches to editing mode.

Let's consider the example of a list box containing two arrays, one date and one text. The date array is not enterable but the text array is enterable if the date has not already past.

Header1	Header2
Variable Name: tDate	Variable Name: tText

Here is the method of the *arrText* column:

```

Case of
:(FORM event.code=On Before Data Entry) // a cell gets the focus
  LISTBOX GET CELL POSITION(*;"lb";$col;$row)
// identification of cell
  If(arrDate{$row}<Current date) // if date is earlier than today
    $0:=-1 // cell is NOT enterable
  Else
    // otherwise, cell is enterable
  End if
End case

```

The `On Before Data Entry` event is returned before `On Getting Focus`.

In order to preserve data consistency for selection type and entity selection type list boxes, any modified record/entity is automatically saved as soon as the cell is validated, i.e.:

- when the cell is deactivated (user presses tab, clicks, etc.)
- when the listbox is no longer focused,
- when the form is no longer focused.

The typical sequence of events generated during data entry or modification is as follows:

Aktion	Listbox type(s)	Sequence of events
A cell switches to edit mode (user action or a call to the <code>EDIT ITEM</code> command)	All	On Before Data Entry
	All	On Getting Focus
Its value is modified	All	On Before Keystroke
	All	On After Keystroke
	All	On After Edit
A user validates and leaves the cell	Selection list boxes	Save
	Record selection list boxes	On saving an existing record trigger (if set)
	Selection list boxes	On Data Change(*)
	Entity selection list boxes	Entity is saved with automerge option, optimistic lock (see <code>entity.save()</code>). In case of successful save, the entity is refreshed with the last update done. If the save operation fails, an error is displayed
	All	On Losing Focus

(*) With entity selection list boxes, in the On Data Change event:

- the `Current item` object contains the value before modification.
- the `This` object contains the modified value.

Data entry in collection/entity selection type list boxes has a limitation when the expression evaluates to null. In this case, it is not possible to edit or remove the null value in the cell.

Managing selections

Selections are managed differently depending on whether the list box is based on an array, on a selection of records, or on a collection/entity selection:

- Selection list box: Selections are managed by a set, which you can modify if necessary, called `$ListboxSetX` by default (where X starts at 0 and is incremented based on the number of list boxes in the form). This set is [defined in the properties](#) of the list box. It is automatically maintained by 4D: If the user selects one or more rows in the list box, the set is immediately updated. On the other hand, it is also possible to use the commands of the "Sets" theme in order to modify the selection of the list box via programming.
- Collection/Entity selection list box: Selections are managed through dedicated list box properties:
 - [Current item](#) is an object that will receive the selected element/entity
 - [Selected Items](#) is a collection of selected items
 - [Current item position](#) returns the position of the selected element or entity.
- Array list box: The `LISTBOX SELECT ROW` command can be used to select one or more rows of the list box by programming. The [variable linked to the List box object](#) is used to get, set or store selections of object rows. This variable corresponds to a Boolean array that is automatically created and maintained by 4D. This variable corresponds to a Boolean array that is automatically created and maintained by 4D. The size of this array is determined by the size of the list box: it contains the same number of elements as the smallest array linked to the columns. This variable corresponds to a Boolean array that is automatically created and maintained by 4D. The size of this array is determined by the size of the list box: it contains the same number of elements as the smallest array linked to the columns. Each element of this array contains `True` if the corresponding line is selected and `False` otherwise. 4D updates the contents of this array depending on user actions. Inversely, you can change the value of array elements to change the selection in the list box. On the other hand, you can neither insert nor delete rows in this array; you cannot retype rows either. The `Count in array` command can be used to find out the number of selected lines. For example, this method allows inverting the selection of the first row of the (array type) list box:

```
ARRAY BOOLEAN(tBLListBox;10)
//tBLListBox is the name of the list box variable in the form
If(tBLListBox{1}=True)
    tBLListBox{1}:=False
Else
    tBLListBox{1}:=True
End if
```

The `OBJECT SET SCROLL POSITION` command scrolls the list box rows so that the first selected row or a specified row is displayed.

Customizing appearance of selected rows

When the [Hide selection highlight](#) option is selected, you need to make list box selections visible using available interface options. Since selections are still fully managed by 4D, this means:

- For array type list boxes, you must parse the Boolean array variable associated with the list box to determine which rows are selected or not.
- For selection type list boxes, you have to check whether the current record (row) belongs to the set specified in the [Highlight Set](#) property of the list box.

You can then define specific background colors, font colors and/or font styles by programming to customize the appearance of selected rows. This can be done using arrays or expressions, depending on the type of list box being displayed (see the following sections).

You can use the `lk inherited` constant to mimic the current appearance of the list box (e.g., font color, background color, font style, etc.).

To determine which rows are selected, you have to check whether they are included in the set indicated in the [Highlight Set](#) property of the list box. You can then define the appearance of selected rows using one or more of the relevant [color or style expression property](#).

Keep in mind that expressions are automatically re-evaluated each time the:

- list box selection changes.
- list box gets or loses the focus.
- form window containing the list box becomes, or ceases to be, the frontmost window.

Array list boxes

You have to parse the Boolean array [Variable or Expression](#) associated with the list box to determine whether rows are selected or not selected.

You can then define the appearance of selected rows using one or more of the relevant [color or style array property](#).

Note that list box arrays used for defining the appearance of selected rows must be recalculated during the [On Selection Change](#) form event; however, you can also modify these arrays based on the following additional form events:

- [On Getting Focus](#) (list box property)
- [On Losing Focus](#) (list box property)
- [On Activate](#) (form property)
- [On Deactivate](#) (form property) ...depending on whether and how you want to visually represent changes of focus in selections.

Beispiel

You have chosen to hide the system highlight and want to display list box selections with a green background color, as shown here:

Category	ID	Reference	Value
Alpha	215	5A0DF64-EC5-955F7EA-BD284E4-8A	15,425
Bravo	196	D9E3484-547-AEECB8B-B1808FF-A6	4,592
Alpha	205	3295824-3A8-B48B870-2074C57-B9	-3,672
Charlie	197	B3800C4-C64-A6C95CB-ED27729-B5	16,212
Echo	214	835F344-8EE-B422E66-5C52074-01	-12,332
Alpha	200	46784B4-B20-AE2E51D-0159EA4-D0	1,283
Delta	213	11F5FD4-E48-9BD6E93-E8B9F82-59	13,236
Delta	203	3E80494-879-9F2CEC2-4008AA4-F5	-12,231
Charlie	202	015D694-9C8-91113AA-B8A51A1-52	27,100
Bravo	211	E998AC4-FAE-93BE025-E4CA634-E8	2,630
Charlie	207	B19F244-A30-A03B668-C407B43-D4	16,677
Delta	208	41B1DE4-D29-BC8E7BF-5062D92-B7	-14,759
Echo	199	7005654-722-926CDCE-D8E1BBD-83	23,952
Delta	198	0AD0734-0C7-BA8168E-A0A867A-1A	-19,758
Alpha	210	6F46794-0D6-AF0E61A-D43231E-3E	24,342
Bravo	201	00A8334-B4B-8419285-8772CFB-B4	-3,657
Charlie	212	9EF2FD4-B1B-97138DE-B3750BA-FB	-4,850
Echo	209	FD05424-365-B8DB0C2-91098A8-80	2,941
Echo	204	7473724-2FA-82F49A5-010BDED-98	22,200
Bravo	206	3537D34-A9A-AE41C4E-34EC5B6-43	1,205

For an array type list box, you need to update the [Row Background Color Array](#) by programming. In the JSON form, you have defined the following Row Background Color Array for the list box:

```
"rowFillSource": "_ListboxBackground",
```

In the object method of the list box, you can write:

```

Case of
  : (FORM event.code=On Selection Change)
    $n:=Size of array(LB_Arrays)
    ARRAY LONGINT(_ListboxBackground;$n) // row background colors
    For($i;1;$n)
      If(LB_Arrays{$i}=True) // selected
        _ListboxBackground{$i}:=0x0080C080 // green background
      Else // not selected
        _ListboxBackground{$i}:=lk inherited
      End if
    End for
End case

```

For a selection type list box, to produce the same effect you can use a method to update the [Background Color Expression](#) based on the set specified in the [Highlight Set](#) property.

For example, in the JSON form, you have defined the following Highlight Set and Background Color Expression for the list box:

```

"highlightSet": "$SampleSet",
"rowFillSource": "UI_SetColor",

```

You can write in the *UI_SetColor* method:

```

If(Is in set("$SampleSet"))
  $color:=0x0080C080 // green background
Else
  $color:=lk inherited
End if

$0:=$color

```

In hierarchical list boxes, break rows cannot be highlighted when the [Hide selection highlight](#) option is checked. Since it is not possible to have distinct colors for headers of the same level, there is no way to highlight a specific break row by programming.

Managing sorts

A sort in a list box can be standard or custom. When a column of a list box is sorted, all other columns are always synchronized automatically.

Standard sort

By default, a list box provides standard column sorts when the header is clicked. A standard sort is an alphanumeric sort of evaluated column values, alternately ascending/descending with each successive click.

You can enable or disable standard user sorts by disabling the [Sortable](#) property of the list box (enabled by default).

Standard sort support depends on the list box type:

List box type	Support of standard sort	Kommentare
Collection of objects	Ja	<ul style="list-style-type: none"> "This.a" or "This.a.b" columns are sortable. The list box source property must be an assignable expression.
Collection of scalar values	Nein	Use custom sort with <code>orderBy()</code> function
Entity-Selection	Ja	<ul style="list-style-type: none"> The list box source property must be an assignable expression. Supported: sorts on object attribute properties (e.g. "This.data.city" when "data" is an object attribute) Supported: sorts on related attributes (e.g. "This.company.name") Not supported: sorts on object attribute properties through related attributes (e.g. "This.company.data.city"). For this, you need to use custom sort with <code>orderByFormula()</code> function (see example below)
Current selection	Ja	Only simple expressions are sortable (e.g. <code>[Table_1]Field_2</code>)
Named selection	Nein	
Arrays	Ja	Columns bound to picture and pointer arrays are not sortable

Custom sort

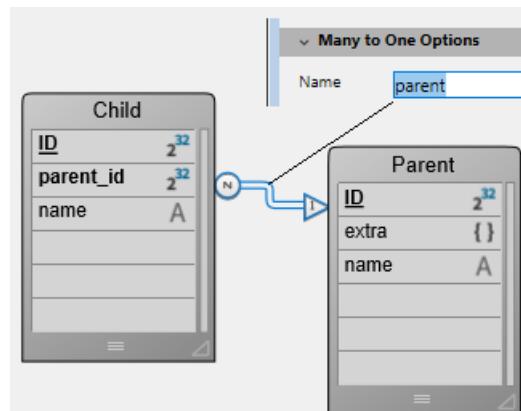
The developer can set up custom sorts, for example using the [LISTBOX SORT COLUMNS](#) command and/or combining the [On Header Click](#) and [On After Sort](#) form events and relevant 4D commands.

Custom sorts allow you to:

- carry out multi-level sorts on several columns, thanks to the [LISTBOX SORT COLUMNS](#) command,
- use functions such as `collection.orderByFormula()` or `entitySelection.orderByFormula()` to sort columns on complex criteria.

Beispiel

You want to sort a list box using values of a property stored in a related object attribute. You have the following structure:



You design a list box of the entity selection type, bound to the `Form.child` expression. In the [On Load](#) form event, you execute `Form.child:=ds.Child.all()`.

You display two columns:

Child name	Parent's nickname
This.name	This.parent.extra.nickname

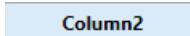
If you want to sort the list box using the values of the second column, you have to write:

```
If (Form event code=On Header Click)
    Form.child:=Form.child.orderByFormula("This.parent.extra.nickname"; dk ascending)
End if
```

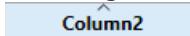
Column header variable

The value of the [column header variable](#) allows you to manage additional information: the current sort of the column (read) and the display of the sort arrow.

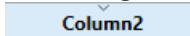
- If the variable is set to 0, the column is not sorted and the sort arrow is not displayed.



- If the variable is set to 1, the column is sorted in ascending order and the sort arrow is displayed.



- If the variable is set to 2, the column is sorted in descending order and the sort arrow is displayed.



Only declared or dynamic [variables](#) can be used as header column variables. Other kinds of [expressions](#) such as `Form.sortValue` are not supported.

You can set the value of the variable (for example, `Header2:=2`) in order to "force" the sort arrow display. The column sort itself is not modified in this case; it is up to the developer to handle it.

The [OBJECT SET FORMAT](#) command offers specific support for icons in list box headers, which can be useful when you want to work with a customized sort icon.

Managing row colors, styles, and display

There are several different ways to set background colors, font colors and font styles for list boxes:

- at the level of the [list box object properties](#),
- at the level of the [column properties](#),
- using [arrays or expressions properties](#) for the list box and/or for each column,
- at the level of the text of each cell (if [multi-style text](#)).

Priority & inheritance

Priority and inheritance principles are observed when the same property is set at more than one level.

Priority level	Setting location
high priority	Cell (if multi-style text)
	Column arrays/methods
	List box arrays/methods
	Column properties
	List box properties
low priority	Meta Info expression (for collection or entity selection list boxes)

For example, if you set a font style in the list box properties and another using a style array for the column, the latter one will be taken into account.

For each attribute (style, color and background color), an inheritance is implemented when the default value is used:

- for cell attributes: attribute values of rows
- for row attributes: attribute values of columns
- for column attributes: attribute values of the list box

This way, if you want an object to inherit the attribute value from a higher level, you can use pass the `lk inherited` constant (default value) to the definition command or directly in the element of the corresponding style/color array. For example, given an array list box containing a standard font style with alternating colors:

standard	standard	standard	standard	standard	standard
standard	standard	standard	standard	standard	standard
standard	standard	standard	standard	standard	standard
standard	standard	standard	standard	standard	standard
standard	standard	standard	standard	standard	standard
standard	standard	standard	standard	standard	standard

You perform the following modifications:

- change the background of row 2 to red using the [Row Background Color Array](#) property of the list box object,
- change the style of row 4 to italics using the [Row Style Array](#) property of the list box object,
- two elements in column 5 are changed to bold using the [Row Style Array](#) property of the column 5 object,
- the 2 elements for column 1 and 2 are changed to dark blue using the [Row Background Color Array](#) property for the column 1 and 2 objects:

standard	standard	standard	standard	standard	standard
standard	standard	standard	standard	standard	standard
standard	standard	standard	standard	standard	standard
standard	standard	standard	standard	standard	standard
standard	standard	standard	standard	standard	standard
standard	standard	standard	standard	standard	standard

To restore the original appearance of the list box, you can:

- pass the `lk inherited` constant in element 2 of the background color arrays for columns 1 and 2: then they inherit the red background color of the row.
- pass the `lk inherited` constant in elements 3 and 4 of the style array for column 5: then they inherit the standard style, except for element 4, which changes to italics as specified in the style array of the list box.
- pass the `lk inherited` constant in element 4 of the style array for the list box in order to remove the italics style.
- pass the `lk inherited` constant in element 2 of the background color array for the list box in order to restore the original alternating color of the list box.

Using arrays and expressions

Depending of the list box type, you can use different properties to customize row colors, styles and display:

Property	Array list box	Selection list box	Collection or Entity Selection list box
Background color	Row Background Color Array	Background Color Expression or Meta info expression	Background Color Expression or Meta info expression
Font color	Row Font Color Array	Font Color Expression	Font Color Expression or Meta info expression

[Row Style Array](#) | [Style Expression](#) | [Style Expression or Meta info expression](#) | [Display](#) | [Row Control Array](#) | -|-|

Printing list boxes

Two printing modes are available: preview mode - which can be used to print a list box like a form object, and advanced mode - which lets you control the printing of the list box object itself within the form. Note that the "Printing" appearance is available for list box objects in the Form editor.

Preview mode

Printing a list box in preview mode consists of directly printing the list box and the form that contains it using the standard print commands or the Print menu command. The list box is printed as it is in the form. This mode does not allow precise control of the printing of the object; in particular, it does not allow you to print all the rows of a list box that contains more rows than it can display.

Erweiterter Modus

In this mode, the printing of list boxes is carried out by programming, via the `Print object` command (project forms and table forms are supported). The `LISTBOX GET PRINT INFORMATION` command is used to control the printing of the object.

In this mode:

- The height of the list box object is automatically reduced when the number of rows to be printed is less than the original height of the object (there are no "blank" rows printed). On the other hand, the height does not automatically increase according to the contents of the object. The size of the object actually printed can be obtained via the `LISTBOX GET PRINT INFORMATION` command.
- The list box object is printed "as is", in other words, taking its current display parameters into account: visibility of headers and gridlines, hidden and displayed rows, etc. These parameters also include the first row to be printed: if you call the `OBJECT SET SCROLL POSITION` command before launching the printing, the first row printed in the list box will be the one designated by the command. These parameters also include the first row to be printed: if you call the `OBJECT SET SCROLL POSITION` command before launching the printing, the first row printed in the list box will be the one designated by the command.
- An automatic mechanism facilitates the printing of list boxes that contain more rows than it is possible to display: successive calls to `Print object` can be used to print a new set of rows each time. The `LISTBOX GET PRINT INFORMATION` command can be used to check the status of the printing while it is underway.

Hierarchical list boxes

A hierarchical list box is a list box in which the contents of the first column appears in hierarchical form. This type of representation is adapted to the presentation of information that includes repeated values and/or values that are hierarchically dependent (country/region/city and so on).

Only `array type list boxes` can be hierarchical.

Hierarchical list boxes are a particular way of representing data but they do not modify the data structure (arrays). Hierarchical list boxes are managed exactly the same way as regular list boxes.

Defining the hierarchy

To specify a hierarchical list box, there are several possibilities:

- Manually configure hierarchical elements using the Property list of the form editor (or edit the JSON form).
- Visually generate the hierarchy using the list box management pop-up menu, in the form editor.
- Use the `LISTBOX SET HIERARCHY` and `LISTBOX GET HIERARCHY` commands, described in the *4D Language Reference* manual.

Hierarchical List Box property

This property specifies that the list box must be displayed in hierarchical form. In the JSON form, this feature is triggered [when the `dataSource` property value is an array](#), i.e. a collection.

Additional options (Variable 1...10) are available when the *Hierarchical List Box* option is selected, corresponding to each `dataSource` array to use as break column. Each time a value is entered in a field, a new row is added. Up to 10 variables can be specified. These variables set the hierarchical levels to be displayed in the first column.

The first variable always corresponds to the name of the variable for the first column of the list box (the two values are automatically bound). This first variable is always visible and enterable. For example: country. The second variable is

also always visible and enterable; it specifies the second hierarchical level. For example: regions. Beginning with the third field, each variable depends on the one preceding it. For example: counties, cities, and so on. A maximum of ten hierarchical levels can be specified. If you remove a value, the whole hierarchy moves up a level.

The last variable is never hierarchical even if several identical values exists at this level. For example, referring to the configuration illustrated above, imagine that arr1 contains the values A A A B B B, arr2 has the values 1 1 1 2 2 2 and arr3 the values X X Y Y Y Z. In this case, A, B, 1 and 2 could appear in collapsed form, but not X and Y:

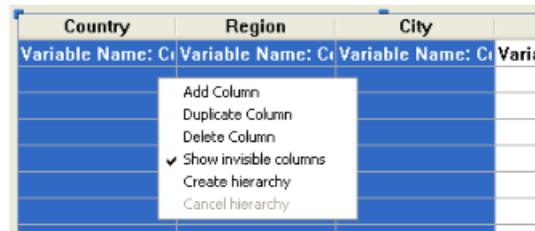
```
+ A  
+ 1  
X  
X  
Y  
+ B  
+ 2  
Y  
Y  
Z
```

This principle is not applied when only one variable is specified in the hierarchy: in this case, identical values may be grouped.

If you specify a hierarchy based on the first columns of an existing list box, you must then remove or hide these columns (except for the first), otherwise they will appear in duplicate in the list box. If you specify the hierarchy via the pop-up menu of the editor (see below), the unnecessary columns are automatically removed from the list box.

Create hierarchy using the contextual menu

When you select at least one column in addition to the first one in a list box object (of the array type) in the form editor, the Create hierarchy command is available in the context menu:



This command is a shortcut to define a hierarchy. When it is selected, the following actions are carried out:

- The Hierarchical list box option is checked for the object in the Property List.
- The variables of the columns are used to specify the hierarchy. They replace any variables already specified.
- The columns selected no longer appear in the list box (except for the title of the first one).

Example: given a list box whose first columns contain Country, Region, City and Population. When Country, Region and City are selected, if you choose Create hierarchy in the context menu, a three-level hierarchy is created in the first column, columns 2 and 3 are removed and the Population column becomes the second:

The screenshot shows a software interface with two main components: a configuration dialog on the right and a preview window on the left.

PropertyList Dialog (Right):

- Type:** List Box
- Object Name:** List Box
- Variable or Expression:** List Box
- Data Source:** Arrays

List Box Properties:

- Number of Columns: 2
- Number of Locked Columns: 0
- Number of Static Columns: 1
- Row Control Array:
- Selection Mode: Multiple

Headers:

- Display Headers:
- Height: 1 lines

Footers:

- Display Footers:
- Height: 1 lines

Hierarchy:

- Hierarchical List Box:
- Variable 1: Country
- Variable 2: Region
- Variable 3: City (highlighted)
- Variable 4:

Other Sections:

- Coordinates & Sizing
- Resizing Options
- Entry
- Display
- Appearance
- Background and Border
- Text

All Themes

Preview Window (Left):

A grid view showing two columns: "Country" and "Population". The "Country" column has a header "Variable Name: Column1" and the "Population" column has a header "Variable Name: Column4". The grid contains several rows of data.

Cancel hierarchy

When the first column is selected and already specified as hierarchical, you can use the **Cancel hierarchy** command. When you choose this command, the following actions are carried out:

- The Hierarchical list box option is deselected for the object,
 - The hierarchical levels 2 to X are removed and transformed into columns added to the list box.

How it works

When a form containing a hierarchical list box is opened for the first time, by default all the rows are expanded.

A break row and a hierarchical "node" are automatically added in the list box when values are repeated in the arrays. For example, imagine a list box containing four arrays specifying cities, each city being characterized by its country, its region, its name and its number of inhabitants:

Country	Region	City	Population
France	Brittany	Rennes	200000
France	Brittany	Quimper	80000
France	Brittany	Brest	120000
France	Normandy	Caen	75000
France	Normandy	Deauville	35000

If this list box is displayed in hierarchical form (the first three arrays being included in the hierarchy), you obtain:

City	Population
France	
Brittany	
Rennes	200000
Quimper	80000
Brest	120000
Normandy	
Caen	75000
Deauville	35000

The arrays are not sorted before the hierarchy is constructed. If, for example, an array contains the data AAABBAACC, the hierarchy obtained is:

```
> &gt; > A B A C
```

To expand or collapse a hierarchical "node," you can just click on it. If you Alt+click (Windows) or Option+click (macOS) on the node, all its sub-elements will be expanded or collapsed as well. These operations can also be carried out by programming using the `LISTBOX EXPAND` and `LISTBOX COLLAPSE` commands.

When values of the date or time type are included in a hierarchical list box, they are displayed in the short system format.

Sorts in hierarchical list boxes

In a list box in hierarchical mode, a standard sort (carried out by clicking on the header of a list box column) is always constructed as follows:

- In the first place, all the levels of the hierarchical column (first column) are automatically sorted by ascending order.
- The sort is then carried out by ascending or descending order (according to the user action) on the values of the column that was clicked.
- All the columns are synchronized.
- During subsequent sorts carried out on non-hierarchical columns of the list box, only the last level of the first column is sorted. It is possible to modify the sorting of this column by clicking on its header.

Given for example the following list box, in which no specific sort is specified:

Country	Population
France	
Brittany	
Rennes	200000
Quimper	80000
Brest	120000
Lannion	20300
Lorient	35000
Normandy	
Caen	220000
Deauville	4000
Cherbourg	41000
Auvergne	
Vichy	27000
Moulins	20600
Belgium	
Wallonia	
Namur	111000
Liege	200000
Flanders	
Antwerp	472000
Louvain	95000
Brussels-Capital	
Brussels	155000

If you click on the "Population" header to sort the populations by ascending (or alternately descending) order, the data appear as follows:

The screenshot shows a hierarchical list box with two columns: "Country" and "Population". The data is organized into three main categories: Belgium, France, and France (under which Auvergne, Brittany, and Normandy are listed). The "Population" column contains numerical values representing city populations.

- Annotation 1 (left side):** "1- Automatic sorting of all the hierarchical levels by ascending order" points to the header of the "Population" column. This annotation describes the global sorting mechanism where all hierarchical levels are considered.
- Annotation 2 (right side):** "Click on the header: sorting of the population (ascending order)" points to the same "Population" header. This annotation describes the local sorting mechanism where only the last level of hierarchy is synchronized.
- Annotation 3 (center-left):** "In the case of subsequent clicks on the Population header, only the last level will be synchronized" provides a detailed explanation of the local sorting behavior.
- Annotation 4 (right side):** "2 - Sorting of the population by ascending order within the last level" points to the "Population" header again, emphasizing the scope of the local sort.

Country	Population
Belgium	
Brussels-Capital	
Brussels	155000
Flanders	
Antwerp	472000
Louvain	495000
Wallonia	
Liege	200000
Namur	211000
France	
Auvergne	
Vichy	27000
Moulins	27600
Brittany	
Rennes	200000
Brest	220000
Quimper	280000
Lorient	285000
Lannion	320300
Normandy	
Caen	220000
Cherbourg	441000
Deauville	444000

As for all list boxes, you can [disable the standard sort mechanism](#) and manage sorts using programming.

Selections and positions in hierarchical list boxes

A hierarchical list box displays a variable number of rows on screen according to the expanded/collapsed state of the hierarchical nodes. This does not however mean that the number of rows of the arrays vary. Only the display is modified, not the data. It is important to understand this principle because programmed management of hierarchical list boxes is always based on the data of the arrays, not on the displayed data. In particular, the break rows added automatically are not taken into account in the display options arrays (see below).

Let's look at the following arrays for example:

France	Brittany	Brest
France	Brittany	Quimper
France	Brittany	Rennes

If these arrays are represented hierarchically, the row "Quimper" will not be displayed on the second row, but on the fourth, because of the two break rows that are added:

France
Brittany
Brest
Quimper
Rennes

Regardless of how the data are displayed in the list box (hierarchically or not), if you want to change the row containing "Quimper" to bold, you must use the statement `Style{2} = bold`. Only the position of the row in the arrays is taken into account.

This principle is implemented for internal arrays that can be used to manage:

- colors
- background colors
- styles
- hidden rows
- selections

For example, if you want to select the row containing Rennes, you must pass:

```
->MyListbox{3}:=True
```

Non-hierarchical representation:

France	Brittany	Brest
France	Brittany	Quimper
France	Brittany	Rennes

Hierarchical representation:

France
Brittany
Brest
Quimper
Rennes

If one or more rows are hidden because their parents are collapsed, they are no longer selected. Only the rows that are visible (either directly or by scrolling) can be selected. In other words, rows cannot be both hidden and selected.

As with selections, the `LISTBOX GET CELL POSITION` command will return the same values for a hierarchical list box and a non-hierarchical list box. This means that in both of the examples below, `LISTBOX GET CELL POSITION` will return the same position: (3;2).

Non-hierarchical representation:

France	Brittany	Brest	120000
France	Brittany	Quimper	80000
France	Brittany	Rennes	200000
France	Normandy	Caen	75000

Hierarchical representation:

France	
Brittany	
Brest	120000
Quimper	80000
Rennes	200000
Normandy	
Caen	75000

When all the rows of a sub-hierarchy are hidden, the break line is automatically hidden. In the above example, if rows 1 to 3 are hidden, the "Brittany" break row will not appear.

Break rows

If the user selects a break row, `LISTBOX GET CELL POSITION` returns the first occurrence of the row in the corresponding array. In the following case:

France	
Brittany	
Brest	120000
Quimper	80000
Rennes	200000
Normandy	
Caen	75000

... `LISTBOX GET CELL POSITION` returns (2;4). To select a break row by programming, you will need to use the `LISTBOX SELECT BREAK` command.

Break rows are not taken into account in the internal arrays used to manage the graphic appearance of list boxes (styles and colors). It is however possible to modify these characteristics for break rows via the graphic management commands for objects. You simply need to execute the appropriate commands on the arrays that constitute the hierarchy.

Given for example the following list box (the names of the associated arrays are specified in parentheses):

Non-hierarchical representation:

(T1)	(T2)	(T3)	(T4)	(tStyle)	(tColor)
France	Brittany	Brest	120000	Normal	0
France	Brittany	Quimper	80000	Underline	0
France	Brittany	Rennes	200000	Normal	0xFF0000
France	Normandy	Caen	220000	Normal	0
France	Normandy	Deauville	4000	Normal	0

Hierarchical representation:

France	
Brittany	
Brest	120000
Quimper	80000
Rennes	200000
Normandy	
Caen	75000
Deauville	4000

In hierarchical mode, break levels are not taken into account by the style modification arrays named `tStyle` and `tColors`. To modify the color or style of break levels, you must execute the following statements:

```
OBJECT SET RGB COLORS(T1;0x0000FF;0xB0B0B0)
OBJECT SET FONT STYLE(T2;Bold)
```

In this context, only the syntax using the array variable can function with the object property commands because the arrays do not have any associated object.

Result:

France	
Brittany	
Brest	120000
Quimper	80000
Rennes	200000
Normandy	
Caen	75000
Deauville	4000

Optimized management of expand/collapse

You can optimize hierarchical list boxes display and management using the `On Expand` and `On Collapse` form events.

A hierarchical list box is built from the contents of its arrays so it can only be displayed when all these arrays are loaded into memory. This makes it difficult to build large hierarchical list boxes based on arrays generated from data (through the `SELECTION TO ARRAY` command), not only because of the display speed but also the memory used.

Using the `On Expand` and `On Collapse` form events can overcome these constraints: for example, you can display only part of the hierarchy and load/unload the arrays on the fly, based on user actions. In the context of these events, the `LISTBOX GET CELL POSITION` command returns the cell where the user clicked in order to expand or collapse a row.

In this case, you must fill and empty arrays through the code. The principles to be implemented are:

- When the list box is displayed, only the first array must be filled. However, you must create a second array with empty values so that the list box displays the expand/collapse buttons:

Artists/Albums/Tracks	CDs	Tracks	Durations
+ Brasil			
+ Celtic			
+ Classical			
+ Jazz			
+ New Age			
+ Others			
+ Pop/Rock			
+ Soundtrack			
+ World			

- When a user clicks on an expand button, you can process the `On Expand` event. The `LISTBOX GET CELL POSITION` command returns the cell concerned and lets you build the appropriate hierarchy: you fill the first array with the repeated values and the second with the values sent from the `SELECTION TO ARRAY` command and you insert as many rows as needed in the list box using the `LISTBOX INSERT ROWS` command.

Artists/Albums/Tracks	CDs	Tracks	Durations
+ Brasil			
+ Celtic			
+ Classical			
+ Jazz			
+ New Age			
+ Others			
+ Jacqueline Maillan			
+ Pierre Dac			
+ Pierre Dac & Francis Blanche			
+ Pop/Rock			
+ Soundtrack			
+ World			

- When a user clicks on a collapse button, you can process the `On Collapse` event. The `LISTBOX GET CELL POSITION` command returns the cell concerned: you remove as many rows as needed from the list box using the `LISTBOX DELETE ROWS` command.

Object arrays in columns

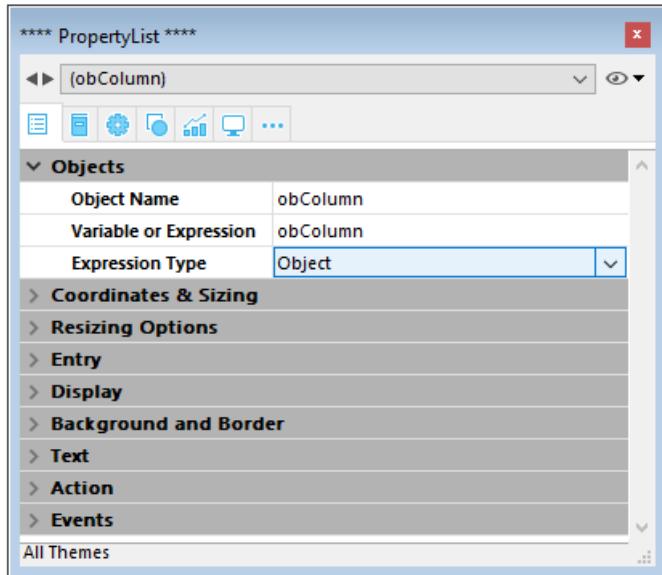
List box columns can handle object arrays. Since object arrays can contain different kinds of data, this powerful new feature allows you to mix different input types in the rows of a single column, and display various widgets as well. For example, you could insert a text input in the first row, a check box in the second, and a drop-down list in the third. Object arrays also provide access to new kinds of widgets, such as buttons or color pickers.

The following list box was designed using an object array:

Label	Value
Document Name	MyReport
Document Type	PDF
Reference	123456
Category	[Object Array Column]
Include Abstract	<input checked="" type="checkbox"/>
Printable area size (height)	297 <input type="button" value="mm"/>
Printable area size (width)	210 <input type="button" value="mm"/>
Show Preview	<input type="button" value="Preview..."/>

Configuring an object array column

To assign an object array to a list box column, you just need to set the object array name in either the Property list ("Variable Name" field), or using the `LISTBOX INSERT COLUMN` command, like with any array-based column. In the Property list, you can now select Object as a "Expression Type" for the column:



Standard properties related to coordinates, size, and style are available for object columns. You can define them using the Property list, or by programming the style, font color, background color and visibility for each row of an object-type list box column. These types of columns can also be hidden.

However, the Data Source theme is not available for object-type list box columns. In fact, the contents of each column cell are based on attributes found in the corresponding element of the object array. Each array element can define:

the value type (mandatory): text, color, event, etc. the value itself (optional): used for input/output. the cell content display (optional): button, list, etc. additional settings (optional): depend on the value type To define these properties, you need to set the appropriate attributes in the object (available attributes are listed below). For example, you can write "Hello World!" in an object column using this simple code:

```
C_OBJECT($obj)
$entry:="Hello world!" ARRAY OBJECT(obColumn;0) //column array
C_OBJECT($obj) //first element
OB SET($obj;"valueType";"text") //defines the value type (mandatory)
OB SET($obj;"value";"Hello World!") //defines the value
APPEND TO ARRAY(obColumn;$obj)
```



Display format and entry filters cannot be set for an object column. They automatically depend on the value type.

valueType and data display

When a list box column is associated with an object array, the way a cell is displayed, entered, or edited, is based on the valueType attribute of the array element. Supported valueType values are:

- "text": for a text value
- "real": for a numeric value that can include separators like a <space>, <.>, or <,>
- "integer": for an integer value
- "boolean": for a True/False value
- "color": to define a background color
- "event": to display a button with a label.

4D uses default widgets with regards to the "valueType" value (i.e., a "text" is displayed as a text input widget, a "boolean" as a check box), but alternate displays are also available through options (e.g., a real can also be represented as a drop-down menu). The following table shows the default display as well as alternatives for each type

of value:

valueType	Default widget	Alternative widget(s)
Text	text input	drop-down menu (required list) or combo box (choice list)
Zahl	controlled text input (numbers and separators)	drop-down menu (required list) or combo box (choice list)
integer	controlled text input (numbers only)	drop-down menu (required list) or combo box (choice list) or three-states check box
Boolean	check box	drop-down menu (required list)
color	background color	Text
event	button with label	
		All widgets can have an additional unit toggle button or ellipsis button attached to the cell.

You set the cell display and options using specific attributes in each object (see below).

Display formats and entry filters

You cannot set display formats or entry filters for columns of object-type list boxes. They are automatically defined according to the value type. These are listed in the following table:

Value type	Default format	Entry control
Text	same as defined in object	any (no control)
Zahl	same as defined in object (using system decimal separator)	"0-9" and "." and "-" "0-9" and "." if min>=0
integer	same as defined in object	"0-9" and "-" "0-9" if min>=0
Boolean	check box	N/A
color	N/A	N/A
event	N/A	N/A

Attributes

Each element of the object array is an object that can contain one or more attributes that will define the cell contents and data display (see example above).

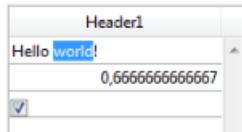
The only mandatory attribute is "valueType" and its supported values are "text", "real", "integer", "boolean", "color", and "event". The following table lists all the attributes supported in list box object arrays, depending on the "valueType" value (any other attributes are ignored). Display formats are detailed and examples are provided below.

	valueType	Text	Zahl	integer	Boolean	color	event
Attributes	Beschreibung						
value	cell value (input or output)	x	x	x			
min	minimum value		x	x			
max	maximum value		x	x			
behavior	"threeStates" value			x			
requiredList	drop-down list defined in object	x	x	x			
choiceList	combo box defined in object	x	x	x			
requiredListReference	4D list ref, depends on "saveAs" value	x	x	x			
requiredListName	4D list name, depends on "saveAs" value	x	x	x			
saveAs	"reference" or "value"	x	x	x			
choiceListReference	4D list ref, display combo box	x	x	x			
choiceListName	4D list name, display combo box	x	x	x			
unitList	array of X elements	x	x	x			
unitReference	index of selected element	x	x	x			
unitsListReference	4D list ref for units	x	x	x			
unitsListName	4D list name for units	x	x	x			
alternateButton	add an alternate button	x	x	x	x	x	

value

Cell values are stored in the "value" attribute. This attribute is used for input as well as output. It can also be used to define default values when using lists (see below).

```
C_OBJECT($obj)
$entry:="Hello world!"
OB SET($obj;"valueType";"text")
OB SET($obj;"alternateButton";True)
OB SET($obj;"value";$entry)
```



Null values are supported and result in an empty cell.

min and max

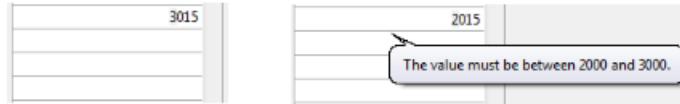
When the "valueType" is "real" or "integer", the object also accepts min and max attributes with appropriate values (values must be of the same type as the valueType).

These attributes can be used to control the range of input values. When a cell is validated (when it loses the focus), if the input value is lower than the min value or greater than the max value, then it is rejected. In this case, the previous value is maintained and a tip displays an explanation.

```

C_OBJECT($obj3)
$entry3:=2015
OB SET($obj3;"valueType";"integer")
OB SET($obj3;"value";$entry3)
OB SET($obj3;"min";2000)
OB SET($obj3;"max";3000)

```



behavior

The behavior attribute provides variations to the regular representation of values. In 4D v15, a single variation is proposed:

Attribute	Available value(s)	valueType(s)	Beschreibung
behavior	threeStates	integer	Represents a numeric value as a three-states check box. 2=semi-checked, 1=checked, 0=unchecked, -1=invisible, -2=unchecked disabled, -3=checked disabled, -4=semi-checked disabled

```

C_OBJECT($obj3)
OB SET($obj3;"valueType";"integer")

OB SET($obj3;"value";-3)
C_OBJECT($obj4)
OB SET($obj4;"valueType";"integer")
OB SET($obj4;"value";-3)
OB SET($obj4;"behavior";"threeStates")

```



requiredList and choiceList

When a "choiceList" or a "requiredList" attribute is present inside the object, the text input is replaced by a drop-down list or a combo box, depending of the attribute:

- If the attribute is "choiceList", the cell is displayed as a combo box. This means that the user can select or type a value.
- If the attribute is "requiredList" then the cell is displayed as a drop-down list and the user can only select one of the values provided in the list.

In both cases, a "value" attribute can be used to preselect a value in the widget.

The widget values are defined through an array. If you want to assign an existing 4D list to the widget, you need to use the "requiredListReference", "requiredListName", "choiceListReference", or "choiceListName" attributes.

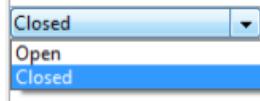
Beispiele:

- You want to display a drop-down list with only two options: "Open" or "Closed". "Closed" must be preselected:

```

ARRAY TEXT($RequiredList;0)
APPEND TO ARRAY($RequiredList;"Open")
APPEND TO ARRAY($RequiredList;"Closed")
C_OBJECT($ob)
OB SET($ob;"valueType";"text")
OB SET($ob;"value";"Closed")
OB SET ARRAY($ob;"requiredList";$RequiredList)

```

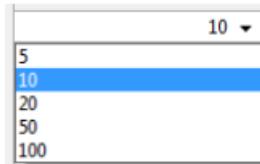


- You want to accept any integer value, but display a combo box to suggest the most common values:

```

ARRAY LONGINT($ChoiceList;0)
APPEND TO ARRAY($ChoiceList;5)
APPEND TO ARRAY($ChoiceList;10)
APPEND TO ARRAY($ChoiceList;20)
APPEND TO ARRAY($ChoiceList;50)
APPEND TO ARRAY($ChoiceList;100)
C_OBJECT($ob)
OB SET($ob;"valueType";"integer")
OB SET($ob;"value";10) //10 as default value
OB SET ARRAY($ob;"choiceList";$ChoiceList)

```



requiredListName and requiredListReference

The "requiredListName" and "requiredListReference" attributes allow you to use, in a list box cell, a list defined in 4D either in Design mode (in the Lists editor of the Tool box) or by programming (using the New list command). The cell will then be displayed as a drop-down list. This means that the user can only select one of the values provided in the list.

Use "requiredListName" or "requiredListReference" depending on the origin of the list: if the list comes from the Tool box, you pass a name; otherwise, if the list has been defined by programming, you pass a reference. In both cases, a "value" attribute can be used to preselect a value in the widget.

- If you want to define these values through a simple array, you need to use the "requiredList" attribute.
- If the list contains text items representing real values, the decimal separator must be a period ("."), regardless of the local settings, e.g.: "17.6" "1234.456".

Beispiele:

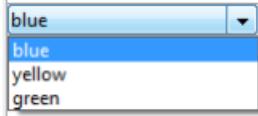
- You want to display a drop-down list based on a "colors" list defined in the Tool box (containing the values "blue", "yellow", and "green"), save it as a value and display "blue" by default:



```

C_OBJECT($ob)
OB SET($ob;"valueType";"text")
OB SET($ob;"saveAs";"value")
OB SET($ob;"value";"blue")
OB SET($ob;"requiredListName";"colors")

```



- You want to display a drop-down list based on a list defined by programming and save it as a reference:

```

<>List:=New list
APPEND TO LIST(<>List;"Paris";1)
APPEND TO LIST(<>List;"London";2)
APPEND TO LIST(<>List;"Berlin";3)
APPEND TO LIST(<>List;"Madrid";4)
C_OBJECT($ob)
OB SET($ob;"valueType";"integer")
OB SET($ob;"saveAs";"reference")
OB SET($ob;"value";2) //displays London by default
OB SET($ob;"requiredListReference";<>List)

```

! [] (/docs/Rx/assets/en/FormObjects/listbox_column_objectArray_cities.png)

choiceListName and choiceListReference

The "choiceListName" and "choiceListReference" attributes allow you to use, in a list box cell, a list defined in 4D either in Design mode (in the Tool box) or by programming (using the New list command). The cell is then displayed as a combo box, which means that the user can select or type a value.

Use "choiceListName" or "choiceListReference" depending on the origin of the list: if the list comes from the Tool box, you pass a name; otherwise, if the list has been defined by programming, you pass a reference. In both cases, a "value" attribute can be used to preselect a value in the widget.

- If you want to define these values through a simple array, you need to use the "choiceList" attribute.
- If the list contains text items representing real values, the decimal separator must be a period ("."), regardless of the local settings, e.g.: "17.6" "1234.456".

Beispiel:

You want to display a combo box based on a "colors" list defined in the Tool box (containing the values "blue", "yellow", and "green") and display "green" by default:



```

C_OBJECT($ob)
OB SET($ob;"valueType";"text")
OB SET($ob;"value";"blue")
OB SET($ob;"choiceListName";"colors")

```

unitsList, unitsListName, unitsListReference and unitReference

You can use specific attributes to add units associated with cell values (e.g.: "10 cm", "20 pixels", etc.). To define the unit list, you can use one of the following attributes:

- "unitsList": an array containing the x elements used to define the available units (e.g.: "cm", "inches", "km", "miles", etc.). Use this attribute to define units within the object.
- "unitsListReference": a reference to a 4D list containing available units. Use this attribute to define units with a 4D list created with the [New list](#) command.
- "unitsListName": a name of a design-based 4D list that contains available units. Use this attribute to define units with a 4D list created in the Tool box.

Regardless of the way the unit list is defined, it can be associated with the following attribute:

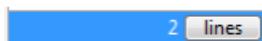
- "unitReference": a single value that contains the index (from 1 to x) of the selected item in the "unitList", "unitsListReference" or "unitsListName" values list.

The current unit is displayed as a button that cycles through the "unitList", "unitsListReference" or "unitsListName" values each time it is clicked (e.g., "pixels" -> "rows" -> "cm" -> "pixels" -> etc.)

Beispiel:

We want to set up a numeric input followed by two possible units: "rows" or "pixels". The current value is "2" + "lines". We use values defined directly in the object ("unitsList" attribute):

```
ARRAY TEXT($_units;0)
APPEND TO ARRAY($_units;"lines")
APPEND TO ARRAY($_units;"pixels")
C_OBJECT($ob)
OB SET($ob;"valueType";"integer")
OB SET($ob;"value";2) // 2 "units"
OB SET($ob;"unitReference";1) //"lines"
OB SET ARRAY($ob;"unitsList";$_units)
```



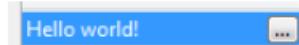
alternateButton

If you want to add an ellipsis button [...] to a cell, you just need to pass the "alternateButton" with the True value in the object. The button will be displayed in the cell automatically.

When this button is clicked by a user, an `On Alternate Click` event will be generated, and you will be able to handle it however you want (see the "Event management" paragraph for more information).

Beispiel:

```
C_OBJECT($ob1)
$entry:="Hello world!"
ARRAY OBJECT(obColumn;0) //column array
C_OBJECT($ob) //first element
OB SET($ob;"valueType";"text") //defines the value type (mandatory)
OB SET($ob;"value";"Hello World!") //defines the value
APPEND TO ARRAY(obColumn;$ob)
```



color valueType

The "color" valueType allows you to display either a color or a text.

- If the value is a number, a colored rectangle is drawn inside the cell. Beispiel:

```
C_OBJECT($obj4)
OB SET($obj4;"valueType";"color")
OB SET($obj4;"value";0x00FF0000)
```



- If the value is a text, then the text is displayed (e.g.: "value";"Automatic").

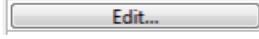
event valueType

The "event" valueType displays a simple button that generates an `On Clicked` event when clicked. No data or value can be passed or returned.

Optionally, you can pass a "label" attribute.

Beispiel:

```
C_OBJECT($obj)
OB SET($obj;"valueType";"event")
OB SET($obj;"label";"Edit...")
```



Event management

Several events can be handled while using an object list box array:

- On Data Change: An `On Data Change` event is triggered when any value has been modified either:
 - in a text input zone
 - in a drop-down list
 - in a combo box area
 - in a unit button (switch from value x to value x+1)
 - in a check box (switch between checked/unchecked)
- On Clicked: When the user clicks on a button installed using the "event" `valueType` attribute, an `On Clicked` event will be generated. This event is managed by the programmer.
- On Alternative Click: When the user clicks on an ellipsis button ("alternateButton" attribute), an `On Alternative Click` event will be generated. This event is managed by the programmer.

Picture Button

A picture button is similar to a [standard button](#). However unlike a standard button (which accepts three states: enabled, disabled and clicked), a picture button has a different image to represent each state.

Picture buttons can be used in two ways:

- As command buttons in a form. In this case, the picture button generally includes four different states: enabled, disabled, clicked and rolled over.

For example, a table of thumbnails that has one row of four columns, each thumbnail corresponds to the Default, Clicked, Roll over, and Disabled states.

Property	JSON name	Wert
Rows	rowCount	1
Columns	columnCount	4
Switch back when Released	switchBackWhenReleased	true
Switch when Roll Over	switchWhenRollover	true
Use Last Frame as Disabled	useLastFrameAsDisabled	true

- As a picture button letting the user choose among several choices. In this case, a picture button can be used in place of a pop-up picture menu. With [Picture Pop-up Menus](#), all choices are displayed simultaneously (as the items in the pop-up menu), while the picture button displays the choices consecutively (as the user clicks the button). Here is an example of a picture button. Suppose you want to give the users of a custom application the opportunity to choose the interface language for the application. You implement the option as a picture button in a custom properties dialog box:



Clicking the object changes the picture.

Using picture buttons

You can implement a picture button in the following manner:

- First, prepare a single graphic in which the series of images are arranged in a row, a column, or a row-by-column grid.



You can organize pictures as columns, rows, or a row-by-column grid (as shown above). When organizing pictures as a grid, they are numbered from left to right, row by row, beginning with 0. For example, the second picture of the second row of a grid that consists of two rows and three columns, is numbered 4 (The UK flag in the example above).

- Next, make sure the image is in your project's Resources and enter the path in the [Pathname](#) property.
- Define the graphic's [Rows and Columns](#) properties.
- Specify when the images change by selecting appropriate [animation](#) properties.

Animation

In addition to the standard positioning and appearance settings, you can set some specific properties for picture buttons, especially concerning how and when the pictures are displayed. These property options can be combined to enhance your picture buttons.

- By default (when no [animation option](#) is selected), a picture button displays the next picture in the series when the user clicks; it displays the previous picture in the series when the user holds down the Shift key and clicks. When the user reaches the last picture in the series, the picture does not change when the user clicks again. In other words, it does not cycle back to the first picture in the series.

The following other modes are available:

- [Loop back to first frame](#)
- [Switch back when Released](#)
- [Switch when Roll Over](#)
- [Switch continuously on clicks](#)
- [Use Last Frame as Disabled](#)
- [Use Last frame as disabled](#)

[Use Last frame as disabled](#) > [Use Last frame as disabled](#) > The associated variable of the picture button returns the index number, in the thumbnail table, of the current picture displayed. The numbering of pictures in the table begins with 0.

Supported Properties

[Bold](#) - [Border Line Style](#) - [Bottom](#) - [Button Style](#) - [Class](#) - [Columns](#) - [Droppable](#) - [Focusable](#) - [Font](#) - [Font Color](#) - [Height](#) - [Help Tip](#) - [Horizontal Sizing](#) - [Italic](#) - [Left](#) - [Loop back to first frame](#) - [Object Name](#) - [Pathname](#) - [Right](#) - [Rows](#) - [Shortcut](#) - [Standard action](#) - [Switch back when released](#) - [Switch continuously on clicks](#) - [Switch every x ticks](#) - [Title](#) - [Switch when roll over](#) - [Top](#) - [Type](#) - [Use Last frame as disabled](#) - [Variable or Expression](#) - [Vertical Sizing](#) - [Visibility](#) - [Width](#)

Picture Pop-up Menu

A picture pop-up menu is a pop-up menu that displays a two-dimensional array of pictures. A picture pop-up menu can be used instead of a [picture button](#). The creation of the picture to use with a picture pop-up menu is similar to the creation of a picture for a picture button. The concept is the same as for [button grids](#), except that the graphic is used as a pop-up menu instead of a form object.

Using picture pop-up menus

To create a picture pop-up menu, you need to [refer to a picture](#). The following example allows you to select the interface language by selecting it from a picture pop-up menu. Each language is represented by the corresponding flag:



Programming

You can manage picture pop-up menus using methods. As with [button grids](#), variables associated with picture pop-up menus are set to the value of the selected element in the picture pop-up menu. If no element is selected, the value is 0. Elements are numbered, row by row, from left to right starting with the top row.

Goto page

You can assign the `gotoPage` [standard action](#) to a picture pop-up menu. When that action is selected, 4D will automatically display the page of the form that corresponds to the position of the picture selected in the picture array. Elements are numbered from left to right and top to bottom, beginning with the top left corner.

For example, if the user selects the 3rd element, 4D will display the third page of the current form (if it exists). If you want to manage the effect of a click yourself, select `No` [action](#).

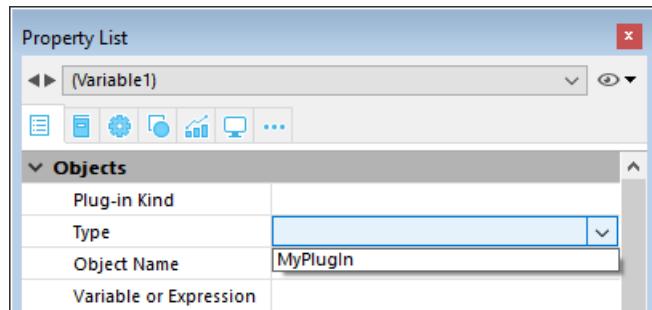
Supported Properties

[Bold](#) - [Border Line Style](#) - [Bottom](#) - [Class](#) - [Columns](#) - [Height](#) - [Help Tip](#) - [Horizontal Sizing](#) - [Left](#) - [Object Name](#) - [Pathname](#) - [Right](#) - [Rows](#)- [Standard action](#) - [Top](#) - [Type](#) - [Variable or Expression](#) - [Vertical Sizing](#) - [Visibility](#) - [Width](#)

Plug-in Area

A plug-in area is an area on the form that is completely controlled by a plug-in. The ability to incorporate plug-ins into forms gives you unlimited possibilities when creating custom applications. A plug-in can perform a simple task such as displaying a digital clock on a form, or a complex task such as providing full-featured word processing, spreadsheet, or graphics capabilities.

When opening an application, 4D creates an internal list of the plug-ins [installed in your application](#). Once you have inserted a Plug-in Area in a form, you can assign a plug-in to the area directly in the Type list in the Property List:



Some plug-ins, such as 4D Internet Commands, cannot be used in forms or external windows. When a plug-in cannot be used in a form, it does not appear in the plug-in list of the Property List.

If you draw a plug-in area that is too small, 4D will display it as a button whose title is the name of the variable associated with the area. During execution, the user can click on this button in order to open a specific window displaying the plug-in.

Advanced properties

If advanced options are provided by the author of the plug-in, a Plug-in theme containing an [Advanced Properties](#) button may be enabled in the Property list. In this case, you can click this button to set these options, usually through a custom dialog box.

Installing plug-ins

To add a plug-in in your 4D environment, you first need to quit 4D. Plug-ins are loaded when you launch 4D. For more information about the installation of plug-ins, refer to [Installing plugins or components](#). Plug-ins are loaded when you launch 4D. Plug-ins are loaded when you launch 4D. For more information about the installation of plug-ins, refer to [Installing plugins or components](#).

Creating plug-ins

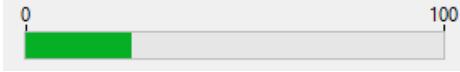
If you are interested in designing your own plug-ins, you can receive extensive information about writing and implementing plug-ins. 4D provides a [complete kit \(on github\)](#) to help you write custom plug-ins.

Supported Properties

[Border Line Style](#) - [Bottom](#) - [Advanced Properties](#) - [Class](#) - [Draggable](#) - [Droppable](#) - [Expression Type](#) - [Focusable](#) - [Height](#) - [Horizontal Sizing](#) - [Left](#) - [Method](#) - [Object Name](#) - [Plug-in Kind](#) - [Right](#) - [Top](#) - [Type](#) - [Variable or Expression](#) - [Vertical Sizing](#) - [Visibility](#) - [Width](#)

Progress Indicator

A progress indicator (also called "thermometer") is designed to display or set numeric or date/time values graphically.



Using indicators

You can use indicators either to display or set values. For example, if a progress indicator is given a value by a method, it displays the value. If the user drags the indicator point, the value changes. The value can be used in another object such as a field or an enterable or non-enterable object.

The variable associated with the indicator controls the display. You place values into, or use values from, the indicator using methods. For example, a method for a field or enterable object could be used to control a progress indicator:

```
vTherm:=[Employees]Salary
```

This method assigns the value of the Salary field to the vTherm variable. This method would be attached to the Salary field.

Conversely, you could use the indicator to control the value in a field. The user drags the indicator to set the value. In this case the method becomes:

```
[Employees]Salary:=vTherm
```

The method assigns the value of the indicator to the Salary field. As the user drags the indicator, the value in the Salary field changes.

Default thermometer



The thermometer is the basic progress indicator.

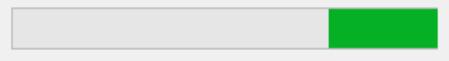
You can display horizontal or vertical thermometers bars. This is determined by the shape of the object that you draw.

Multiple graphical options are available: minimum/maximum values, graduations, steps.

Supported Properties

Barber shop - Bold - Border Line Style - Bottom - Class - Display graduation - Enterable - Execute object method - Expression Type (only "integer", "number", "date", or "time") - Font - Font Color - Font Size - Height - Italic - Graduation step - Help Tip - Horizontal Sizing - Label Location - Left - Maximum - Minimum - Number Format - Object Name - Right - Step - Top - Type - Underline - Variable or Expression - Vertical Sizing - Visibility - Width

Barber shop



Barber shop is a variant of the default thermometer. To enable this variant, you need to set the [Barber shop](#) property.

In JSON code, just remove "max" property from a default thermometer object to enable the Barber shop variant.

Barber shop displays a continuous animation, like the [spinner](#). These thermometers are generally used to indicate to the user that the program is in the process of carrying out a long operation. When this thermometer variant is selected, [graphical Scale properties](#) are not available.

When the form is executed, the object is not animated. You manage the animation by passing a value to its [associated variable or expression](#):

- 1 (or any value other than 0) = Start animation,
- 0 = Stop animation.

Supported Properties

[Barber shop](#) - [Bold](#) - [Border Line Style](#) - [Bottom](#) - [Class](#) - [Enterable](#) - [Execute object method](#) - [Expression Type](#) (only "integer", "number", "date", or "time") - [Font](#) - [Font Color](#) - [Font Size](#) - [Height](#) - [Help Tip](#) - [Horizontal Sizing](#) - [Italic](#) - [Left](#) - [Object Name](#) - [Right](#) - [Top](#) - [Type](#) - [Underline](#) - [Variable or Expression](#) - [Vertical Sizing](#) - [Visibility](#) - [Width](#)

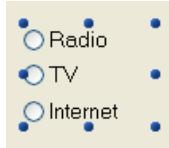
See also

- [rulers](#)
- [steppers](#)

Radio Button

Radio buttons are objects that allow the user to select one of a group of buttons.

Usually, a radio button shows a small bullseye with text. However, radio buttons can have [various appearances](#).



A radio button is selected:

- when the user clicks on it
- when it has the focus and the user presses the Space bar key.

Configuring radio buttons

Radio buttons are used in coordinated sets: only one button at a time can be selected in the set. In order to operate in a coordinated manner, a set of radio buttons must share the same [Radio Group](#) property.

Radio buttons are controlled with methods. Like all buttons, a radio button is set to 0 when the form is first opened. A method associated with a radio button executes when the button is selected. The following is an example of a group of radio buttons used in a video collection database to enter the speed of the recording (SP, LP, or EP):



Selecting one radio button in a group sets that button to 1 and all of the others in the group to 0. Only one radio button can be selected at a time.

You can associate [Boolean type expressions](#) with radio buttons. In this case, when a radio button in a group is selected, its variable is True and the variables for the group's other radio buttons are False.

The value contained in a radio button object is not saved automatically (except if it is the representation of a Boolean field); radio button values must be stored in their variables and managed with methods.

Button Styles

Radio [button styles](#) control radio button's general appearance as well as its available properties. It is possible to apply different predefined styles to radio buttons. However, the same button style must be applied to all radio buttons in a group so that they work as expected.

4D provides radio buttons in the following predefined styles:

Regular

The Regular radio button style is a standard system button (*i.e.*, a small bullseye with text) which executes code when a user clicks on it.



In addition to initiating code execution, the Regular radio button style changes bullsey color when being hovered.

Flat

The Flat radio button style is a standard system button (*i.e.*, a small bullseye with text) which executes code when a user clicks on it.



By default, the Flat style has a minimalist appearance. The Flat button style's graphic nature is particularly useful for forms that will be printed.

Toolbar

The Toolbar radio button style is primarily intended for integration in a toolbar.

By default, the Toolbar style has a transparent background with a label in the center. The appearance of the button can be different when the cursor hovers over it depending on the OS:

- *Windows* - the button is highlighted.



- *macOS* - the highlight of the button never appears.

Bevel

The Bevel radio button style is similar to the [Toolbar](#) style's behavior, except that it has a light gray background and a gray outline. The appearance of the button can be different when the cursor hovers over it depending on the OS:

- *Windows* - the button is highlighted.



- *macOS* - the highlight of the button never appears.

Rounded Bevel

The Rounded Bevel button style is nearly identical to the [Bevel](#) style except, depending on the OS, the corners of the button may be rounded.

- *Windows* - the button is identical to the [Bevel](#) style.
- *macOS* - the corners of the button are rounded.



OS X Gradient

The OS X Gradient button style is nearly identical to the [Bevel](#) style except, depending on the OS, it may have a two-toned appearance.

- *Windows* - the button is identical to the [Bevel](#) style.

- macOS - the button is displayed as a two-tone system button.

OS X Textured

The OS X Textured radio button style is nearly identical to the [Toolbar](#) style except, depending on the OS, it may have a different appearance and does not display hover.

By default, the OS X Textured style appears as:

- Windows - a toolbar-like button with a label in the center and the background is always displayed.
- macOS - a standard system button displaying a color change from light to dark gray. Its height is predefined: it is not possible to enlarge or reduce it.

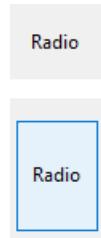


Office XP

The Office XP button style combines the appearance of the [Regular](#) style (standard system button) with the [Toolbar](#) style's behavior.

The colors (highlight and background) of a button with the Office XP style are based on the system colors. The appearance of the button can be different when the cursor hovers over it depending on the OS:

- Windows - its background only appears when the mouse rolls over it.



- macOS - its background is always displayed.

Collapse / Expand

This button style can be used to add a standard collapse/expand icon. These buttons are used natively in hierarchical lists. These buttons are used natively in hierarchical lists.



Disclosure Button

The disclosure radio button style displays the radio button as a standard disclosure button, usually used to show/hide additional information. The button symbol points downwards with value 0 and upwards with value 1.



Custom

The Custom radio button style accepts a personalized background picture and allows managing additional parameters such as [icon offset](#) and [margins](#).

Supported properties

All radio buttons share the same set of basic properties:

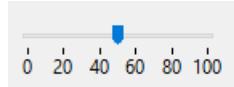
[Bold](#) - [Bottom](#) - [Button Style](#) - [Class](#) - [Expression Type](#) - [Focusable](#) - [Font](#) - [Font Color](#) - [Height](#) - [Help Tip](#) - [Horizontal Sizing](#) - [Italic](#) - [Left](#) - [Method](#) - [Object Name](#) - [Radio Group](#) - [Right](#) - [Save value](#) - [Shortcut](#) - [Title](#) - [Top](#) - [Type](#) - [Underline](#) - [Variable or Expression](#) - [Vertical Sizing](#) - [Visibility](#) - [Width](#)

Additional specific properties are available depending on the [button style](#):

- [Background pathname](#) - [Horizontal Margin](#) - [Icon Offset](#) - [Vertical Margin](#) (Custom)
- [Number of States](#) - [Picture pathname](#) - [Title/Picture Position](#) (Toolbar button, Bevel, Rounded Bevel, OS X Gradient, OS X Textured, Office XP, Custom)

Ruler

The ruler is a standard interface object used to set or get values using a cursor moved along its graduations.



You can assign its [associated variable or expression](#) to an enterable area (field or variable) to store or modify the current value of the object.

For more information, please refer to [Using indicators](#) in the "Progress Indicator" page.

Supported Properties

[Bold](#) - [Border Line Style](#) - [Bottom](#) - [Class](#) - [Display graduation](#) - [Enterable](#) - [Execute object method](#) - [Expression Type](#) - [Height](#) - [Graduation step](#) - [Help Tip](#) - [Horizontal Sizing](#) - [Label Location](#) - [Left](#) - [Maximum](#) - [Minimum](#) - [Number Format](#) - [Object Name](#) - [Right](#) - [Step](#) - [Top](#) - [Type](#) - [Variable or Expression](#) - [Vertical Sizing](#) - [Visibility](#) - [Width](#)

See also

- [progress indicators](#)
- [steppers](#)

Shapes

Shapes are [static objects](#) that can be added to 4D forms.

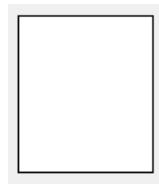
4D forms support the following basic shapes:

- rectangles
- lines
- ovals

Rectangle

A static rectangle is a decorative object for forms. Rectangles are constrained to squared shapes.

The design of rectangles is controlled through many properties (color, line thickness, pattern, etc.). Specifically, the [roundness](#) of its corners can be defined.



JSON Example:

```
"myRectangle": {  
    "type": "rectangle",      //define the type of object  
    "left": 60,                //left position on the form  
    "top": 160,                //top position on the form  
    "width": 100,               //width of the object  
    "height": 20,                //height of the object  
    "borderRadius": 20        //define the roundness of the corners  
}
```

Supported Properties

[Bottom](#) - [Class](#) - [Corner radius](#) - [Dotted Line Type](#) - [Fill Color](#) - [Height](#) - [Horizontal Sizing](#) - [Left](#) - [Line Color](#) - [Line Width](#) - [Object Name](#) - [Right](#) - [Top](#) - [Type](#) - [Vertical Sizing](#) - [Visibility](#) - [Width](#)

Line

A static line is a decorative object for forms, drawn between two plots. Lines can be horizontal, vertical, or of any angle shapes.

The design of lines is controlled through many properties (color, line thickness, etc.).

startPoint property

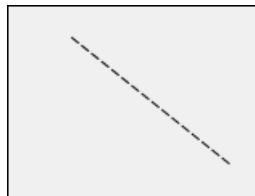
The `startPoint` JSON property defines from which coordinate to draw the line (see example).

the `startPoint` property is not exposed in the Property List, where the line drawing direction is visible.

JSON Examples:

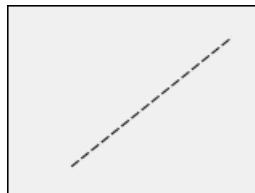
```
"myLine": {  
    "type": "line",  
    "left": 20,  
    "top": 40,  
    "width": 100,  
    "height": 80,  
    "startPoint": "topLeft", //first direction  
    "strokeDashArray": "6 2" //dashed  
}
```

Result:



```
"myLine": {  
    "type": "line",  
    "left": 20,  
    "top": 40,  
    "width": 100,  
    "height": 80,  
    "startPoint": "bottomLeft", //2nd direction  
    "strokeDashArray": "6 2" //dashed  
}
```

Result:

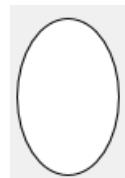


Supported Properties

[Bottom](#) - [Class](#) - [Dotted Line Type](#) - [Height](#) - [Horizontal Sizing](#) - [Left](#) - [Line Color](#) - [Line Width](#) - [Object Name](#) - [Right](#) - [startPoint](#) - [Top](#) - [Type](#) - [Vertical Sizing](#) - [Visibility](#) - [Width](#)

Oval

A static oval is a decorative object for forms. Oval objects can be used to draw circular shapes (when [width](#) and [height](#) properties are equal).



JSON Example:

```
"myOval": {  
    "type": "oval",      //define the type of object  
    "left": 60,          //left position on the form  
    "top": 160,          //top position on the form  
    "width": 100,         //width of the object  
    "height": 20,         //height of the object  
    "fill": "blue"        //define the background color  
}
```

Supported Properties

[Bottom](#) - [Class](#) - [Dotted Line Type](#) - [Fill Color](#) - [Height](#) - [Horizontal Sizing](#) - [Left](#) - [Line Color](#) - [Line Width](#) - [Object Name](#) - [Right](#) - [Top](#) - [Type](#) - [Vertical Sizing](#) - [Visibility](#) - [Width](#)

Spinner

The spinner is a circular indicator that displays a continuous animation, like the [Barber shop](#).



You use this type of object to indicate that an operation such as establishing a network connection or a performing a calculation is underway. When this indicator is selected, [Graphical Scale properties](#) are not available.

When the form is executed, the object is not animated. You manage the animation by passing a value to its [associated variable or expression](#):

- 1 (or any value other than 0) = Start animation,
- 0 = Stop animation

Supported Properties

[Border Line Style](#) - [Bottom](#) - [Class](#) - [Expression Type](#) - [Height](#) - [Help Tip](#) - [Horizontal Sizing](#) - [Left](#) - [Object Name](#) - [Right](#) - [Top](#) - [Type](#) - [Variable or Expression](#) - [Vertical Sizing](#) - [Visibility](#) - [Width](#)

Splitter

A splitter divides a form into two areas, allowing the user to enlarge and reduce the areas by moving the splitter one way or the other. A splitter can be either horizontal or vertical. The splitter takes into account each object's resizing properties, which means that you can completely customize your application's interface. A splitter may or may not be a "pusher."

Splitter are used for example in output forms so that columns can be resized:

Job Title:	Company:
Secretary	Howard Battery Co.
Salesperson	Howard Battery Co.
Salesperson	Howard Battery Co.
Supervisor	Howard Battery Co.
Director	BluePines

Some of the splitter's general characteristics:

- You can place as many splitters as you want in any type of form and use a mixture of horizontal and vertical splitters in the same form.
- A splitter can cross (overlap) an object. This object will be resized when the splitter is moved.
- Splitter stops are calculated so that the objects moved remain entirely visible in the form or do not pass under/next to another splitter. When the [Pusher](#) property is associated with a splitter, its movement to the right or downward does not encounter any stops.
- If you resize a form using a splitter, the new dimensions of the form are saved only while the form is being displayed. Once a form is closed, the initial dimensions are restored.

Once it is inserted, the splitter appears as a line. You can modify its [border style](#) to obtain a thinner line or [change its color](#).

JSON Example:

```
"mySplitter": {  
    "type": "splitter",  
    "left": 60,  
    "top": 160,  
    "width": 100,  
    "height": 20,  
    "splitterMode": "move" //pusher  
}
```

Supported Properties

[Border Line Style](#) - [Bottom](#) - [Class](#) - [Height](#) - [Help Tip](#) - [Horizontal Sizing](#) - [Left](#) - [Line Color](#) - [Object Name](#) - [Pusher](#) - [Right](#) - [Top](#) - [Type](#) - [Vertical Sizing](#) - [Variable or Expression](#) - [Visibility](#) - [Width](#)

Interaction with the properties of neighboring objects

In a form, splitters interact with the objects that are around them according to these objects' resizing options:

Resizing options for the object(s)	Object(s) above an horizontal splitter or to the left of a vertical splitter (1)	Object(s) below an horizontal <i>non-Pusher</i> splitter or to the right of a vertical <i>non-Pusher</i> splitter	Object(s) below an horizontal <i>Pusher</i> splitter or to the right of a vertical <i>Pusher</i> splitter
None	Remain as is	Are moved with the splitter (position relative to the splitter is not modified) until the next stop. The stop when moving to the bottom or right is either the window's border, or another splitter.	Are moved with the splitter (position relative to the splitter is not modified) indefinitely. No stop is applied (see the next paragraph)
Zoomen	Keep original position(s), but are resized according to the splitter's new position		
Move	Are moved with the splitter		

(1) You cannot drag the splitter past the right (horizontal) or bottom (vertical) side of an object located in this position.

An object completely contained in the rectangle that defines the splitter is moved at the same time as the splitter.

Managing splitters programmatically

You can associate an object method with a splitter and it will be called with the `On Clicked` event throughout the entire movement.

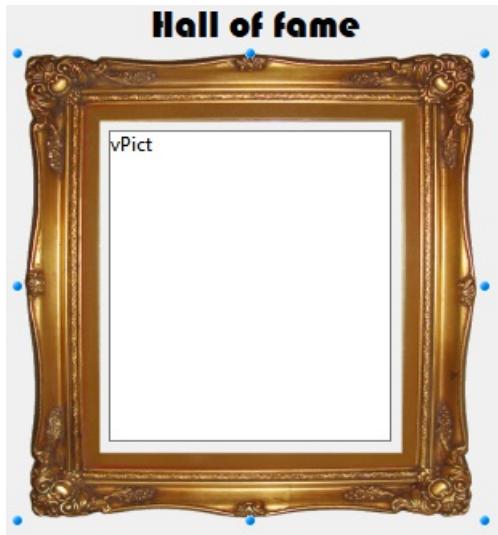
A [variable](#) of the *Longint* type is associated with each splitter. This variable can be used in your object and/or form methods. Its value indicates the splitter's current position, in pixels, in relation to its initial position.

- If the value is negative: the splitter was moved toward the top or toward the left,
- If the value is positive: the splitter was moved toward the bottom or toward the right,
- If the value is 0: the splitter was moved to its original position.

You can also move the splitter programmatically: you just have to set the value of the associated variable. For example, if a vertical splitter is associated with a variable named `split1`, and if you execute the following statement: `split1:=-10`, the splitter will be moved 10 pixels to the left — as if the user did it manually. The move is actually performed at the end of the execution of the form or object method containing the statement.

Static picture

Static pictures are [static objects](#) that can be used for various purposes in 4D forms, including decoration, background, or user interface:



Static pictures are stored outside the forms and inserted by reference. In the form editor, static picture objects are created by copy/paste or drag and drop operations.

If you place a static picture on page 0 of a multi-page form, it will appear automatically as a background element on all pages. You can also include it in an inherited form, applied in the background of other different forms. Either way, your application will run faster than if the picture was pasted into each page.

Format and location

The original picture must be stored in a format managed natively by 4D (4D recognizes the main picture formats: JPEG, PNG, BMP, SVG, GIF, etc.).

Two main locations can be used for static picture path:

- in the Resources folder of the project. Appropriate when you want to share static pictures between several forms in the project. In this case, the Pathname is in the "/RESOURCES/<picture path>".
- in an image folder (e.g. named `Images`) within the form folder. Appropriate when the static pictures are used only in the form and/or you want to be able to move or duplicate the whole form within the project or different projects. In this case, the Pathname is "<%picture path>" and is resolved from the root of the form folder.

Supported Properties

[Bottom](#) - [CSS Class](#) - [Display](#) - [Height](#) - [Horizontal Sizing](#) - [Left](#) - [Object Name](#) - [Pathname](#) - [Right](#) - [Top](#) - [Type](#) - [Vertical Sizing](#) - [Visibility](#) - [Width](#)

Stepper

A stepper lets the user scroll through numeric values, durations (times) or dates by predefined steps by clicking on the arrow buttons.

Stepper associated with `vStep` variable



Using steppers

You can assign the variable associated with the object to an enterable area (field or variable) to store or modify the current value of the object.

A stepper can be associated directly with a number, time or date variable.

- For values of the time type, the Minimum, Maximum and Step properties represent seconds. For example, to set a stepper from 8:00 to 18:00 with 10-minute steps:
 - `minimum` = 28 800 (8*60*60)
 - `maximum` = 64 800 (18*60*60)
 - `step` = 600 (10*60)
- For values of the date type, the value entered in the `step` property represents days. The Minimum and Maximum properties are ignored.

For the stepper to work with a time or date variable, it is imperative to set its type in the form AND to declare it explicitly via the `C_TIME` or `C_DATE` command.

For more information, please refer to [Using indicators](#) in the "Progress Indicator" page.

Supported Properties

[Border Line Style](#) - [Bottom](#) - [Class](#) - [Enterable](#) - [Execute object method](#) - [Expression Type](#) (only "integer", "number", "date", or "time") - [Height](#) - [Help Tip](#) - [Horizontal Sizing](#) - [Left](#) - [Maximum](#) - [Minimum](#) - [Object Name](#) - [Right](#) - [Step](#) - [Top](#) - [Type](#) - [Variable or Expression](#) - [Vertical Sizing](#) - [Visibility](#) - [Width](#)

See also

- [progress indicators](#)
- [rulers](#)

Subform

A subform is a form included in another form.

Terminology

In order to clearly define the concepts implemented with subforms, here are some definitions for certain terms used:

- Subform: a form intended for inclusion in another form, itself called the parent form.
- Parent form: a form containing one or more subform(s).
- Subform container: an object included in the parent form, displaying an instance of the subform.
- Subform instance: the representation of a subform in a parent form. This concept is important because it is possible to display several instances of the same subform in a parent form.
- List form: instance of subform displayed as a list.
- Detail form: page-type input form associated with a list-type subform that can be accessed by double-clicking in the list.

List subforms

A list subform lets you enter, view, and modify data in other tables. You usually use list subforms in databases in which you have established One to Many relations. A list subform on a form in a related One table lets you view, enter, and modify data in a related Many table. You can have several subforms coming from different tables in the same form. However, it is not possible to place two subforms that belong to the same table on the same page of a form.

For example, a Contacts manager database might use a list subform to display all the telephone numbers for a particular contact. Although the telephone numbers appear on the Contacts screen, the information is actually stored in a related table. Using a One to Many relation, this database design makes it easy to store an unlimited number of telephone numbers per contact. With automatic relations, you can support data entry directly into the related Many table without programming.

Although list subforms are generally associated with Many tables, a subform instance can display the records of any other database table.

You can also allow the user to enter data in the List form. Depending on the configuration of the subform, the user may display the detail form by double-clicking on a subrecord or by using the commands for adding and editing subrecords.

4D offers three standard actions to meet the basic needs for managing subrecords: `Edit Subrecord`, `Delete Subrecord`, and `Add Subrecord`. When the form includes several subform instances, the action will apply to the subform that has the focus.

Page subforms

Page subforms can display the data of the current subrecord or any type of pertinent value depending on the context (variables, pictures, and so on). One of the main advantages of using page subforms is that they can include advanced functionalities and can interact directly with the parent form (widgets). Page subforms also have their own specific properties and events; you can manage them entirely by programming.

The page subform uses the input form indicated by the `Detail Form` property. Unlike a list subform, the form used can come from the same table as the parent form. It is also possible to use a project form. When executed, a page subform has the same standard display characteristics as an input form.

4D Widgets are predefined compound objects based upon page subforms. They are described in detail in a separate manual, [4D Widgets](#).

Using the bound variable or expression

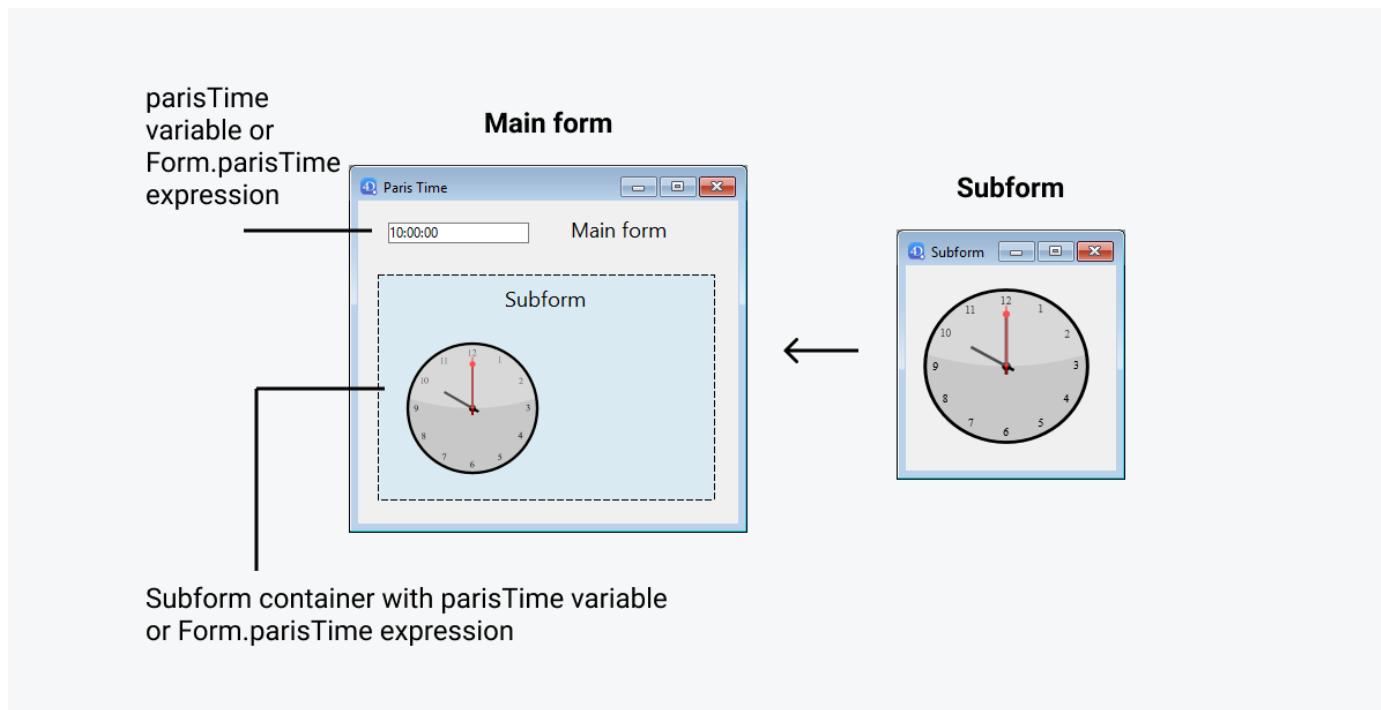
You can bind a variable or an expression to a subform container object. This is very useful to synchronize values from the parent form and its subform(s).

By default, 4D creates a variable or expression of object type for a subform container, which allows you to share values in the context of the subform using the Form command (see below). However, you can use a variable or expression of any scalar type (time, integer, etc.) especially if you only need to share a single value:

- Define a bound variable or expression of a scalar type and call the OBJECT Get subform container value and OBJECT SET SUBFORM CONTAINER VALUE commands to exchange values when On Bound Variable Change or On Data Change form events occur. This solution is recommended to synchronize a single value.
- Define a bound variable or expression of the object type and use the Form command to access its properties from the subform. This solution is recommended to synchronize several values.

Synchronizing parent form and subform (single value)

Binding the same variable or expression to your subform container and other objects of the parent form lets you link the parent form and subform contexts to put the finishing touches on sophisticated interfaces. Imagine a subform representing a clock, inserted into a parent form containing an enterable variable of the Time type:



In the parent form, both objects (time variable and subform container) ***have the same value as ***Variable or Expression*****. It can be a variable (e.g. parisTime), or an expression (e.g. Form.parisTime).

In the subform, the clock object is managed through the Form.clockValue property.

Updating the contents of a subform

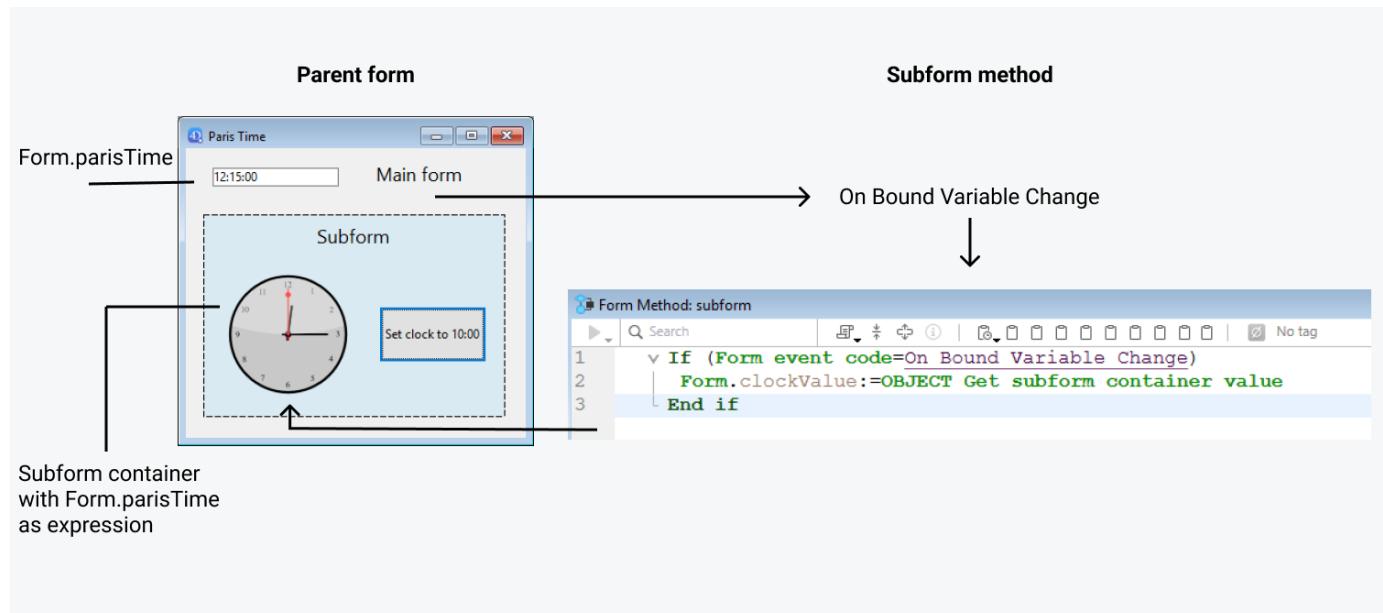
Case 1: The value of the parent form variable or expression is modified and this modification must be passed on to a subform.

Form.parisTime changes to 12:15:00 in the parent form, either because the user entered it, or because it was updated dynamically (via the Current time command for example). This triggers the On Bound Variable Change event in the subform's Form method.

The following code is executed:

```
// Subform form method
If (Form event code=On Bound Variable Change) //bound variable or expression was modified in the parent
    Form.clockValue:=OBJECT Get subform container value //synchronize the local value
End if
```

It updates the value of `Form.clockValue` in the subform:



The **On Bound Variable Change** form event is generated:

- as soon as a value is assigned to the variable/expression of the parent form, even if the same value is reassigned
- if the subform belongs to the current form page or to page 0.

Note that, as in the above example, it is preferable to use the `OBJECT Get subform container value` command which returns the value of the expression in the subform container rather than the expression itself because it is possible to insert several subforms in the same parent form (for example, a window displaying different time zones contains several clocks).

Modifying the bound variable or expression triggers form events which let you synchronize the parent form and subform values:

- Use the **On Bound Variable Change** form event to indicate to the subform (form method of subform) that the variable or expression was modified in the parent form.
- Use the **On Data Change** form event to indicate to the subform container that the variable or expression value was modified in the subform.

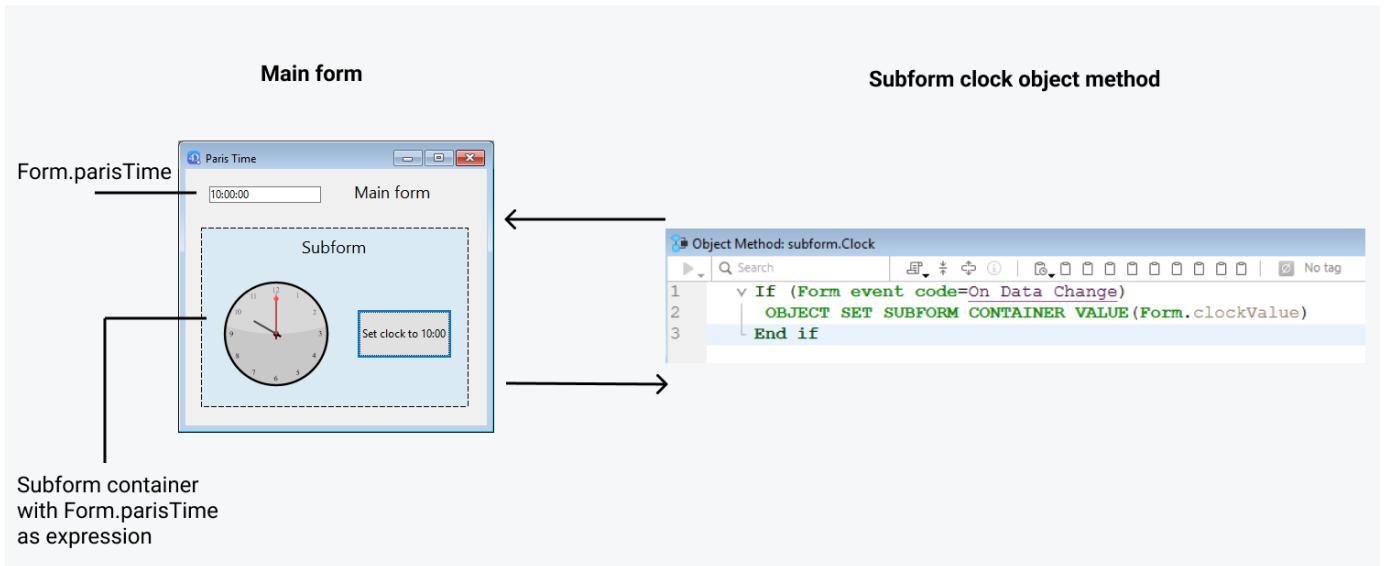
Updating the contents of a parent form

Case 2: The contents of the subform are modified and this modification must be passed on to the parent form.

Inside the subform, the button changes the value of the `Form.clockValue` expression of type Time attached to the clock object. This triggers the **On Data Change** form event inside the clock object (this event must be selected for the object), which updates the `Form.parisTime` value in the main form.

The following code is executed:

```
// subform clock object method
If (Form event code=On Data Change) //whatever the way the value is changed
    OBJECT SET SUBFORM CONTAINER VALUE(Form.clockValue) //Push the value to the container
End if
```



Everytime the value of `Form.clockValue` changes in the subform, `Form.parisTime` in the subform container is also updated.

If the variable or expression value is set at several locations, 4D uses the value that was loaded last. It applies the following loading order: 1-Object methods of subform, 2-Form method of subform, 3-Object methods of parent form, 4-Form method of parent form

Synchronizing parent form and subform (multiple values)

By default, 4D binds a variable or expression of [object type](#) to each subform. The contents of this object can be read and/or modified from within the parent form and from the subform, allowing you to share multiple values in a local context.

When bound to the subform container, this object is returned by the `Form` command directly in the subform. Since objects are always passed by reference, if the user modifies a property value in the subform, it will automatically be saved in the object itself and thus, available to the parent form. On the other hand, if a property of the object is modified by the user in the parent form or by programming, it will be automatically updated in the subform. No event management is necessary.

For example, in a subform, inputs are bound to the `Form` object properties (of the subform form):



In the parent form, you display the subform twice. Each subform container is bound to an expression which is a property of the `Form` object (of the parent form):

Father

Form.father.lastname

Lastname:	Form.lastname
Firstname:	Form.firstname

Mother

Form.mother.lastname

Lastname:	Form.lastname
Firstname:	Form.firstname

Add values

Form or Expression: **Form.father**

Form or Expression: **Form.mother**

The button only creates `mother` and `father` properties in the parent's `Form` object:

```
//Add values button object method
Form.mother:=New object("lastname"; "Hotel"; "firstname"; "Anne")
Form.father:=New object("lastname"; "Golf"; "firstname"; "Félix")
```

When you execute the form and click on the button, you see that all values are correctly displayed:

The screenshot shows a 4D form with two subforms. The top subform is titled 'Father' and contains fields for Lastname ('Golf') and Fristname ('Félix'). The bottom subform is titled 'Mother' and contains fields for Lastname ('Hotel') and Fristname ('Anne'). At the bottom of the main form is a button labeled 'Add values'.

If you modify a value either in the parent form or in the subform, it is automatically updated in the other form because the same object is used:

The screenshot shows the same 4D form after changes have been made. The 'Father' subform's Lastname field now contains 'Wolf'. The 'Mother' subform's Lastname field now contains 'Hotelle'. Red arrows point from the modified values back to their respective original locations in the other form.

Using pointers (compatibility)

In versions prior to 4D v19 R5, synchronization between parent forms and subforms was handled through pointers. For example, to update a subform object, you could call the following code:

```
// Subform form method
If (Form event code=On Bound Variable Change)
    ptr:=OBJECT Get pointer(Object subform container)
    clockValue:=ptr->
End if
```

This principle is still supported for compatibility but is now deprecated since it does not allow binding expressions to subforms. It should no longer be used in your developments. In any cases, we recommend to use the `Form` command or the `OBJECT Get subform container value` and `OBJECT SET SUBFORM CONTAINER VALUE` commands to synchronize form and subform values.

Advanced inter-form programming

Communication between the parent form and the instances of the subform may require going beyond the exchange of a values through the bound variable. In fact, you may want to update variables in subforms according to the actions

carried out in the parent form and vice versa. If we use the previous example of the "dynamic clock" type subform, we may want to set one or more alarm times for each clock.

4D has implemented the following mechanisms to meet these needs:

- Calling of a container object from the subform using the `CALL SUBFORM CONTAINER` command
- Execution of a method in the context of the subform via the `EXECUTE METHOD IN SUBFORM` command

The `GOTO OBJECT` command looks for the destination object in the parent form even if it is executed from a subform.

CALL SUBFORM CONTAINER command

The `CALL SUBFORM CONTAINER` command lets a subform instance send an `event` to the subform container object, which can then process it in the context of the parent form. The event is received in the container object method. It may be at the origin of any event detected by the subform (click, drag-and-drop, etc.).

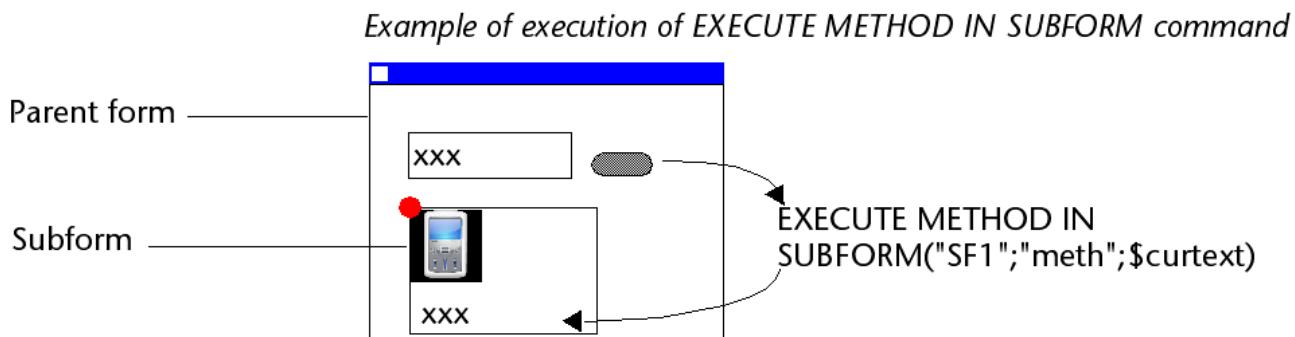
The code of the event is unrestricted (for example, 20000 or -100). You can use a code that corresponds to an existing event (for example, 3 for `On Validate`), or use a custom code. In the first case, you can only use events that you have checked in the Property List for subform containers. In the second case, the code must not correspond to any existing form event. It is recommended to use a negative value to be sure that this code will not be used by 4D in future versions.

For more information, refer to the description of the `CALL SUBFORM CONTAINER` command.

EXECUTE METHOD IN SUBFORM command

The `EXECUTE METHOD IN SUBFORM` command lets a form or one of its objects request the execution of a method in the context of the subform instance, which gives it access to the subform variables, objects, etc. This method can also receive parameters. This method can also receive parameters.

This mechanism is illustrated in the following diagram:



For more information, refer to the description of the `EXECUTE METHOD IN SUBFORM` command.

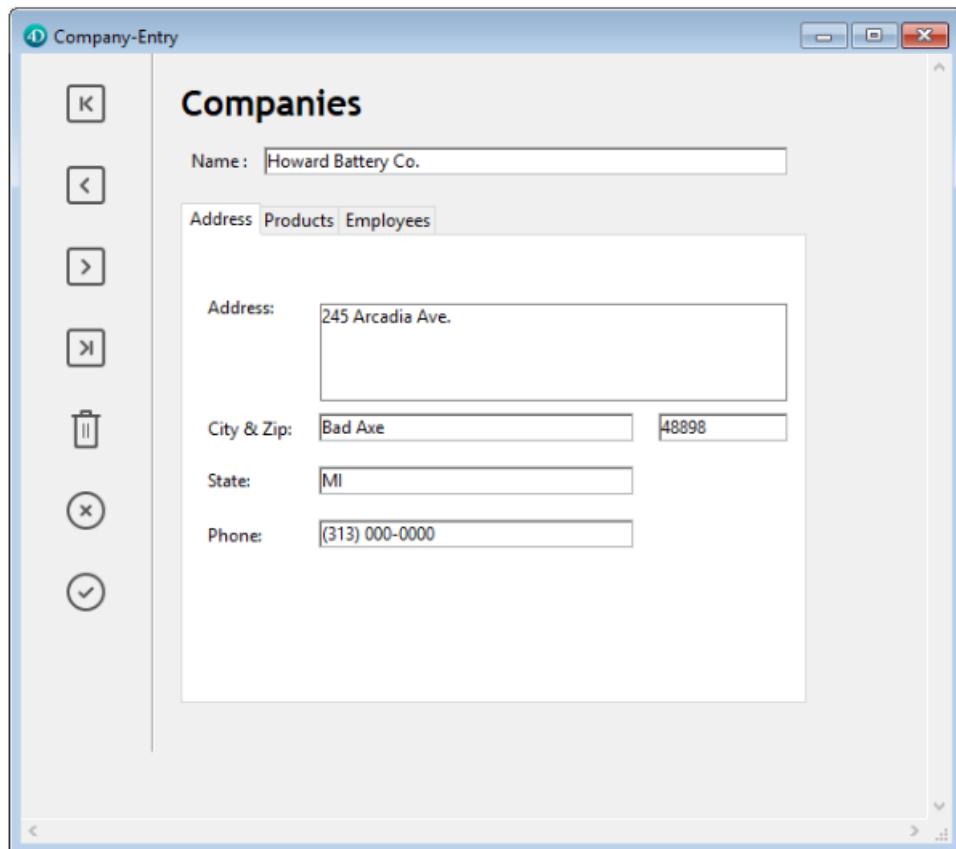
Supported Properties

Border Line Style - Bottom - Class - Detail Form - Double click on empty row - Double click on row - Enterable in list - Expression Type - Focusable - Height - Hide focus rectangle - Horizontal Scroll Bar - Horizontal Sizing - Left - List Form - Method - Object Name - Print Frame - Right - Selection mode - Source - Top - Type - Variable or Expression - Vertical Scroll Bar - Vertical Sizing - Visibility - Width

Tab Controls

A tab control creates an object that lets the user choose among a set of virtual screens that are enclosed by the tab control object. Each screen is accessed by clicking its tab.

The following multi-page form uses a tab control object:

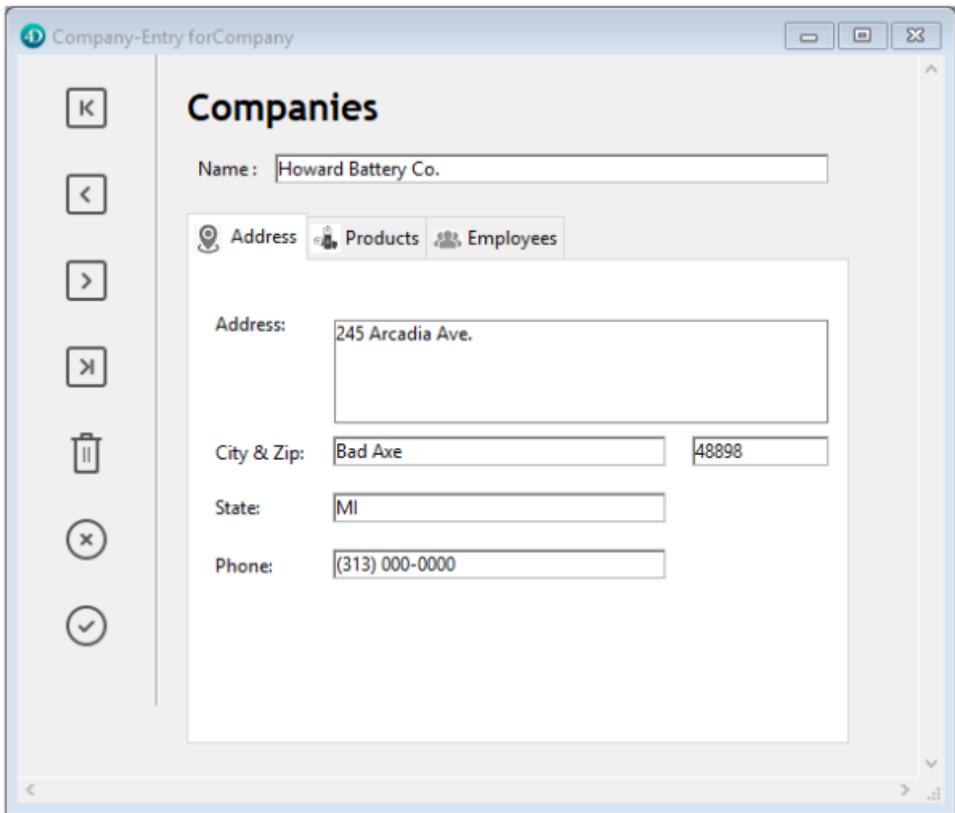


To navigate from screen to screen, the user simply clicks the desired tab.

The screens can represent pages in a multi-page form or an object that changes when the user clicks a tab. If the tab control is used as a page navigation tool, then the `FORM GOTO PAGE` command or the `gotoPage` standard action would be used when a user clicks a tab.

Another use of the tab control is to control the data that is displayed in a subform. For example, a Rolodex could be implemented using a tab control. The tabs would display the letters of the alphabet and the tab control's action would be to load the data corresponding to the letter that the user clicked.

Each tab can display labels or labels and a small icon. If you include icons, they appear to the left of each label. Here is an example of a tab control that uses icons:



When you create a tab control, 4D manages the spacing and placement of the tabs. You only need to supply the labels in the form of an array, or the icons and labels in the form of a hierarchical list.

If the tab control is wide enough to display all the tabs with both the labels and icons, it displays both. If the tab control is not wide enough to display both the labels and icons, 4D displays the icons only. If it can't fit all the icons, it places scroll arrows to the right of the last visible tab. The scroll arrows allow the user to scroll the icons to the left or right.

Under macOS, in addition to the standard position (top), the tab controls can also be aligned to the bottom.

JSON Example:

```
"myTab": {
    "type": "tab",
    "left": 60,
    "top": 160,
    "width": 100,
    "height": 20,
    "labelsPlacement": "bottom" //define the direction
}
```

Adding labels to a tab control

To supply the labels for a tab control, you can use:

- an object
- a choice list
- an array

Using an object

You can assign an [object](#) encapsulating a [collection](#) as the [data source](#) of the tab control. The object must contain the following properties:

Property	Type	Beschreibung
values	Collection	Mandatory - Collection of scalar values. Only string values are supported. If invalid, empty or not defined, the tab control is empty
index	number	Index of the currently tab control page (value between 0 and <code>collection.length-1</code>)
currentValue	Text	Currently selected value

The initialization code must be executed before the form is presented to the user.

In the following example, `Form.tabControl` has been defined as tab control [expression](#). You can associate the [gotoPage standard action](#) to the form object:

```
Form.tabControl:=New object
Form.tabControl.values:=New collection("Page 1"; "Page 2"; "Page 3")
Form.tabControl.index:=2 //start on page 3
```

Using a choice list

You can assign a [choice list](#) to the tab control, either through a collection (static list) or a JSON pointer to a json list ("\$ref"). Icons associated with list items in the Lists editor will be displayed in the tab control.

Using a Text array

You can create a Text array that contains the names of each page of the form. This code must be executed before the form is presented to the user. For example, you could place the code in the object method of the tab control and execute it when the `On Load` event occurs.

```
ARRAY TEXT(arrPages;3)
arrPages{1}:="Name"
arrPages{2}:="Address"
arrPages{3}:="Notes"
```

You can also store the names of the pages in a hierarchical list and use the [LIST TO ARRAY](#) command to load the values into the array.

Goto page features

FORM GOTO PAGE command

You can use the `FORM GOTO PAGE` command in the tab control's method:

```
FORM GOTO PAGE(arrPages)
```

The command is executed when the `On Clicked` event occurs. You should then clear the array when the `On Unload` event occurs.

Here is an example object method:

```
Case of
:(Form event=On Load)
  LIST TO ARRAY("Tab Labels";arrPages)
:(Form event=On Clicked)
  FORM GOTO PAGE(arrPages)
:(Form event=On Unload)
  CLEAR VARIABLE(arrPages)
End case
```

Goto Page action

When you assign the `gotoPage` standard action to a tab control, 4D will automatically display the page of the form that corresponds to the number of the tab that is selected.

For example, if the user selects the 3rd tab, 4D will display the third page of the current form (if it exists).

Supported Properties

[Bold](#) - [Bottom](#) - [Choice List](#) - [Class](#) - [Expression Type](#) - [Font](#) - [Font Size](#) - [Height](#) - [Help Tip](#) - [Horizontal Sizing](#) - [Italic](#) - [Left](#) - [Object Name](#) - [Right](#) - [Save value](#) - [Standard action](#) - [Tab Control Direction](#) - [Top](#) - [Type](#) - [Underline](#) - [Vertical Sizing](#) - [Variable or Expression](#) - [Visibility](#) - [Width](#)

Text

A text object allows you to display static written content (e.g., instructions, titles, labels, etc.) on a form. These static text areas can become dynamic when they include dynamic references. For more information, refer to [Using references in static text](#).

JSON Example:

```
"myText": {  
    "type": "text",  
    "text": "Hello World!",  
    "textAlign": "center",  
    "left": 60,  
    "top": 160,  
    "width": 100,  
    "height": 20,  
    "stroke": "#ff0000"      //text color  
    "fontWeight": "bold"  
}
```

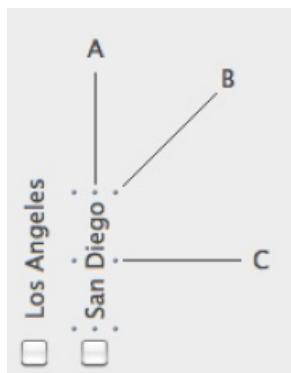
Rotation

4D lets you rotate text areas in your forms using the [Orientation](#) property.

		New York	Chicago	Los Angeles	San Diego
Alpha	<input type="checkbox"/>				
Bravo	<input type="checkbox"/>				
Charlie	<input type="checkbox"/>				
Delta	<input type="checkbox"/>				
Echo	<input type="checkbox"/>				

Text rotation can be defined for a process using the `OBJECT SET TEXT ORIENTATION` language command.

Once a text is rotated, you can still change its size or position, as well as all its properties. Note that the text area's height and width properties do not depend on its orientation:



- If the object is resized in direction A, its [width](#) is modified;
- If the object is resized in direction C, its [height](#) is modified;
- If the object is resized in direction B, both its [width](#) and [height](#) are modified.

Supported Properties

[Bold](#) - [Border Line Style](#) - [Bottom](#) - [Class](#) - [Fill Color](#) - [Font](#) - [Font Color](#) - [Font Size](#) - [Height](#) - [Horizontal Alignment](#) - [Horizontal Sizing](#) - [Italic](#) - [Left](#) - [Object Name](#) - [Orientation](#) - [Right](#) - [Title](#) - [Top](#) - [Type](#) - [Underline](#) - [Vertical Sizing](#) - [Visibility](#) - [Width](#)

Web Area

Web areas can display various types of web content within your forms: HTML pages with static or dynamic contents, files, pictures, JavaScript, etc. The rendering engine of the web area depends on the execution platform of the application and the selected [rendering engine option](#).

It is possible to create several web areas in the same form. Note, however, that the use of web areas must follow [several rules](#).

Several dedicated [standard actions](#), numerous [language commands](#) as well as generic and specific [form events](#) allow the developer to control the functioning of web areas. Specific variables can be used to exchange information between the area and the 4D environment.

Specific properties

Associated variables

Two specific variables can be associated with each web area:

- [URL](#) --to control the URL displayed by the web area
- [Progression](#) -- to control the loading percentage of the page displayed in the web area.

As of 4D v19 R5, the Progression variable is no longer updated in Web Areas using the [Windows system rendering engine](#).

Web rendering engine

You can choose between [two rendering engines](#) for the web area, depending on the specifics of your application.

Selecting the embedded web rendering engine allows you to call 4D methods from the web area and to make sure features on macOS and Windows are similar. Selecting the system rendering engine is recommended when the web area is connected to the Internet because it always benefits from the latest security updates.

Access 4D methods

When the [Access 4D methods](#) property is selected, you can call 4D methods from a web area.

This property is only available if the web area [uses the embedded web rendering engine](#).

\$4d object

The [4D embedded web rendering engine](#) supplies the area with a JavaScript object named \$4d that you can associate with any 4D project method using the "." object notation.

For example, to call the [HelloWorld](#) 4D method, you just execute the following statement:

```
$4d.HelloWorld();
```

JavaScript is case sensitive so it is important to note that the object is named \$4d (with a lowercase "d").

The syntax of calls to 4D methods is as follows:

```
$4d.4DMethodName(param1,paramN,function(result){})
```

- `param1...paramN` : You can pass as many parameters as you need to the 4D method. These parameters can be of any type supported by JavaScript (string, number, array, object).
- `function(result)` : Function to pass as last argument. This "callback" function is called synchronously once the 4D method finishes executing. It receives the `result` parameter.
- `result` : Execution result of the 4D method, returned in the "\$0" expression. This result can be of any type supported by JavaScript (string, number, array, object). You can use the `C_OBJECT` command to return the objects.

By default, 4D works in UTF-8. When you return text containing extended characters, for example characters with accents, make sure the encoding of the page displayed in the Web area is declared as UTF-8, otherwise the characters may be rendered incorrectly. In this case, add the following line in the HTML page to declare the encoding: `<meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />`

Beispiel 1

Given a 4D project method named `today` that does not receive parameters and returns the current date as a string.

4D code of `today` method:

```
C_TEXT($0)
$0:=String(Current date;System date long)
```

In the web area, the 4D method can be called with the following syntax:

```
$4d.today()
```

The 4D method does not receive any parameters but it does return the value of \$0 to the callback function called by 4D after the execution of the method. We want to display the date in the HTML page that is loaded by the web area.

Here is the code of the HTML page:

```
<html>
<head>
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
<script type="text/javascript">
$4d.today(function(dollarZero)
{
    var curDate = dollarZero;
    document.getElementById("mydiv").innerHTML=curDate;
});
</script>
</head>
<body>Today is: <div id="mydiv"></div>
</body>
</html>
```

Beispiel 2

The 4D project method `calcSum` receives parameters (`$1...$n`) and returns their sum in `$0` :

4D code of `calcSum` method:

```

C_REAL(${1}) // receives n REAL type parameters
C_REAL($0) // returns a Real
C_LONGINT($i;$n)
$n:=Count parameters
For($i;1;$n)
    $0:=$0+${$i}
End for

```

The JavaScript code run in the web area is:

```

$4d.calcSum(33, 45, 75, 102.5, 7, function(dollarZero)
{
    var result = dollarZero // result is 262.5
});

```

Standard actions

Four specific standard actions are available for managing web areas automatically: `Open Back URL`, `Open Forward URL`, `Refresh Current URL` and `Stop Loading URL`. These actions can be associated with buttons or menu commands and allow quick implementation of basic web interfaces. These actions are described in [Standard actions](#).

Form events

Specific form events are intended for programmed management of web areas, more particularly concerning the activation of links:

- [On Begin URL Loading](#)
- [On URL Resource Loading](#)
- [On End URL Loading](#)
- [On URL Loading Error](#)
- [On URL Filtering](#)
- [On Open External Link](#)
- [On Window Opening Denied](#)

In addition, web areas support the following generic form events:

- [On Load](#)
- [On Unload](#)
- [On Getting Focus](#)
- [On Losing Focus](#)

Web area rules

User interface

When the form is executed, standard browser interface functions are available to the user in the web area, which permit interaction with other form areas:

- Edit menu commands: When the web area has the focus, the Edit menu commands can be used to carry out actions such as copy, paste, select all, etc., according to the selection.
- Context menu: It is possible to use the standard [context menu](#) of the system with the web area. Display of the context menu can be controlled using the `WA SET PREFERENCE` command.
- Drag and drop: The user can drag and drop text, pictures and documents within the web area or between a web area and the 4D form objects, according to the 4D object properties. For security reasons, changing the contents of a web area by means of dragging and dropping a file or URL is not allowed by default. In this case, the cursor

displays a "forbidden" icon  . You have to use the `WA SET PREFERENCE(*;"warea";WA enable URL drop;True)` statement to display a "drop" icon and generate the `On Window Opening Denied` event. In this event, you can call the `WA OPEN URL` command or set the `URL variable` in response to a user drop.

Drag and drop features described above are not supported in web areas using the [macOS system rendering engine](#).

Subforms

For reasons related to window redrawing mechanisms, the insertion of a web area into a subform is subject to the following constraints:

- The subform must not be able to scroll
- The limits of the web area must not exceed the size of the subform

Superimposing a web area on top of or beneath other form objects is not supported.

Web Area and Web server conflict (Windows)

In Windows, it is not recommended to access, via a web area, the Web server of the 4D application containing the area because this configuration could lead to a conflict that freezes the application. Of course, a remote 4D can access the Web server of 4D Server, but not its own web server.

Insertion of protocol (macOS)

The URLs handled by programming in web areas in macOS must begin with the protocol. For example, you need to pass the string "<http://www.mysite.com>" and not just "<www.mysite.com>".

Access to web inspector

You can view and use a web inspector within web areas in your forms or in offscreen web areas. The web inspector is a debugger which is provided by the embedded Web engine. It allows parsing the code and the flow of information of the web pages.

To display the web inspector, you can either execute the `WA OPEN WEB INSPECTOR` command, or use the context menu of the web area.

- Execute the `WA OPEN WEB INSPECTOR` command
This command can be used directly with onscreen (form object) and offscreen web areas.
- Use the web area context menu
This feature can only be used with onscreen web areas and requires that the following conditions are met:
 - the [context menu](#) for the web area is enabled
 - the use of the inspector is expressly enabled in the area by means of the following statement:

```
WA SET PREFERENCE(*;"WA";WA enable Web inspector;True)
```

With [Windows system rendering engine](#), a change in this preference requires a navigation action in the area (for example, a page refresh) to be taken into account.

For more information, refer to the description of the `WA SET PREFERENCE` command.

When you have done the settings as described above, you then have new options such as [Inspect Element](#) in the context menu of the area. When you select this option, the web inspector window is displayed.

For a detailed description of the features of this debugger, refer to the documentation provided by the web

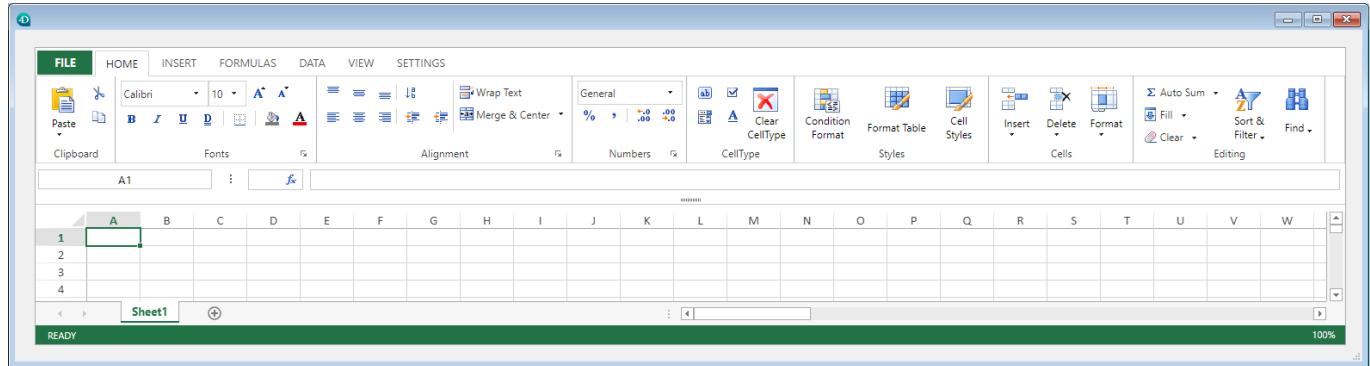
rendering engine.

Supported Properties

[Border Line Style](#) - [Bottom](#) - [Class](#) - [Context Menu](#) - [Height](#) - [Horizontal Sizing](#) - [Left](#) - [Method](#) - [Object Name](#) - [Progression](#) - [Right](#) - [Top](#) - [Type](#) - [URL](#) - [Use embedded Web rendering engine](#) - [Variable or Expression](#) - [Vertical Sizing](#) - [Visibilty](#) - [Width](#)

4D View Pro area

4D View Pro allows you to insert and display a spreadsheet area in your 4D forms. A spreadsheet is an application containing a grid of cells into which you can enter information, execute calculations, or display pictures.



Once you use 4D View Pro areas in your forms, you can import and export spreadsheets documents.

Using 4D View Pro areas

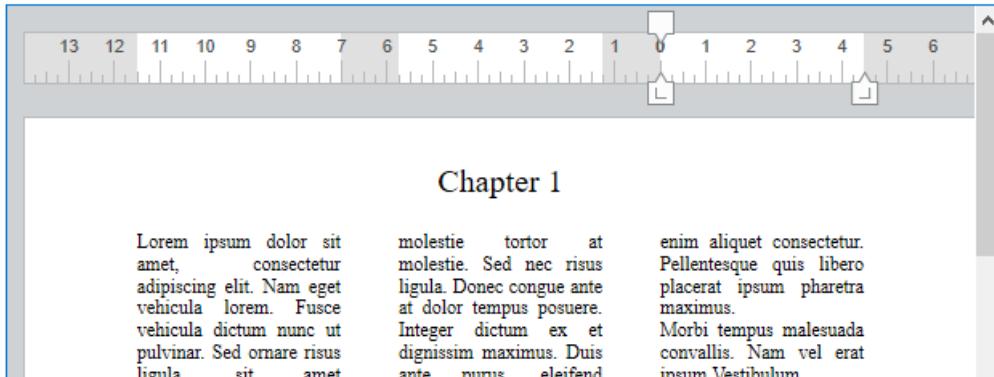
4D View Pro areas are documented in the [4D View Pro section](#).

Supported Properties

[Border Line Style](#) - [Bottom](#) - [Class](#) - [Height](#) - [Horizontal Sizing](#) - [Left](#) - [Method](#) - [Object Name](#) - [Right](#) - [Show Formula Bar](#) - [Type](#) - [User Interface](#) - [Vertical Sizing](#) - [Visibility](#) - [Width](#)

4D Write Pro area

4D Write Pro offers 4D users an advanced word-processing tool, fully integrated with your 4D application. Using 4D Write Pro, you can write pre-formatted emails and/or letters containing images, a scanned signature, formatted text and placeholders for dynamic variables. You can also create invoices or reports dynamically, including formatted text and images.



Using 4D Write Pro areas

4D Write Pro areas are documented in the [4D Write Pro Reference](#) manual.

Supported Properties

Auto Spellcheck - Border Line Style - Bottom - Class - Context Menu - Draggable - Droppable - Enterable - Focusable - Height - Hide focus rectangle - Horizontal Scroll Bar - Horizontal Sizing - Keyboard Layout - Left - Method - Object Name - Print Variable Frame - Resolution - Right - Selection always visible - Show background - Show footers - Show headers - Show hidden characters - Show horizontal ruler - Show HTML WYSIWYG - Show page frame - Show references - Show vertical ruler - Type - Vertical Sizing - Vertical Scroll Bar - View mode - Visibility - Width - Zoom

JSON property list

You will find in this page a comprehensive list of all object properties sorted through their JSON name. Click on a property name to access its detailed description.

In the "Form Object Properties" chapter, properties are sorted according the Property List names and themes.

a - b - c - d - e - f - g - h - i - j - k - l - m - n - p - r - s - t - u - v - w - z

Property	Beschreibung	Possible Values
a		
action	Typical activity to be performed.	The name of a valid standard action.
allowFontColorPicker	Allows displaying system font picker or color picker to edit object attributes	true, false (default)
alternateFill	Allows setting a different background color for odd-numbered rows/columns in a list box.	Any CSS value; "transparent"; "automatic"; "automaticAlternate"
automaticInsertion	Enables automatically adding a value to a list when a user enters a value that is not in the object's associated choice list.	true, false
b		
booleanFormat	Specifies only two possible values.	true, false
borderRadius	The radius value for round rectangles.	minimum: 0
borderStyle	Allows setting a standard style for the object border.	"system", "none", "solid", "dotted", "raised", "sunken", "double"
bottom	Positions an object at the bottom (centered).	minimum: 0
c		
choiceList	A list of choices associated with an object	A list of choices
class	A list of space-separated words used as class selectors in css files.	A list of class names
columnCount	Number of columns.	minimum: 1
columns	A collection of list box columns	Collection of column objects with defined column properties
contextMenu	Provides the user access to a standard context menu in the selected area.	"automatic", "none"
continuousExecution	Designates whether or not to run the method of an object while the user is tracking the control.	true, false
controlType	Specifies how the value should be rendered in a list box cell.	"input", "checkbox" (for boolean / numeric columns), "automatic", "popup"

Property	Beschreibung	(only for boolean columns) possible values
<code>currentItemSource</code>	The last selected item in a list box.	Object expression
<code>currentItemPositionSource</code>	The position of the last selected item in a list box.	Number expression
<code>customBackgroundPicture</code>	Sets the picture that will be drawn in the background of a button.	Relative path in POSIX syntax. Must be used in conjunction with the style property with the "custom" option.
<code>customBorderX</code>	Sets the size (in pixels) of the internal horizontal margins of an object. Must be used with the style property with the "custom" option.	minimum: 0
<code>customBorderY</code>	Sets the size (in pixels) of the internal vertical margins of an object. Must be used with the style property with the "custom" option.	minimum: 0
<code>customOffset</code>	Sets a custom offset value in pixels. Must be used with the style property with the "custom" option.	minimum: 0
<code>customProperties</code>	Advanced properties (if any)	JSON string or base64 encoded string
d		
<code>dataSource</code> (objects) <code>dataSource</code> (subforms) <code>dataSource</code> (array list box) <code>dataSource</code> (Collection or entity selection list box) <code>dataSource</code> (list box column) <code>dataSource</code> (hierarchical list box)	Specifies the source of the data.	A 4D variable, field name, or an arbitrary complex language expression.
<code>dataSourceTypeHint</code> (objects) <code>dataSourceTypeHint</code> (list box column, drop-down list)	Indicates the variable type.	"integer", "boolean", "number", "picture", "text", "date", "time", "arrayText", "arrayDate", "arrayTime", "arrayNumber", "collection", "object", "undefined"
<code>dateFormat</code>	Controls the way dates appear when displayed or printed. Must only be selected among the 4D built-in formats.	"systemShort", "systemMedium", "systemLong", "iso8601", "rfc822", "short", "shortCentury", "abbreviated", "long", "blankIfNull" (can be combined with the other possible values)
<code>defaultButton</code>	Modifies a button's appearance in order to indicate the recommended choice to the user.	true, false
<code>defaultValue</code>	Defines a value or a stamp to be entered by default in an input object	String or "#D", "#H", "#N"
<code>deletableInList</code>	Specifies if the user can delete subrecords in a list subform	true, false
<code>detailForm</code> (list box) <code>detailForm</code> (subform)	Associates a detail form with a list subform.	Name (string) of table or project form, a POSIX path (string) to a .json file describing the form, or an object describing the form

<code>display</code>	The object is drawn or not on the form.	true, false possible values
<code>doubleClickInEmptyAreaAction</code>	Action to perform in case of a double-click on an empty line of a list subform.	"addSubrecord" or "" to do nothing
<code>doubleClickInRowAction</code> (list box) <code>doubleClickInRowAction</code> (subform)	Action to perform in case of a double-click on a record.	"editSubrecord", "displaySubrecord"
<code>dpi</code>	Screen resolution for the 4D Write Pro area contents.	0=automatic, 72, 96
<code>dragging</code>	Enables dragging function.	"none", "custom", "automatic" (excluding list, list box)
<code>dropping</code>	Enables dropping function.	"none", "custom", "automatic" (excluding list, list box)
e		
<code>enterable</code>	Indicates whether users can enter values into the object.	true, false
<code>enterableInList</code>	Indicates whether users can modify record data directly in the list subform.	true, false
<code>entryFilter</code>	Associates an entry filter with the object or column cells. This property is not accessible if the Enterable property is not enabled.	Text to narrow entries
<code>events</code>	List of all events selected for the object or form	Collection of event names, e.g. ["onClick","onDataChange"...].
<code>excludedList</code>	Allows setting a list whose values cannot be entered in the column.	A list of values to be excluded.
f		
<code>fill</code>	Defines the background color of an object.	Any CSS value, "transparent", "automatic"
<code>focusable</code>	Indicates whether the object can have the focus (and can thus be activated by the keyboard for instance)	true, false
<code>fontFamily</code>	Specifies the name of font family used in the object.	CSS font family name
<code>fontSize</code>	Sets the font size in points when no font theme is selected	minimum: 0
<code>fontStyle</code>	Sets the selected text to slant slightly to the right.	"normal", "italic"
<code>fontTheme</code>	Sets the automatic style	"normal", "main", "additional"
<code>fontWeight</code>	Sets the selected text to appear darker and heavier.	"normal", "bold"
<code>footerHeight</code>	Used to set the row height	pattern $(\$\d+)(p em)?\$$ (positive decimal + px/em)
<code>frameDelay</code>	Enables cycling through the contents of the picture button at	minimum: 0

Property	Beschreibung	Possible Values
g		
graduationStep	Scale display measurement.	minimum: 0
h		
header	Defines the header of a list box column	Object with properties "text", "name", "icon", "dataSource", "fontWeight", "fontStyle", "tooltip"
headerHeight	Used to set the row height	pattern ^(\d+)(px em)?\$ (positive decimal + px/em)
height	Designates an object's vertical size	minimum: 0
hideExtraBlankRows	Deactivates the visibility of extra, empty rows.	true, false
hideFocusRing	Hides the selection rectangle when the object has the focus.	true, false
hideSystemHighlight	Used to specify hiding highlighted records in the list box.	true, false
highlightSet	string	Name of the set.
horizontalLineStroke	Defines the color of the horizontal lines in a list box (gray by default).	Any CSS value, "transparent", "automatic"
i		
icon	The pathname of the picture used for buttons, check boxes, radio buttons, list box headers.	Relative or filesystem path in POSIX syntax.
iconFrames	Sets the exact number of states present in the picture.	minimum: 1
iconPlacement	Designates the placement of an icon in relation to the form object.	"none", "left", "right"
k		
keyboardDialect	To associate a specific keyboard layout to an input.	A keyboard code string, e.g. "ar-ma"
l		
labels	A list of values to be used as tab control labels	ex: "a", "b", "c", ...
labelsPlacement (objects) labelsPlacement (tab control)	Specifies the location of an object's displayed text.	"none", "top", "bottom", "left", "right"
layoutMode	Mode for displaying the 4D Write Pro document in the form area.	"page", "draft", "embedded"
left	Positions an object on the left.	minimum: 0
list , see choiceList	A list of choices associated with a hierarchical list	A list of choices
listboxType	The list box data source.	"array", "currentSelection", "namedSelection", "collection"
listForm	List form to use in the subform.	Name (string) of table or project form, a POSIX path (string) to a .json file describing the form, or an object

Property	Beschreibung	describing the form Possible Values
<code>lockedColumnCount</code>	Number of columns that must stay permanently displayed in the left part of a list box.	minimum: 0
<code>loopBackToFirstFrame</code>	Pictures are displayed in a continuous loop.	true, false
m		
<code>max</code>	The maximum allowed value. For numeric steppers, these properties represent seconds when the object is associated with a time type value and are ignored when it is associated with a date type value.	minimum: 0 (for numeric data types)
<code>maxWidth</code>	Designates the largest size allowed for list box columns.	minimum: 0
<code>metaSource</code>	A meta object containing style and selection settings.	An object expression
<code>method</code>	A project method name.	The name of an existing project method
<code>methodsAccessibility</code>	Which 4D methods can be called from a Web area	"none" (default), "all"
<code>min</code>	The minimum allowed value. For numeric steppers, these properties represent seconds when the object is associated with a time type value and are ignored when it is associated with a date type value.	minimum: 0 (for numeric data types)
<code>minWidth</code>	Designates the smallest size allowed for list box columns.	minimum: 0
<code>movableRows</code>	Authorizes the movement of rows during execution.	true, false
<code>multiline</code>	Handles multiline contents.	"yes", "no", "automatic"
n		
<code>name</code>	The name of the form object. (Optional for the form)	Any name which does not belong to an already existing object
<code>numberFormat</code>	Controls the way the alphanumeric fields and variables appear when displayed or printed.	Numbers (including a decimal point or minus sign if necessary)
p		
<code>picture</code>	The pathname of the picture for picture buttons, picture pop-up menus, or static pictures	Relative or filesystem path in POSIX syntax, or "var:<variableName>" for picture variable.
<code>pictureFormat</code> (input, list box column or footer) <code>pictureFormat</code> (static picture)	Controls how pictures appear when displayed or printed.	"truncatedTopLeft", "scaled", "truncatedCenter", "tiled", "proportionalTopLeft" (excluding static pictures), "proportionalCenter"(excluding static pictures)
<code>placeholder</code>	Grays out text when the data source value is empty.	Text to be grayed out.

<code>pluginAreaKind</code>	Describes the type of plug-in. Beschreibung	The type of plug-in. Possible Values
<code>popupPlacement</code>	Allows displaying a symbol that appears as a triangle in the button, which indicates that there is a pop-up menu attached.	"None", "Linked", "Separated"
<code>printFrame</code>	Print mode for objects whose size can vary from one record to another depending on their contents	"fixed", "variable", (subform only) "fixedMultiple"
<code>progressSource</code>	A value between 0 and 100, representing the page load completion percentage in the Web area. Automatically updated by 4D, cannot be modified manually.	minimum: 0
<code>r</code>		
<code>radioGroup</code>	Enables radio buttons to be used in coordinated sets: only one button at a time can be selected in the set.	Radio group name
<code>requiredList</code>	Allows setting a list where only certain values can be inserted.	A list of mandatory values.
<code>resizable</code>	Designates if the size of an object can be modified by the user.	"true", "false"
<code>resizingMode</code>	Specifies if a list box column should be automatically resized	"rightToLeft", "legacy"
<code>right</code>	Positions an object on the right.	minimum: 0
<code>rowControlSource</code>	A 4D array defining the list box rows.	Array
<code>rowCount</code>	Sets the number of rows.	minimum: 1
<code>rowFillSource</code> (array list box) <code>rowFillSource</code> (selection or collection list box)	The name of an array or expression to apply a custom background color to each row of a list box.	The name of an array or expression.
<code>rowHeight</code>	Sets the height of list box rows.	CSS value unit "em" or "px" (default)
<code>rowHeightAuto</code>	Boolean	"true", "false"
<code>rowHeightAutoMax</code>	Designates the largest height allowed for list box rows.	CSS value unit "em" or "px" (default). minimum: 0
<code>rowHeightAutoMin</code>	Designates the smallest height allowed for list box rows.	CSS value unit "em" or "px" (default). minimum: 0
<code>rowHeightSource</code>	An array defining different heights for the rows in a list box.	Name of a 4D array variable.
<code>rowStrokeSource</code> (array list box) <code>rowStrokeSource</code> (selection or collection/entity selection list box)	An array or expression for managing row colors.	Name of array or expression.
<code>rowStyleSource</code> (array list box) <code>rowStyleSource</code> (selection or collection/entity selection list box)	An array or expression for managing row styles.	Name of array or expression.

Property	Beschreibung	Possible Values
<code>saveAs</code> (list box column) <code>saveAs</code> (drop-down list)	The type of contents to save in the field or variable associated to the form object	"value", "reference"
<code>scrollbarHorizontal</code>	A tool allowing the user to move the viewing area to the left or right.	"visible", "hidden", "automatic"
<code>scrollbarVertical</code>	A tool allowing the user to move the viewing area up or down.	"visible", "hidden", "automatic"
<code>selectedItemsSource</code>	Collection of the selected items in a list box.	Collection expression
<code>selectionMode</code> (hierarchical list) <code>selectionMode</code> (list box) <code>selectionMode</code> (subform)	Allows the selection of multiple records/rows.	"multiple", "single", "none"
<code>shortcutAccel</code>	Specifies the system to use, Windows or Mac.	true, false
<code>shortcutAlt</code>	Designates the Alt key	true, false
<code>shortcutCommand</code>	Designates the Command key (macOS)	true, false
<code>shortcutControl</code>	Designates the Control key (Windows)	true, false
<code>shortcutKey</code>	The letter or name of a special meaning key.	"[F1]" -> "[F15]", "[Return]", "[Enter]", "[Backspace]", "[Tab]", "[Esc]", "[Del]", "[Home]", "[End]", "[Help]", "[Page up]", "[Page down]", "[left arrow]", "[right arrow]", "[up arrow]", "[down arrow]"
<code>shortcutShift</code>	Designates the Shift key	true, false
<code>showFooters</code>	Displays or hides column footers.	true, false
<code>showGraduations</code>	Displays/Hides the graduations next to the labels.	true, false
<code>showHeaders</code>	Displays or hides column headers.	true, false
<code>showHiddenChars</code>	Displays/hides invisible characters.	true, false
<code>showHorizontalRuler</code>	Displays/hides the horizontal ruler when the document view is in Page view mode	true, false
<code>showHTMLWysiwyg</code>	Enables/disables the HTML WYSIWYG view	true, false
<code>showPageFrames</code>	Displays/hides the page frame when the document view is in Page view mode	true, false
<code>showReferences</code>	Displays all 4D expressions inserted in the 4D Write Pro document as <i>references</i>	true, false
<code>showSelection</code>	Keeps the selection visible within the object after it has lost the focus	true, false
<code>showVerticalRuler</code>	Displays/hides the vertical ruler	true, false

Property	Beschreibung Page view mode	Possible Values
<code>singleClickEdit</code>	Enables direct passage to edit mode.	true, false
<code>sizingX</code>	Specifies if the horizontal size of an object should be moved or resized when a user resizes the form.	"grow", "move", "fixed"
<code>sizingY</code>	Specifies if the vertical size of an object should be moved or resized when a user resizes the form.	"grow", "move", "fixed"
<code>sortable</code>	Allows sorting column data by clicking the header.	true, false
<code>spellcheck</code>	Activates the spell-check for the object	true, false
<code>splitterMode</code>	When a splitter object has this property, other objects to its right (vertical splitter) or below it (horizontal splitter) are pushed at the same time as the splitter, with no stop.	"grow", "move", "fixed"
<code>startPoint</code>	Starting point for drawing a line object (only available in JSON Grammar).	"bottomLeft", topLeft"
<code>staticColumnCount</code>	Number of columns that cannot be moved during execution.	minimum: 0
<code>step</code>	Minimum interval accepted between values during use. For numeric steppers, this property represents seconds when the object is associated with a time type value and days when it is associated with a date type value.	minimum: 1
<code>storeDefaultStyle</code>	Store the style tags with the text, even if no modification has been made	true, false
<code>stroke</code> (text) <code>stroke</code> (lines) <code>stroke</code> (list box)	Specifies the color of the font or line used in the object.	Any CSS value, "transparent", "automatic"
<code>strokeDashArray</code>	Describes dotted line type as a sequence of black and white points	Number array or string
<code>strokeWidth</code>	Designates the thickness of a line.	An integer or 0 for smallest width on a printed form
<code>style</code>	Allows setting the general appearance of the button. See Button Style for more information.	"regular", "flat", "toolbar", "bevel", "roundedBevel", "gradientBevel", "texturedBevel", "office", "help", "circular", "disclosure", "roundedDisclosure", "custom"
<code>styledText</code>	Enables the possibility of using specific styles in the selected area.	true, false
<code>switchBackWhenReleased</code>	Displays the first picture all the	true, false

Property	time, except when the user clicks the button. Displays the second picture until the mouse button is released.	Possible Values
<code>switchContinuously</code>	Allows the user to hold down the mouse button to display the pictures continuously (i.e., as an animation).	true, false
<code>switchWhenRollover</code>	Modifies the contents of the picture button when the mouse cursor passes over it. The initial picture is displayed when the cursor leaves the button's area.	true, false
t		
<code>table</code>	Table that the list subform belongs to (if any).	4D table name, or ""
<code>Text</code>	The title of the form object	Any text
<code>textAlign</code>	Horizontal location of text within the area that contains it.	"automatic", "right", "center", "justify", "left"
<code>textAngle</code>	Modifies the orientation (rotation) of the text area.	0, 90, 180, 270
<code>textDecoration</code>	Sets the selected text to have a line running beneath it.	"normal", "underline"
<code>textFormat</code>	Controls the way the alphanumeric fields and variables appear when displayed or printed.	"### ###", "(##) ### ####", "## ## ####", "00000", custom formats
<code>textPlacement</code>	Relative location of the button title in relation to the associated icon.	"left", "top", "right", "bottom", "center"
<code>threeState</code>	Allows a check box object to accept a third state.	true, false
<code>timeFormat</code>	Controls the way times appear when displayed or printed. Must only be selected among the 4D built-in formats.	"systemShort", "systemMedium", "systemLong", "iso8601", "hh_mm_ss", "hh_mm", "hh_mm_am", "mm_ss", "HH_MM_SS", "HH_MM", "MM_SS", "blankIfNull" (can be combined with the other possible values)
<code>truncateMode</code>	Controls the display of values when list box columns are too narrow to show their full contents.	"withEllipsis", "none"
<code>type</code>	Mandatory. Designates the data type of the form object.	"text", "rectangle", "groupBox", "tab", "line", "button", "checkbox", "radio", "dropdown", "combo", "webArea", "write", "subform", "plugin", "splitter", "buttonGrid", "progress", "ruler", "spinner", "stepper", "list", "pictureButton", "picturePopup", "listbox", "input", "view"
<code>tooltip</code>	Provide users with additional information about a field.	Additional information to help a user
<code>top</code>	Positions an object at the top (centered).	minimum: 0
u		

Property	Description	Possible Values
<code>urlSource</code>	Beschreibt the URL loaded or being loading by the associated Web area.	A URL.
<code>useLastFrameAsDisabled</code>	Enables setting the last thumbnail as the one to display when the button is disabled.	true, false
<code>userInterface</code>	4D View Pro area interface.	"none" (default), "ribbon", "toolbar"
v		
<code>values</code>	List of default values for an array listbox column	ex: "A","B","42"...
<code>variableCalculation</code>	Allows mathematical calculations to be performed.	"none", "minimum", "maximum", "sum", "count", "average", "standardDeviation", "variance", "sumSquare"
<code>verticalAlign</code>	Vertical location of text within the area that contains it.	"automatic", "top", "middle", "bottom"
<code>verticalLineStroke</code>	Defines the color of the vertical lines in a list box (gray by default).	Any CSS value, ""transparent", "automatic"
<code>visibility</code>	Allows hiding the object in the Application environment.	"visible", "hidden", "selectedRows", "unselectedRows"
w		
<code>webEngine</code>	Used to choose between two rendering engines for the Web area, depending on the specifics of the application.	"embedded", "system"
<code>width</code>	Designates an object's horizontal size	minimum: 0
<code>withFormulaBar</code>	Manages the display of a formula bar with the Toolbar interface in the 4D View Pro area.	true, false
<code>wordwrap</code>	Manages the display of contents when it exceeds the width of the object.	"automatic" (excluding list box), "normal", "none"
z		
<code>zoom</code>	Zoom percentage for displaying 4D Write Pro area	number (minimum=0)

Aktion

Draggable

Control whether and how the user can drag the object. By default, no drag operation is allowed.

Two drag modes are available:

- Custom: In this mode, any drag operation performed on the object triggers the `On Begin Drag` form event in the context of the object. You then manage the drag action using a method.
In custom mode, basically the whole drag-and-drop operation is handled by the programmer. This mode lets you implement any interface based upon drag-on-drop, including interfaces that do not necessarily transport data, but can perform any action like opening files or triggering a calculation. This mode is based upon a combination of specific properties, events, and commands from the `Pasteboard` theme.
- Automatic: In this mode, 4D copies text or pictures directly from the form object. It can then be used in the same 4D area, between two 4D areas, or between 4D and another application. For example, automatic drag (and drop) lets you copy a value between two fields without using programming:



In this mode, the `On Begin Drag` form event is NOT generated. If you want to "force" the use of the custom drag while automatic drag is enabled, hold down the Alt (Windows) or Option (macOS) key during the action. This option is not available for pictures.

For more information, refer to [Drag and Drop](#) in the *4D Language Reference* manual.

JSON Grammar

Name	Datentyp	Possible Values
dragging	Text	"none" (default), "custom", "automatic" (excluding list box)

Objects Supported

[4D Write Pro areas](#) - [Input](#) - [Hierarchical List](#) - [List Box](#) - [Plug-in Area](#)

See also

[Droppable](#)

Droppable

Control whether and how the object can be the destination of a drag and drop operation.

Two drop modes are available:

- Custom: In this mode, any drop operation performed on the object triggers the `On Drag Over` and `On Drop` form events in the context of the object. You then manage the drop action using a method.
In custom mode, basically the whole drag-and-drop operation is handled by the programmer. This mode lets you implement any interface based upon drag-on-drop, including interfaces that do not necessarily transport data, but can perform any action like opening files or triggering a calculation. This mode is based upon a combination of specific properties, events, and commands from the `Pasteboard` theme.
- Automatic: In this mode, 4D automatically manages — if possible — the insertion of dragged data of the text or picture type that is dropped onto the object (the data are pasted into the object). The `On Drag Over` and `On Drop`

form events are NOT generated. On the other hand, the `On After Edit` (during the drop) and `On Data Change` (when the object loses the focus) events are generated.

For more information, refer to [Drag and Drop](#) in the *4D Language Reference* manual.

JSON Grammar

Name	Datentyp	Possible Values
dropping	Text	"none" (default), "custom", "automatic" (excluding list box)

Objects Supported

[4D Write Pro areas](#) - [Button](#) - [Input](#) - [Hierarchical List](#) - [List Box](#) - [Plug-in Area](#)

See also

[Draggable](#)

Execute object method

When this option is enabled, the object method is executed with the `On Data Change` event *at the same moment* the user changes the value of the indicator. When the option is disabled, the method is executed *after* the modification.

JSON Grammar

Name	Datentyp	Possible Values
continuousExecution	Boolean	true, false

Objects Supported

[Progress bar](#) - [Ruler](#) - [Stepper](#)

Method

Reference of a method attached to the object. Object methods generally "manage" the object while the form is displayed or printed. You do not call an object method—4D calls it automatically when an event involves the object to which the object method is attached.

Several types of method references are supported:

- a standard object method file path, i.e. that uses the following pattern:
`ObjectMethods/objectName.4dm`
... where `objectName` is the actual [object name](#). This type of reference indicates that the method file is located at the default location ("sources/forms/formName/ObjectMethods/"). In this case, 4D automatically handles the object method when operations are executed on the form object (renaming, duplication, copy/paste...)
- a project method name: name of an existing project method without file extension, i.e.: `myMethod` In this case, 4D does not provide automatic support for object operations.
- a custom method file path including the `.4dm` extension, e.g.:
`.../CustomMethods/myMethod.4dm` You can also use a filesystem:
`/RESOURCES/Buttons/b0K.4dm` In this case, 4D does not provide automatic support for object operations.

JSON Grammar

Name	Datentyp	Possible Values
method	Text	Object method standard or custom file path, or project method name

Objects Supported

[4D View Pro Area](#) - [4D Write Pro Area](#) - [Button](#) - [Button Grid](#) - [Check Box](#) - [Combo Box](#) - [Dropdown list](#) - [Forms](#) - [Hierarchical List](#) - [Input](#) - [List Box](#) - [List Box Column](#) - [Picture Button](#) - [Picture Pop up menu](#) - [Plug-in Area](#) - [Progress Indicators](#) - [Radio Button](#) - [Ruler](#) - [Spinner](#) - [Splitter](#) - [Stepper](#) - [Subform](#) - [Tab control](#) - [Web Area](#)

Movable Rows

Array type list boxes

Authorizes the movement of rows during execution. This option is selected by default. It is not available for [selection type list boxes](#) nor for [list boxes in hierarchical mode](#).

JSON Grammar

Name	Datentyp	Possible Values
movableRows	Boolean	true, false

Objects Supported

List Box

Multi-selectable

Allows the selection of multiple records/options in a [hierarchical list](#).

JSON Grammar

Name	Datentyp	Possible Values
selectionMode	Text	"multiple", "single", "none"

Objects Supported

Hierarchical List

Sortable

Allows sorting column data by clicking a [listbox](#) header. This option is selected by default. Picture type arrays (columns) cannot be sorted using this feature.

In list boxes based on a selection of records, the standard sort function is available only:

- When the data source is *Current Selection*,
- With columns associated with fields (of the Alpha, Number, Date, Time or Boolean type).

In other cases (list boxes based on named selections, columns associated with expressions), the standard sort function is not available. A standard list box sort changes the order of the current selection in the database. However, the highlighted records and the current record are not changed. A standard sort synchronizes all the columns of the list box, including calculated columns.

JSON Grammar

Name	Datentyp	Possible Values
sortable	Boolean	true, false

Objects Supported

[List Box](#)

Standard action

Typical activities to be performed by active objects (e.g., letting the user accept, cancel, or delete records, move between records or from page to page in a multi-page form, etc.) have been predefined by 4D as standard actions. They are described in detail in the [Standard actions](#) section of the *Design Reference*.

You can assign both a standard action and a project method to an object. In this case, the standard action is usually executed after the method and 4D uses this action to enable/disable the object according to the current context. When an object is deactivated, the associated project method cannot be executed.

You can also set this property using the `OBJECT SET ACTION` command.

JSON Grammar

Name	Datentyp	Possible Values
action	string	The name of a valid standard action .

Objects Supported

[Button](#) - [Button Grid](#) - [Check Box](#) - [Drop-down List](#) - [List Box](#) - [Picture Button](#) - [Picture Pop-up Menu](#) - [Tab control](#)

Animation

Loop back to first frame

Pictures are displayed in a continuous loop. When the user reaches the last picture and clicks again, the first picture appears, and so forth.

JSON Grammar

Name	Datentyp	Possible Values
loopBackToFirstFrame	Boolean	true, false

Objects Supported

[Picture Button](#)

Switch back when released

Displays the first picture all the time except when the user clicks the button. Displays the second picture until the mouse button is released. This mode allows you to create an action button with a different picture for each state (idle and clicked). You can use this mode to create a 3D effect or display any picture that depicts the action of the button.

JSON Grammar

Name	Datentyp	Possible Values
switchBackWhenReleased	Boolean	true, false

Objects Supported

[Picture Button](#)

Switch continuously on clicks

Allows the user to hold down the mouse button to display the pictures continuously (i.e., as an animation). When the user reaches the last picture, the object does not cycle back to the first picture.

JSON Grammar

Name	Datentyp	Possible Values
switchContinuously	Boolean	true, false

Objects Supported

[Picture Button](#)

Switch every x ticks

Enables cycling through the contents of the picture button at the specified speed (in ticks). In this mode, all other options are ignored.

JSON Grammar

Name	Datentyp	Possible Values
frameDelay	integer	minimum: 0

Objects Supported

[Picture Button](#)

Switch when roll over

Modifies the contents of the picture button when the mouse cursor passes over it. The initial picture is displayed when the cursor leaves the button's area.

JSON Grammar

Name	Datentyp	Possible Values
switchWhenRollover	Boolean	true, false

Objects Supported

[Picture Button](#)

Use Last frame as disabled

Enables setting the last thumbnail as the one to display when the button is disabled. The thumbnail used when the button is disabled is processed separately by 4D: when you combine this option with "Switch Continuously" and "Loop Back to First Frame", the last picture is excluded from the sequence associated with the button and only appears when it is disabled.

JSON Grammar

Name	Datentyp	Possible Values
useLastFrameAsDisabled	Boolean	true, false

Objects Supported

[Picture Button](#)

Appearance

Default Button

The default button property designates the button that gets the initial focus at runtime when no button of the form has the [Focusable](#) property.

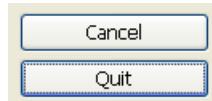
There can only be one default button per form page.

In addition, on macOS, the default button property modifies the button's appearance in order to indicate a "recommended choice" to the user. The default button can be different from the focused button. Default buttons have a specific blue appearance on macOS:



Button must have a standard height to get the default button appearance.

On Windows, the concept of "recommended choice" is not supported: only the focused button has a different appearance at runtime. However, in the 4D form editor, the default button is represented with a blue outline:



JSON Grammar

Name	Datentyp	Possible Values
defaultButton	boolean	true, false

Objects Supported

[Regular Button - Flat Button](#)

Hide focus rectangle

During execution, a field or any enterable area is outlined by a selection rectangle when it has the focus (via the Tab key or a single click). You can hide this rectangle by enabling this property. Hiding the focus rectangle may be useful in the case of specific interfaces.

JSON Grammar

Name	Datentyp	Possible Values
hideFocusRing	Boolean	true, false

Objects Supported

[4D Write Pro area - Hierarchical List - Input - List Box - Subform](#)

Hide selection highlight

Selection type list boxes

This property is used to disable the selection highlight in list boxes.

When this option is enabled, the selection highlight is no longer visible for selections made in list boxes. Selections themselves are still valid and work in exactly the same way as previously; however, they are no longer represented graphically onscreen, and you will need to [define their appearance programmatically](#).

By default, this option is not enabled.

JSON Grammar

Name	Datentyp	Possible Values
hideSystemHighlight	Boolean	true, false

Objects Supported

List Box

Horizontal Scroll Bar

An interface tool allowing the user to move the viewing area to the left or right.

Available values:

Property List	JSON value	Beschreibung
Ja	"visible"	The scrollbar is always visible, even when it is not necessary (in other words, when the size of the object contents is smaller than that of the frame).
Nein	"hidden"	The scrollbar is never visible
Automatic	"automatic"	The scrollbar appears automatically whenever necessary and the user can enter text larger than the object width

Picture objects can have scrollbars when the display format of the picture is set to "Truncated (non-centered)."

JSON Grammar

Name	Datentyp	Possible Values
scrollbarHorizontal	Text	"visible", "hidden", "automatic"

Objects Supported

Hierarchical List - Subform - List Box - Input - 4D Write Pro area

See also

[Vertical scroll bar](#)

Resolution

Sets the screen resolution for the 4D Write Pro area contents. By default, it is set to 72 dpi (macOS), which is the standard resolution for 4D forms on all platforms. Setting this property to 96 dpi will set a windows/web rendering on

both macOS and Windows platforms. Setting this property to automatic means that document rendering will differ between macOS and Windows platforms.

JSON Grammar

Name	Datentyp	Possible Values
dpi	number	0=automatic, 72, 96

Objects Supported

4D Write Pro area

Show background

Displays/hides both background images and background color.

JSON Grammar

Name	Datentyp	Possible Values
showBackground	boolean	true (default), false

Objects Supported

4D Write Pro area

Show footers

Displays/hides the footers when [Page view mode](#) is set to "Page".

JSON Grammar

Name	Datentyp	Possible Values
showFooters	boolean	true (default), false

Objects Supported

4D Write Pro area

Show Formula Bar

When enabled, the formula bar is visible below the Toolbar interface in the 4D View Pro area. If not selected, the formula bar is hidden.

This property is available only for the [Toolbar](#) interface.

JSON Grammar

Name	Datentyp	Possible Values
withFormulaBar	boolean	true (default), false

Objects Supported

[4D View Pro area](#)

Show headers

Displays/hides the headers when [Page view mode](#) is set to "Page".

JSON Grammar

Name	Datentyp	Possible Values
showHeaders	boolean	true (default), false

Objects Supported

[4D Write Pro area](#)

Show hidden characters

Displays/hides invisible characters

JSON Grammar

Name	Datentyp	Possible Values
showHiddenChars	boolean	true (default), false

Objects Supported

[4D Write Pro area](#)

Show horizontal ruler

Displays/hides the horizontal ruler when the document view is in [Page mode](#).

JSON Grammar

Name	Datentyp	Possible Values
showHorizontalRuler	boolean	true (default), false

Objects Supported

[4D Write Pro area](#)

Show HTML WYSIWIG

Enables/disables the HTML WYSIWYG view, in which any 4D Write Pro advanced attributes which are not compliant with all browsers are removed.

JSON Grammar

Name	Datentyp	Possible Values
showHTMLWysiwyg	boolean	true, false (default)

Objects Supported

4D Write Pro area

Show page frame

Displays/hides the page frame when [Page view mode](#) is set to "Page".

JSON Grammar

Name	Datentyp	Possible Values
showPageFrames	boolean	true, false

Objects Supported

4D Write Pro area

Show references

Displays all 4D expressions inserted in the 4D Write Pro document as *references*. When this option is disabled, 4D expressions are displayed as *values*. By default when you insert a 4D field or expression, 4D Write Pro computes and displays its current value. Select this property if you wish to know which field or expression is displayed. The field or expression references then appear in your document, with a gray background.

For example, you have inserted the current date along with a format, the date is displayed:

July 11, 2016

With the Show references property on, the reference is displayed:

String(Current date;Internal date long)

4D expressions can be inserted using the `ST INSERT EXPRESSION` command.

JSON Grammar

Name	Datentyp	Possible Values
showReferences	boolean	true, false (default)

Objects Supported

4D Write Pro area

Show vertical ruler

Displays/hides the vertical ruler when the document view is in [Page mode](#).

JSON Grammar

Name	Datentyp	Possible Values
showVerticalRuler	boolean	true (default), false

Objects Supported

[4D Write Pro area](#)

Tab Control Direction

You can set the direction of tab controls in your forms. This property is available on all the platforms but can only be displayed in macOS. You can choose to place the tab controls on top (standard) or on the bottom.

When tab controls with a custom direction are displayed under Windows, they automatically return to the standard direction (top).

JSON Grammar

Name	Datentyp	Possible Values
labelsPlacement	boolean	"top", "bottom"

Objects Supported

[Tab Control](#)

User Interface

You can add an interface to 4D View Pro areas to allow end users to perform basic modifications and data manipulations. 4D View Pro offers two optional interfaces to choose from, Ribbon and Toolbar.

JSON Grammar

Name	Datentyp	Possible Values
userInterface	text	"none" (default), "ribbon", "toolbar"

Objects Supported

[4D View Pro area](#)

See also

[4D View Pro reference guide](#)

Vertical Scroll Bar

An interface tool allowing the user to move the viewing area up and down.

Available values:

Property List	JSON value	Beschreibung
Ja	"visible"	The scrollbar is always visible, even when it is not necessary (in other words, when the size of the object contents is smaller than that of the frame).
Nein	"hidden"	The scrollbar is never visible
Automatic	"automatic"	The scrollbar appears automatically whenever necessary (in other words, when the size of the object contents is greater than that of the frame)

Picture objects can have scrollbars when the display format of the picture is set to "Truncated (non-centered)."

If a text input object does not have a scroll bar, the user can scroll the information using the arrow keys.

JSON Grammar

Name	Datentyp	Possible Values
scrollbarVertical	Text	"visible", "hidden", "automatic"

Objects Supported

[Hierarchical List](#) - [Subform](#) - [List Box](#) - [Input](#) - [4D Write Pro area](#)

See also

[Horizontal scroll bar](#)

View mode

Sets the mode for displaying the 4D Write Pro document in the form area. Three values are available:

- Page: the most complete view mode, which includes page outlines, orientation, margins, page breaks, headers and footers, etc.
- Draft: draft mode with basic document properties
- Embedded: view mode suitable for embedded areas; it does not display margins, footers, headers, page frames, etc. This mode can also be used to produce a web-like view output (if you also select the [96 dpi resolution](#) and the [Show HTML WYSIWYG](#) properties). This mode can also be used to produce a web-like view output (if you also select the [96 dpi resolution](#) and the [Show HTML WYSIWYG](#) properties).

The View mode property is only used for onscreen rendering. Regarding printing settings, specific rendering rules are automatically used.

JSON Grammar

Name	Datentyp	Possible Values
layoutMode	text	"page", "draft", "embedded"

Objects Supported

[4D Write Pro area](#)

Zoom

Sets the zoom percentage for displaying 4D Write Pro area contents.

JSON Grammar

Name	Datentyp	Possible Values
zoom	number	minimum = 0

Objects Supported

[4D Write Pro area](#)

Background and Border

Alternate Background Color

Allows setting a different background color for odd-numbered rows/columns in a list box. By default, *Automatic* is selected: the column uses the alternate background color set at the list box level.

JSON Grammar

Name	Datentyp	Possible Values
alternateFill	string	any css value; "transparent"; "automatic"; "automaticAlternate"

Objects Supported

[List Box - List Box Column](#)

Background Color / Fill Color

Defines the background color of an object.

In the case of a list box, by default *Automatic* is selected: the column uses the background color set at the list box level.

JSON Grammar

Name	Datentyp	Possible Values
fill	string	any css value; "transparent"; "automatic"

Objects Supported

[Hierarchical List - List Box - List Box Column - List Box Footer - Oval - Rectangle - Text Area](#)

See also

[Transparent](#)

Background Color Expression

Selection and collection type list boxes

An expression or a variable (array variables cannot be used) to apply a custom background color to each row of the list box. The expression or variable will be evaluated for each row displayed and must return a RGB color value. For more information, refer to the description of the `OBJECT SET RGB COLORS` command in the *4D Language Reference manual*.

You can also set this property using the `LISTBOX SET PROPERTY` command with `lk background color expression` constant.

With collection or entity selection type list boxes, this property can also be set using a [Meta Info Expression](#).

JSON Grammar

Name	Datentyp	Possible Values
rowFillSource	string	An expression returning a RGB color value

Objects Supported

List Box - List Box Column

Border Line Style

Allows setting a standard style for the object border.

JSON Grammar

Name	Datentyp	Possible Values
borderStyle	Text	"system", "none", "solid", "dotted", "raised", "sunken", "double"

Objects Supported

4D View Pro Area - 4D Write Pro areas - Buttons - Button Grid - Hierarchical List - Input - List Box - Picture Button - Picture Pop-up Menu - Plug-in Area - Progress Indicator - Ruler - Spinner - Stepper - Subform - Text Area - Web Area

Dotted Line Type

Describes dotted line type as a sequence of black and white points.

JSON Grammar

Name	Datentyp	Possible Values
strokeDashArray	number array or string	Ex. "6 1" or [6,1] for a sequence of 6 black point and 1 white point

Objects Supported

Rectangle - Oval - Line

Hide extra blank rows

Controls the display of extra blank rows added at the bottom of a list box object. By default, 4D adds such extra rows to fill the empty area:

You can remove these empty rows by selecting this option. The bottom of the list box object is then left blank:

Days	Values
Monday	5
Tuesday	6
Wednesday	41
Thursday	66
Friday	12
Saturday	2
Sunday	88

JSON Grammar

Name	Datentyp	Possible Values
hideExtraBlankRows	Boolean	true, false

Objects Supported

[List Box](#)

Line Color

Designates the color of the object's lines. The color can be specified by:

- a color name - like "red"
- a HEX value - like "#ff0000"
- an RGB value - like "rgb(255,0,0)"

You can also set this property using the [OBJECT SET RGB COLORS](#) command.

JSON Grammar

Name	Datentyp	Possible Values
stroke	string	any css value, "transparent", "automatic"

This property is also available for text based objects, in which case it designates both the font color and the object's lines, see [Font color](#).

Objects Supported

[Line - Oval - Rectangle](#)

Line Width

Designates the thickness of a line.

JSON Grammar

Name	Datentyp	Possible Values
strokeWidth	number	0 for smallest width on a printed form, or any integer value < 20

Objects Supported

[Line](#) - [Oval](#) - [Rectangle](#)

Row Background Color Array

Array type list boxes

The name of an array to apply a custom background color to each row of the list box or column.

The name of a Longint array must be entered. Each element of this array corresponds to a row of the list box (if applied to the list box) or to a cell of the column (if applied to a column), so the array must be the same size as the array associated with the column. You can use the constants of the [SET RGB COLORS](#) theme. If you want the cell to inherit the background color defined at the higher level, pass the value -255 to the corresponding array element.

For example, given a list box where the rows have an alternating gray/light gray color, defined in the properties of the list box. A background color array has also been set for the list box in order to switch the color of rows where at least one value is negative to light orange:

```
<>_BgndColors{$i}:=0x00FFD0B0 // orange
<>_BgndColors{$i}:=-255 // default value
```

Header1	Header2	Header3
21483	9031	27290
24151	21990	-923
21351	2982	18009
8089	12898	20941
13001	-802	22059
4321	16826	11303
24082	26214	22380
16680	23651	20403
-2678	24818	29896
25639	2691	9687
28794	26941	21486
26083	21092	13476
27928	4092	15441
19987	28211	21191
7996	6300	4089
-1063	13388	23683
13008	7470	19897
5388	26918	13547
28559	27007	8365
28454	22646	13824

Next you want to color the cells with negative values in dark orange. To do this, you set a background color array for each column, for example `<>_BgndColor_1`, `<>_BgndColor_2` and `<>_BgndColor_3`. The values of these arrays have priority over the ones set in the list box properties as well as those of the general background color array:

```
<>_BgndColorsCol_3{2}:=0x00FF8000 // dark orange
<>_BgndColorsCol_2{5}:=0x00FF8000
<>_BgndColorsCol_1{9}:=0x00FF8000
<>_BgndColorsCol_1{16}:=0x00FF8000
```

Header1	Header2	Header3
21483	9031	27290
24151	21990	-923
21351	2982	18009
8089	12898	20941
13001	-802	22059
4321	16826	11303
24082	26214	22380
16680	23651	20403
-2678	24818	29896
25639	2691	9687
28794	26941	21486
26083	21092	13476
27928	4092	15441
19987	28211	21191
7996	6300	4089
-1063	13388	23683
13008	7470	19897
5388	26918	13547
28559	27007	8365
28454	22646	13824

You can get the same result using the `LISTBOX SET ROW FONT STYLE` and `LISTBOX SET ROW COLOR` commands. They have the advantage of letting you skip having to predefine style/color arrays for the columns: instead they are created dynamically by the commands.

JSON Grammar

Name	Datentyp	Possible Values
rowFillSource	string	The name of a longint array.

Objects Supported

[List Box - List Box Column](#)

Transparent

Sets the list box background to "Transparent". When set, any [alternate background color](#) or [background color](#) defined for the column is ignored.

JSON Grammar

Name	Datentyp	Possible Values
fill	Text	"transparent"

Objects Supported

[List Box](#)

See also

[Background Color / Fill Color](#)

Coordinates & Sizing

Automatic Row Height

This property is only available for array-based, non-hierarchical list boxes. The property is not selected by default.

When used, the height of every row in the column will automatically be calculated by 4D, and the column contents will be taken into account. Note that only columns with the option selected will be taken into account to calculate the row height.

When resizing the form, if the "Grow" [horizontal sizing](#) property was assigned to the list box, the right-most column will be increased beyond its maximum width if necessary.

When this property is enabled, the height of every row is automatically calculated in order to make the cell contents entirely fit without being truncated (unless the [Wordwrap](#) option is disabled).

- The row height calculation takes into account:
 - any content types (text, numerics, dates, times, pictures (calculation depends on the picture format), objects),
 - any control types (inputs, check boxes, lists, dropdowns),
 - fonts, font styles and font sizes,
 - the [Wordwrap](#) option: if disabled, the height is based on the number of paragraphs (lines are truncated); if enabled, the height is based on number of lines (not truncated).
- The row height calculation ignores:
 - hidden column contents
 - [Row Height](#) and [Row Height Array](#) properties (if any) set either in the Property list or by programming.

Since it requires additional calculations at runtime, the automatic row height option could affect the scrolling fluidity of your list box, in particular when it contains a large number of rows.

JSON Grammar

Name	Datentyp	Possible Values
rowHeightAuto	Boolean	true, false

Objects Supported

[List Box Column](#)

Bottom

Bottom coordinate of the object in the form.

JSON Grammar

Name	Datentyp	Possible Values
bottom	number	minimum: 0

Objects Supported

[4D View Pro Area](#) - [4D Write Pro Area](#) - [Button](#) - [Button Grid](#) - [Check Box](#) - [Combo Box](#) - [Dropdown list](#) - [Group Box](#) - [Hierarchical List](#) - [Input](#) - [List Box](#) - [Line](#) - [List Box Column](#) - [Oval](#) - [Picture Button](#) - [Picture Pop up menu](#) - [Plug-in Area](#) - [Progress Indicators](#) - [Radio Button](#) - [Rectangle](#) - [Ruler](#) - [Spinner](#) - [Splitter](#) - [Static Picture](#) - [Stepper](#) - [Subform](#) - [Tab control](#) - [Text Area](#) - [Web Area](#)

Left

Left coordinate of the object on the form.

JSON Grammar

Name	Datentyp	Possible Values
left	number	minimum: 0

Objects Supported

[4D View Pro Area](#) - [4D Write Pro Area](#) - [Button](#) - [Button Grid](#) - [Check Box](#) - [Combo Box](#) - [Dropdown list](#) - [Group Box](#) - [Hierarchical List](#) - [Input](#) - [List Box](#) - [Line](#) - [List Box Column](#) - [Oval](#) - [Picture Button](#) - [Picture Pop up menu](#) - [Plug-in Area](#) - [Progress Indicators](#) - [Radio Button](#) - [Ruler](#) - [Rectangle](#) - [Spinner](#) - [Splitter](#) - [Static Picture](#) - [Stepper](#) - [Subform](#) - [Tab control](#) - [Text Area](#) - [Web Area](#)

Right

Right coordinate of the object in the form.

JSON Grammar

Name	Datentyp	Possible Values
right	number	minimum: 0

Objects Supported

[4D View Pro Area](#) - [4D Write Pro Area](#) - [Button](#) - [Button Grid](#) - [Check Box](#) - [Combo Box](#) - [Dropdown list](#) - [Group Box](#) - [Hierarchical List](#) - [Input](#) - [List Box](#) - [Line](#) - [List Box Column](#) - [Oval](#) - [Picture Button](#) - [Picture Pop up menu](#) - [Plug-in Area](#) - [Progress Indicators](#) - [Radio Button](#) - [Ruler](#) - [Rectangle](#) - [Spinner](#) - [Splitter](#) - [Static Picture](#) - [Stepper](#) - [Subform](#) - [Tab control](#) - [Text Area](#) - [Web Area](#)

Top

Top coordinate of the object in the form.

JSON Grammar

Name	Datentyp	Possible Values
top	number	minimum: 0

Objects Supported

4D View Pro Area - 4D Write Pro Area - Button - Button Grid - Check Box - Combo Box - Dropdown list - Group Box - Hierarchical List - Input - List Box - Line - List Box Column - Oval - Picture Button - Picture Pop up menu - Plug-in Area - Progress Indicators - Radio Button - Ruler - Rectangle - Spinner - Splitter - Static Picture - Stepper - Subform - Tab control - Text Area - Web Area

Corner Radius

Defines the corner roundness (in pixels) of objects of the [rectangle](#) type. By default, the radius value for rectangles is 0 pixels. You can change this property to draw rounded rectangles with custom shapes:



Minimum value is 0, in this case a standard non-rounded rectangle is drawn. Maximum value depends on the rectangle size (it cannot exceed half the size of the shortest rectangle side) and is calculated dynamically.

You can also set this property using the [OBJECT Get corner radius](#) and [OBJECT SET CORNER RADIUS](#) commands.

JSON Grammar

Name	Datentyp	Possible Values
borderRadius	integer	minimum: 0

Objects Supported

Rectangle

Height

This property designates an object's vertical size.

Some objects may have a predefined height that cannot be altered.

JSON Grammar

Name	Datentyp	Possible Values
height	number	minimum: 0

Objects Supported

4D View Pro Area - 4D Write Pro Area - Button - Button Grid - Check Box - Combo Box - Dropdown list - Group Box - Hierarchical List - Input - List Box - Line - List Box Column - Oval - Picture Button - Picture Pop up menu - Plug-in Area - Progress Indicators - Radio Button - Ruler - Rectangle - Spinner - Splitter - Static Picture - Stepper - Subform - Tab control - Text Area - Web Area

Width

This property designates an object's horizontal size.

- Some objects may have a predefined height that cannot be altered.
- If the [Resizable](#) property is used for a [list box column](#), the user can also manually resize the column.
- When resizing the form, if the "[Grow](#)" horizontal sizing property was assigned to the list box, the right-most column will be increased beyond its maximum width if necessary.

JSON Grammar

Name	Datentyp	Possible Values
width	number	minimum: 0

Objects Supported

[4D View Pro Area](#) - [4D Write Pro Area](#) - [Button](#) - [Button Grid](#) - [Check Box](#) - [Combo Box](#) - [Dropdown list](#) - [Group Box](#) - [Hierarchical List](#) - [Input](#) - [List Box](#) - [Line](#) - [List Box Column](#) - [Oval](#) - [Picture Button](#) - [Picture Pop up menu](#) - [Plug-in Area](#) - [Progress Indicators](#) - [Radio Button](#) - [Ruler](#) - [Rectangle](#) - [Spinner](#) - [Splitter](#) - [Static Picture](#) - [Stepper](#) - [Subform](#) - [Tab control](#) - [Text Area](#) - [Web Area](#)

Maximum Width

The maximum width of the column (in pixels). The width of the column cannot be increased beyond this value when resizing the column or form.

When resizing the form, if the "[Grow](#)" horizontal sizing property was assigned to the list box, the right-most column will be increased beyond its maximum width if necessary.

JSON Grammar

Name	Datentyp	Possible Values
maxWidth	number	minimum: 0

Objects Supported

[List Box Column](#)

Minimum Width

The minimum width of the column (in pixels). The width of the column cannot be reduced below this value when resizing the column or form.

When resizing the form, if the "[Grow](#)" horizontal sizing property was assigned to the list box, the right-most column will be increased beyond its maximum width if necessary.

JSON Grammar

Name	Datentyp	Possible Values
minWidth	number	minimum: 0

Objects Supported

[List Box Column](#)

Row Height

Sets the height of list box rows (excluding headers and footers). By default, the row height is set according to the platform and the font size.

JSON Grammar

Name	Datentyp	Possible Values
rowHeight	string	css value in unit "em" or "px" (default)

Objects Supported

[List Box](#)

See also

[Row Height Array](#)

Row Height Array

This property is used to specify the name of a row height array that you want to associate with the list box. A row height array must be of the numeric type (longint by default).

When a row height array is defined, each of its elements whose value is different from 0 (zero) is taken into account to determine the height of the corresponding row in the list box, based on the current Row Height unit.

Sie schreiben zum Beispiel:

```
ARRAY LONGINT(RowHeights;20)
RowHeights{5}:=3
```

Assuming that the unit of the rows is "lines," then the fifth row of the list box will have a height of three lines, while every other row will keep its default height.

- The Row Height Array property is not taken into account for hierarchical list boxes.
- For array-based list boxes, this property is available only if the [Automatic Row Height](#) option is not selected.

JSON Grammar

Name	Datentyp	Possible Values
rowHeightSource	string	Name of a 4D array variable.

Objects Supported

[List Box](#)

See also

[Row Height](#)

Crop

Columns

Sets the number of columns in a thumbnail table.

JSON Grammar

Name	Datentyp	Possible Values
columnCount	integer	minimum: 1

Objects Supported

[Picture Button](#) - [Button Grid](#) - [Picture Pop-up Menu](#)

Rows

Sets the number of rows in a thumbnail table.

JSON Grammar

Name	Datentyp	Possible Values
rowCount	integer	minimum: 1

Objects Supported

[Picture Button](#) - [Button Grid](#) - [Picture Pop-up Menu](#)

Data Source

Automatic Insertion

When this option is selected, if a user enters a value that is not found in the list associated with the object, this value is automatically added to the list stored in memory.

When the automatic insertion option is not set (default), the value entered is stored in the form object but not in the list in memory.

This property is supported by:

- [Combo box](#) and [list box column](#) form objects associated to a choice list.
- [Combo box](#) form objects whose associated list is filled by their array or object datasource.

For example, given a choice list containing "France, Germany, Italy" that is associated with a "Countries" combo box: if the automatic insertion property is set and a user enters "Spain", then the value "Spain" is automatically added to the list in memory:



If the choice list was created from a list defined in Design mode, the original list is not modified.

JSON Grammar

Name	Datentyp	Possible Values
automaticInsertion	Boolean	true, false

Objects Supported

[Combo Box - List Box Column](#)

Choice List

Associates a choice list with an object. It can be a choice list name (a list reference) or a collection of default values.

You can also associate choice lists to objects using the [OBJECT SET LIST BY NAME](#) or [OBJECT SET LIST BY REFERENCE](#) commands.

JSON Grammar

Name	Datentyp	Possible Values
choiceList	list, collection	A list of possible values
list	list, collection	A list of possible values (hierarchical lists only)

Objects Supported

Choice List (static list)

List of static values to use as labels for the tab control object.

JSON Grammar

Name	Datentyp	Possible Values
labels	list, collection	A list of values to fill the tab control

Objects Supported

[Tab Control](#)

Current item

`Collection or entity selection list boxes`

Specifies a variable or expression that will be assigned the collection element/entity selected by the user. You must use an object variable or an assignable expression that accepts objects. If the user does not select anything or if you used a collection of scalar values, the Null value is assigned.

This property is "read-only", it is automatically updated according to user actions in the list box. You cannot edit its value to modify the list box selection status.

JSON Grammar

Name	Datentyp	Possible Values
currentItemSource	string	Object expression

Objects Supported

[List Box](#)

Current item position

`Collection or entity selection list boxes`

Specifies a variable or expression that will be assigned a longint indicating the position of the collection element/entity selected by the user.

- if no element/entity is selected, the variable or expression receives zero,
- if a single element/entity is selected, the variable or expression receives its location,
- if multiple elements/entities are selected, the variable or expression receives the position of element/entity that was last selected.

This property is "read-only", it is automatically updated according to user actions in the list box. You cannot edit its value to modify the list box selection status.

JSON Grammar

Name	Datentyp	Possible Values
currentItemPositionSource	string	Number expression

Objects Supported

List Box

Data Type (expression type)

Defines the data type for the displayed expression. This property is used with:

- [List box columns](#) of the selection and collection types.
- [Drop-down lists](#) associated to objects or arrays.

See also [Expression Type](#) section.

JSON Grammar

Name	Datentyp	Possible Values
dataSourceTypeHint	string	<ul style="list-style-type: none"> list box columns: "boolean", "number", "picture", "text", "date", "time". <i>Array/selection list box only:</i> "integer", "object" drop-down lists: "object", "arrayText", "arrayDate", "arrayTime", "arrayNumber"

Objects Supported

[Drop-down Lists](#) associated to objects or arrays - [List Box column](#)

Data Type (list)

Defines the type of data to save in the field or variable associated to the [drop-down list](#). This property is used with:

- Drop-down lists [associated to a choice list](#).
- Drop-down lists [associated to a hierarchical choice list](#).

Three options are available:

- List reference: declares that the drop-down list is hierarchical. It means that the drop-down list can display up to two hierarchical levels and its contents can be managed by the 4D language commands of the Hierarchical Lists theme.
- Selected item value (default): the drop-down list is not hierarchical and the value of the item chosen in the list by the user is saved directly. For example, if the user chooses the value "Blue", then this value is saved in the field.
- Selected item reference: the drop-down list is not hierarchical and the reference of the choice list item is saved in the object. This reference is the numeric value associated with each item either through the *itemRef* parameter of the [APPEND TO LIST](#) or [SET LIST ITEM](#) commands, or in the list editor. This option lets you optimize memory usage: storing numeric values in fields uses less space than storing strings. It also makes it easier to translate applications: you just create multiple lists in different languages but with the same item references, then load the list based on the language of the application.

Using the Selected item reference option requires compliance with the following principles:

- To be able to store the reference, the field or variable data source must be of the Number type (regardless of the type of value displayed in the list). The [expression](#) property is automatically set.
- Valid and unique references must be associated with list items.
- The drop-down list must be associated with a field or a variable.

JSON Grammar

Name	Datentyp	Possible Values
saveAs	string	"value", "reference"

Setting only `"dataSourceTypeHint" : "integer"` with a `"type": "dropdown"` form object will declare a hierarchical drop-down list.

Objects Supported

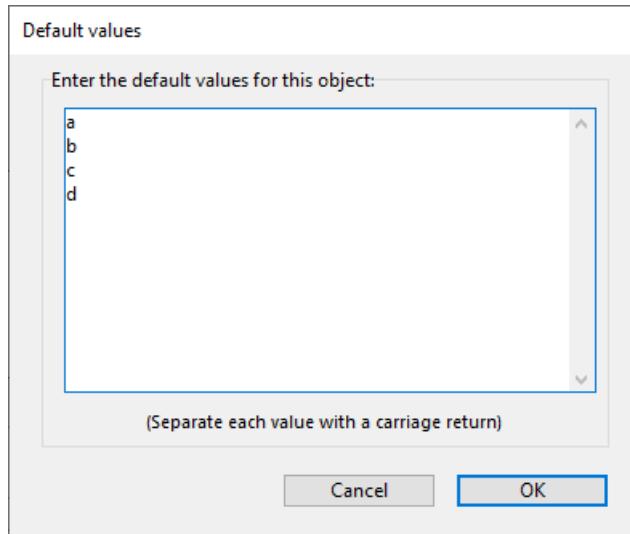
[Drop-down Lists](#) associated to lists

Default (list of) values

List of values that will be used as default values for the list box column (array type only). These values are automatically available in the [array variable](#) associated with this column when the form is executed. Using the language, you can manage the object by referring to this array.

Do not make confusion between this property and the "[default value](#)" property that allows to define a field value in new records.

You must enter a list of values. In the Form editor, a specific dialog box allows you to enter values separated by carriage returns:



You can also define a [choice list](#) with the list box column. However, a choice list will be used as list of selectable values for each column row, whereas the default list fill all column rows.

JSON Grammar

Name	Datentyp	Possible Values
values	collection	A collection of default values (strings), ex: "a", "b", "c", "d"

Objects Supported

[List Box Column \(array type only\)](#)

Ausdruck

This description is specific to [selection](#) and [collection](#) type list box columns. See also [Variable or Expression](#) section.

A 4D expression to be associated with a column. You can enter:

- A simple variable (in this case, it must be explicitly declared for compilation). You can use any type of variable except BLOBs and arrays. The value of the variable will be generally calculated in the [On Display Detail](#) event.
- A field using the standard [Table]Field syntax ([selection type list box](#) only), for example: `[Employees]LastName`. The following types of fields can be used:
 - String
 - Numeric
 - Datum
 - Zeit
 - Bild
 - Boolean

You can use fields from the Master Table or from other tables.

- A 4D expression (simple expression, formula or 4D method). The expression must return a value. The value will be evaluated in the [On Display Detail](#) and [On Data Change](#) events. The result of the expression will be automatically displayed when you switch to Application mode. The expression will be evaluated for each record of the selection (current or named) of the Master Table (for selection type list boxes), each element of the collection (for collection type list boxes) or each entity of the selection (for entity selection list boxes). If it is empty, the column will not display any results.

The following expression types are supported:

- String
- Numeric
- Datum
- Bild
- Boolean

For collection/entity selection list boxes, Null or unsupported types are displayed as empty strings.

When using collections or entity selections, you will usually declare the element property or entity attribute associated to a column within an expression containing `This`. `This` is a dedicated 4D command that returns a reference to the currently processed element. For example, you can use `This.<propertyPath>` where `<propertyPath>` is the path of a property in the collection or an entity attribute path to access the current value of each element/entity.

If you use a collection of scalar values, 4D will create an object for each collection element with a single property (named "value"), filled with the element value. In this case, you will use `This.value` as expression.

If a [non-assignable expression](#) is used (e.g. `[Person]FirstName" "+[Person]LastName`), the column is never enterable even if the [Enterable](#) property is enabled.

If a field, a variable, or an assignable expression (e.g. `Person.lastName`) is used, the column can be enterable or not depending on the [Enterable](#) property.

JSON Grammar

Name	Datentyp	Possible Values
dataSource	string	A 4D variable, field name, or an arbitrary complex language expression.

Objects Supported

List Box Column

Master Table

Current selection list boxes

Specifies the table whose current selection will be used. This table and its current selection will form the reference for the fields associated with the columns of the list box (field references or expressions containing fields). Even if some columns contain fields from other tables, the number of rows displayed will be defined by the master table.

All database tables can be used, regardless of whether the form is related to a table (table form) or not (project form).

JSON Grammar

Name	Datentyp	Possible Values
table	number	Table number

Objects Supported

List Box

Save as

This property is available in the following conditions:

- a [choice list](#) is associated with the object
- for [inputs](#) and [list box columns](#), a [required list](#) is also defined for the object (both options should use usually the same list), so that only values from the list can be entered by the user.

This property specifies, in the context of a field or variable associated with a list of values, the type of contents to save:

- Save as Value (default option): the value of the item chosen in the list by the user is saved directly. For example, if the user chooses the value "Blue", then this value is saved in the field.
- Save as Reference: the reference of the choice list item is saved in the object. This reference is the numeric value associated with each item either through the *itemRef* parameter of the [APPEND TO LIST](#) or [SET LIST ITEM](#) commands, or in the list editor.

This option lets you optimize memory usage: storing numeric values in fields uses less space than storing strings. It also makes it easier to translate applications: you just create multiple lists in different languages but with the same item references, then load the list based on the language of the application.

Using this property requires compliance with the following principles:

- To be able to store the reference, the field or variable data source must be of the Number type (regardless of the type of value displayed in the list). The [expression](#) property is automatically set.
- Valid and unique references must be associated with list items.

JSON Grammar

Name	Datentyp	Possible Values
saveAs	string	"value", "reference"

Objects Supported

[Input - List Box Column](#)

Selected Items

Collection or entity selection list boxes

Specifies a variable or expression that will be assigned the elements or entities selected by the user.

- for a collection list box, you must use a collection variable or an assignable expression that accepts collections,

- for an entity selection list box, an entity selection object is built. You must use an object variable or an assignable expression that accepts objects.

This property is "read-only", it is automatically updated according to user actions in the list box. You cannot edit its value to modify the list box selection status.

JSON Grammar

Name	Datentyp	Possible Values
selectedItemsSource	string	Collection expression

Objects Supported

[List Box](#)

Selection Name

[Named selection list boxes](#)

Specifies the named selection to be used. You must enter the name of a valid named selection. It can be a process or interprocess named selection. The contents of the list box will be based on this selection. The named selection chosen must exist and be valid at the time the list box is displayed, otherwise the list box will be displayed blank.

Named selections are ordered lists of records. They are used to keep the order and current record of a selection in memory. For more information, refer to Named Selections section in the *4D Language Reference manual*.

JSON Grammar

Name	Datentyp	Possible Values
namedSelection	string	Named selection name

Objects Supported

[List Box](#)

Display

Alpha Format

Alpha formats control the way the alphanumeric fields and variables appear when displayed or printed. Here is a list of formats provided for alphanumeric fields:



You can choose a format from this list or use any custom format. The default list contains formats for some of the most common alpha fields that require formats: US telephone numbers (local and long distance), Social Security numbers, and zip codes. You can also enter a custom format name set in the Filters and formats editor of the tool box. In this case, the format cannot be modified in the object properties. Any custom formats or filters that you have created are automatically available, preceded by a vertical bar (|).

The number sign (#) is the placeholder for an alphanumeric display format. You can include the appropriate dashes, hyphens, spaces, and any other punctuation marks that you want to display. You use the actual punctuation marks you want and the number sign for each character you want to display.

For example, consider a part number with a format such as "RB-1762-1".

The alpha format would be:

```
##-#####-#
```

When the user enters "RB17621," the field displays:

```
RB-1762-1
```

The field actually contains "RB17621".

If the user enters more characters than the format allows, 4D displays the last characters. For example, if the format is:

```
(#####)
```

and the user enters "proportion", the field displays:

```
(portion)
```

The field actually contains "proportion". 4D accepts and stores the entire entry no matter what the display format. No information is lost.

JSON Grammar

Name	Datentyp	Possible Values
textFormat	string	"### ####", "(###) ####-####", "### #### # ####", "### ## ####", "00000", custom formats

Objects Supported

[Drop-down List](#) - [Combo Box](#) - [List Box Column](#) - [List Box Footer](#)

Date Format

Date formats control the way dates appear when displayed or printed. For data entry, you enter dates in the MM/DD/YYYY format, regardless of the display format you have chosen.

Unlike [Alpha](#) and [Number](#) formats, display formats for dates must only be selected among the 4D built-in formats.

The table below shows choices available:

Format name	JSON String	Example (US system)
System date short	- (default)	03/25/20
System date abbreviated (1)	systemMedium	Wed, Mar 25, 2020
System date long	systemLong	Wednesday, March 25, 2020
RFC 822	rfc822	Tue, 25 Mar 2020 22:00:00 GMT
Short Century	shortCentury	03/25/20 but 04/25/2032 (2)
Internal date long	long	March 25, 2020
Internal date abbreviated (1)	abbreviated	Mar 25, 2020
Internal date short	short	03/25/2020
ISO Date Time (3)	iso8601	2020-03-25T00:00:00

(1) To avoid ambiguity and in accordance with current practice, the abbreviated date formats display "jun" for June and "jul" for July. This particularity only applies to French versions of 4D.

(2) The year is displayed using two digits when it belongs to the interval (1930;2029) otherwise it will be displayed using four digits. This is by default but it can be modified using the [SET DEFAULT CENTURY](#) command.

(3) The [ISO Date Time](#) format corresponds to the XML date and time representation standard (ISO8601). It is mainly intended to be used when importing/exporting data in XML format and in Web Services.

Regardless of the display format, if the year is entered with two digits then 4D assumes the century to be the 21st if the year belongs to the interval (00;29) and the 20th if it belongs to the interval (30;99). This is the default setting but it can be modified using the [SET DEFAULT CENTURY](#) command.

JSON Grammar

Name	Datentyp	Possible Values
dateFormat	string	"systemShort", "systemMedium", "systemLong", "iso8601", "rfc822", "short", "shortCentury", "abbreviated", "long", "blankIfNull" (can be combined with the other possible values)

Objects Supported

[Combo Box](#) - [Drop-down List](#) - [Input](#) - [List Box Column](#) - [List Box Footer](#)

Number Format

Number fields include the Integer, Long integer, Integer 64 bits, Real and Float types.

Number formats control the way numbers appear when displayed or printed. For data entry, you enter only the numbers (including a decimal point or minus sign if necessary), regardless of the display format you have chosen.

4D provides various default number formats.

Placeholders

In each of the number display formats, the number sign (#), zero (0), caret (^), and asterisk (*) are used as placeholders. You create your own number formats by using one placeholder for each digit you expect to display.

Placeholder	Effect for leading or trailing zero
#	Displays nothing
0	Displays 0
^	Displays a space (1)
*	Displays an asterisk

(1) The caret (^) generates a space character that occupies the same width as a digit in most fonts.

For example, if you want to display three-digit numbers, you could use the format ###. If the user enters more digits than the format allows, 4D displays <<< in the field to indicate that more digits were entered than the number of digits specified in the display format.

If the user enters a negative number, the leftmost character is displayed as a minus sign (unless a negative display format has been specified). If ##0 is the format, minus 26 is displayed as -26 and minus 260 is displayed as <<< because the minus sign occupies a placeholder and there are only three placeholders.

No matter what the display format, 4D accepts and stores the number entered in the field. No information is lost.

Each placeholder character has a different effect on the display of leading or trailing zeros. A leading zero is a zero that starts a number before the decimal point; a trailing zero is a zero that ends a number after the decimal point.

Suppose you use the format ##0 to display three digits. If the user enters nothing in the field, the field displays 0. If the user enters 26, the field displays 26.

Separator characters

The numeric display formats (except for scientific notations) are automatically based on regional system parameters. 4D replaces the “.” and “,” characters by, respectively, the decimal separator and the thousand separator defined in the operating system. The period and comma are thus considered as placeholder characters, following the example of 0 or #.

On Windows, when using the decimal separator key of the numeric keypad, 4D makes a distinction depending on the type of field where the cursor is located: * in a Real type field, using this key will insert the decimal separator defined in the system, * in any other type of field, this key inserts the character associated with the key, usually a period (.) or comma (,).

Decimal points and other display characters

You can use a decimal point in a number display format. If you want the decimal to display regardless of whether the user types it in, it must be placed between zeros.

You can use any other characters in the format. When used alone, or placed before or after placeholders, the characters always appear. For example, if you use the following format:

```
$##0
```

a dollar sign always appears because it is placed before the placeholders.

If characters are placed between placeholders, they appear only if digits are displayed on both sides. For example, if you define the format:

```
###.##0
```

the point appears only if the user enters at least four digits.

Spaces are treated as characters in number display formats.

Formats for positive, negative, and zero

A number display format can have up to three parts allowing you to specify display formats for positive, negative, and zero values. You specify the three parts by separating them with semicolons as shown below:

```
Positive;Negative;Zero
```

You do not have to specify all three parts of the format. If you use just one part, 4D uses it for all numbers, placing a minus sign in front of negative numbers.

If you use two parts, 4D uses the first part for positive numbers and zero and the second part for negative numbers. If you use three parts, the first is for positive numbers, the second for negative numbers, and the third for zero.

The third part (zero) is not interpreted and does not accept replacement characters. If you enter `###;###;#`, the zero value will be displayed "#". In other words, what you actually enter is what will be displayed for the zero value.

Here is an example of a number display format that shows dollar signs and commas, places negative values in parentheses, and does not display zeros:

```
$###,##0.00;($###,##0.00);
```

Notice that the presence of the second semicolon instructs 4D to use nothing to display zero. The following format is similar except that the absence of the second semicolon instructs 4D to use the positive number format for zero:

```
$###,##0.00;($###,##0.00)
```

In this case, the display for zero would be \$0.00.

Scientific notation

If you want to display numbers in scientific notation, use the ampersand (&) followed by a number to specify the number of digits you want to display. For example, the format:

```
&3
```

would display 759.62 as:

```
7.60e+2
```

The scientific notation format is the only format that will automatically round the displayed number. Note in the example above that the number is rounded up to 7.60e+2 instead of truncating to 7.59e+2.

Hexadecimal formats

You can display a number in hexadecimal using the following display formats:

- `&x` : This format displays hexadecimal numbers using the "0xFFFF" format.
- `&$` : This format displays hexadecimal numbers using the "\$FFFF" format.

XML notation

The `&xml` format will make a number compliant with XML standard rules. In particular, the decimal separator character will be a period "." in all cases, regardless of the system settings.

Displaying a number as a time

You can display a number as a time (with a time format) by using `&/` followed by a digit. Time is determined by calculating the number of seconds since midnight that the value represents. The digit in the format corresponds to the order in which the time format appears in the Format drop-down menu.

For example, the format:

```
&/5
```

corresponds to the 5th time format in the pop-up menu, specifically the AM/PM time. A number field with this format would display 25000 as:

```
6:56 AM
```

Beispiele

The following table shows how different formats affect the display of numbers. The three columns — Positive, Negative, and Zero — each show how 1,234.50, -1,234.50, and 0 would be displayed.

Format Entered	Positive	Negative	Zero
## #	<<<	<<<	
### #	1234	<<<<	
#### ## #	1234	-1234	
#### .##	1234.5	-1234.5	
### ## 0.00	1234.50	-1234.50	0.00
### ## 0	1234	-1234	0
+### ## 0;-### ## 0;0	+1234	-1234	0
### ## 0DB;### ## 0CR;0	1234DB	1234CR	0
### ## 0;(### ## 0)	1234	(1234)	0
## ,## 0	1,234	-1,234	0
## ,## 0.00	1,234.50	-1,234.50	0.00
~~~~~	1234	-1234	
~~~~~^0	1234	-1234	0
^~,^~0	1,234	-1,234	0
^~,^~0.00	1,234.50	-1,234.50	0.00
*****	***1234	**-1234	*****
*****0	***1234	**-1234	*****0
, **0	**1,234	*-1,234	***0
*, **0.00	*1,234.50	-1,234.50	*****0.00
\$*, **0.00;-\$*, **0.00	\$1,234.50	-\$1,234.50	\$*****0.00
\$~~~~~0	\$ 1234	\$-1234	\$ 0
\$~~~0;-\$~~~0	\$1234	-\$1234	\$ 0
\$~~~0 ;(\$~~~0)	\$1234	(\$1234)	\$ 0
\$~,~~~0.00 ;(\$~,~~~0.00)	\$1,234.50	(\$1,234.50)	\$ 0.00
&2	1.2e+3	-1.2e+3	0.0e+0
&5	1.23450e+3	-1.23450e+3	0.00000
&xml	1234.5	-1234.5	0

JSON Grammar

Name	Datentyp	Possible Values
numberFormat	string	Numbers (including a decimal point or minus sign if necessary)

Objects Supported

[Combo Box](#) - [Drop-down List](#) - [Input](#) - [List Box Column](#) - [List Box Footer](#) - [Progress Indicators](#)

Picture Format

Picture formats control how pictures appear when displayed or printed. For data entry, the user always enters pictures by pasting them from the Clipboard or by drag and drop, regardless of the display format.

The truncation and scaling options do not affect the picture itself. The contents of a Picture field are always saved. Only the display on the particular form is affected by the picture display format.

Scaled to fit

JSON grammar: "scaled"

The Scaled to fit format causes 4D to resize the picture to fit the dimensions of the area.



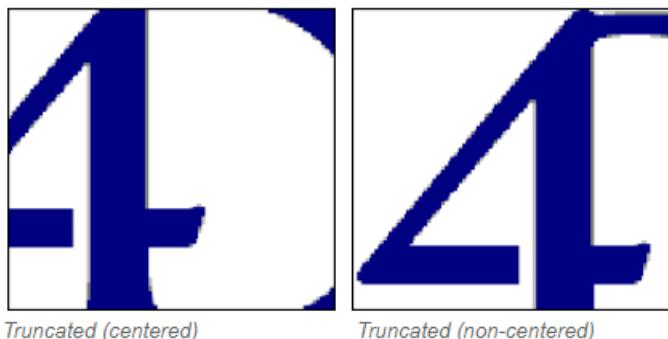
Truncated (centered and non-centered)

JSON grammar: "truncatedCenter" / "truncatedTopLeft"

The Truncated (centered) format causes 4D to center the picture in the area and crop any portion that does not fit within the area. 4D crops equally from each edge and from the top and bottom.

The Truncated (non-centered) format causes 4D to place the upper-left corner of the picture in the upper-left corner of the area and crop any portion that does not fit within the area. 4D crops from the right and bottom.

When the picture format is Truncated (non-centered), it is possible to add scroll bars to the input area.



Scaled to fit (proportional) and Scaled to fit centered (proportional)

JSON grammar: "proportionalTopLeft" / "proportionalCenter"

When you use Scaled to fit (proportional), the picture is reduced proportionally on all sides to fit the area created for the picture. The Scaled to fit centered (proportional) option does the same, but centers the picture in the picture area.

If the picture is smaller than the area set in the form, it will not be modified. If the picture is bigger than the area set in the form, it is proportionally reduced. Since it is proportionally reduced, the picture will not appear distorted.

If you have applied the Scaled to fit centered (proportional) format, the picture is also centered in the area:



Scaled to fit (proportional)



Scaled to fit centered (proportional)

Replicated

JSON grammar: "tiled"

When the area that contains a picture with the Replicated format is enlarged, the picture is not deformed but is replicated as many times as necessary in order to fill the area entirely.



If the field is reduced to a size smaller than that of the original picture, the picture is truncated (non-centered).

JSON Grammar

Name	Datentyp	Possible Values
pictureFormat	string	"truncatedTopLeft", "scaled", "truncatedCenter", "tiled", "proportionalTopLeft", "proportionalCenter"

Objects Supported

[Input - List Box Column](#) - [List Box Footer](#)

Time Format

Time formats control the way times appear when displayed or printed. For data entry, you enter times in the 24-hour HH:MM:SS format or the 12-hour HH:MM:SS AM/PM format, regardless of the display format you have chosen.

Unlike [Alpha](#) and [Number](#) formats, display formats for times must only be selected among the 4D built-in formats.

The table below shows the Time field display formats and gives examples:

Format name	JSON string	Kommentare	Example for 04:30:25
HH:MM:SS	hh_mm_ss		04:30:25
HH:MM	hh_mm		04:30
Hour Min Sec	HH_MM_SS		4 hours 30 minutes 25 seconds
Hour Min	HH_MM		4 hours 30 minutes
HH:MM AM/PM	hh_mm_am		4:30 a.m.
MM SS	mm_ss	Time expressed as a duration from 00:00:00	270:25
Min Sec	MM_SS	Time expressed as a duration from 00:00:00	270 Minutes 25 Seconds
ISO Date Time	iso8601	Corresponds to the XML standard for representing time-related data. It is mainly intended to be used when importing/exporting data in XML format	0000-00-00T04:30:25
System time short	- (default)	Standard time format defined in the system	04:30:25
System time long abbreviated	systemMedium	macOS only: Abbreviated time format defined in the system. Windows: this format is the same as the System time short format	4•30•25 AM
System time long	systemLong	macOS only: Long time format defined in the system. Windows: this format is the same as the System time short format	4:30:25 AM HNEC

JSON Grammar

Name	Datentyp	Possible Values
timeFormat	string	"systemShort", "systemMedium", "systemLong", "iso8601", "hh_mm_ss", "hh_mm", "hh_mm_am", "mm_ss", "HH_MM_SS", "HH_MM", "MM_SS", "blankIfNull" (can be combined with the other possible values)

Objects Supported

[Combo Box](#) - [Drop-down List](#) - [Input](#) - [List Box Column](#) - [List Box Footer](#)

Text when False/Text when True

When a [boolean expression](#) is displayed as:

- a text in an [input object](#)
- a "[popup](#)" in a [list box column](#),

... you can select the text to display for each value:

- Text when True - the text to be displayed when the value is "true"
- Text when False - the text to be displayed when the value is "false"

JSON Grammar

Name	Datentyp	Possible Values
booleanFormat	string	"<textWhenTrue>;<textWhenFalse>", e.g. "Assigned;Unassigned"

Objects Supported

[List Box Column - Input](#)

Anzeigetyp

Used to associate a display format with the column data. The formats provided depends on the variable type (array type list box) or the data/field type (selection and collection type list boxes).

Boolean and number (numeric or integer) columns can be displayed as check boxes. In this case, the [Title](#) property can be defined.

Boolean columns can also be displayed as pop-up menus. In this case, the [Text when False](#) and [Text when True](#) properties must be defined.

JSON Grammar

Name	Datentyp	Possible Values
controlType	string	<ul style="list-style-type: none"> number columns: "automatic" (default) or "checkbox" boolean columns: "checkbox" (default) or "popup"

Objects Supported

[List Box Column](#)

Not rendered

When this property is enabled, the object is not drawn on the form, however it can still be activated.

In particular, this property allows implementing "invisible" buttons. Non-rendered buttons can be placed on top of graphic objects. They remain invisible and do not highlight when clicked, however their action is triggered when they are clicked.

JSON Grammar

Name	Datentyp	Possible Values
display	Boolean	true, false

Objects Supported

[Button - Drop-down List](#)

Three-States

Allows a check box object to accept a third state. The variable associated with the check box returns the value 2 when the check box is in the third state.

Three-states check boxes in list box columns

List box columns with a numeric [data type](#) can be displayed as three-states check boxes. If chosen, the following values

are displayed:

- 0 = unchecked box,
- 1 = checked box,
- 2 (or any value >0) = semi-checked box (third state). For data entry, this state returns the value 2.
- -1 = invisible check box,
- -2 = unchecked box, not enterable,
- -3 = checked box, not enterable,
- -4 = semi-checked box, not enterable

In this case as well, the [Title](#) property is also available so that the title of the check box can be entered.

JSON Grammar

Name	Datentyp	Possible Values
threeState	Boolean	true, false

Objects Supported

[Check box - List Box Column](#)

Title

This property is available for a list box column if:

- the [column type](#) is boolean and its [display type](#) is "Check Box"
- the [column type](#) is number (numeric or integer) and its [display type](#) is "Three-states Checkbox".

In that cases, the title of the check box can be entered using this property.

JSON Grammar

Name	Datentyp	Possible Values
controlTitle	string	Any custom label for the check box

Objects Supported

[List Box Column](#)

Truncate with ellipsis

Controls the display of values when list box columns are too narrow to show their full contents.

This option is available for columns with any type of contents, except pictures and objects.

- When the property is enabled (default), if the contents of a list box cell exceed the width of the column, they are truncated and an ellipsis is displayed:

Cities	Popu...
Charlotte	792862
New York	8406...
Philadelp...	1553...
San Fran...	837442
San Jose	288054

The position of the ellipsis depends on the OS. In the above example (Windows), it is added on the right side of

the text. On macOS, the ellipsis is added in the middle of the text.

- When the property is disabled, if the contents of a cell exceed the width of the column, they are simply clipped with no ellipsis added:

Cities	Popu...
Charlotte	792862
New York	3406000
Philadelphia	553000
San Francisco	837442
San Jose	288054

The Truncate with ellipsis option is enabled by default and can be specified with list boxes of the Array, Selection, or Collection type.

When applied to Text type columns, the Truncate with ellipsis option is available only if the [Wordwrap](#) option is not selected. When the Wordwrap property is selected, extra contents in cells are handled through the word-wrapping features so the Truncate with ellipsis property is not available.

The Truncate with ellipsis property can be applied to Boolean type columns; however, the result differs depending on the [cell format](#):

- For Pop-up type Boolean formats, labels are truncated with an ellipsis,
- For Check box type Boolean formats, labels are always clipped.

JSON Grammar

Name	Datentyp	Possible Values
truncateMode	string	"withEllipsis", "none"

Objects Supported

[List Box Column - List Box Header](#)

Visibility

This property allows hiding the object in the Application environment.

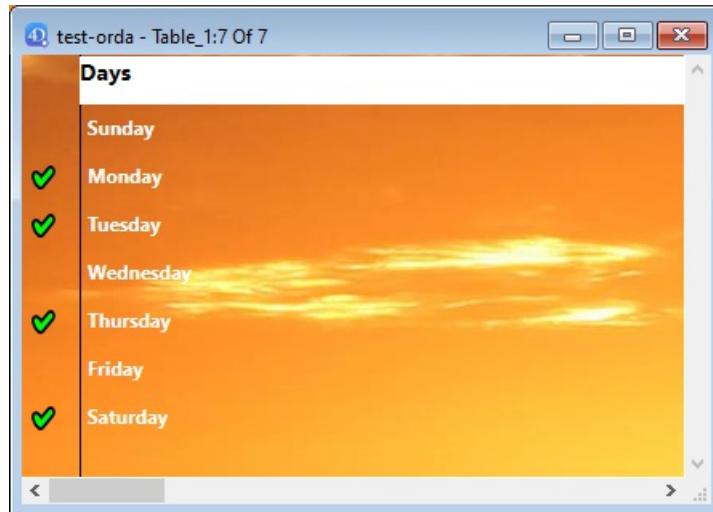
You can handle the Visibility property for most form objects. This property is mainly used to simplify dynamic interface development. In this context, it is often necessary to hide objects programmatically during the `On load` event of the form then to display certain objects afterwards. In this context, it is often necessary to hide objects programmatically during the `On load` event of the form then to display certain objects afterwards. The Visibility property allows inverting this logic by making certain objects invisible by default.

Automatic visibility in list forms

In the context of ["list" forms](#), the Visibility property supports two specific values:

- If record selected (JSON name: "selectedRows")
- If record not selected (JSON name: "unselectedRows")

This property is only used when drawing objects located in the body of a list form. It tells 4D whether or not to draw the object depending on whether the record being processed is selected/not selected. It allows you to represent a selection of records using visual attributes other than highlight colors:



4D does not take this property into account if the object was hidden using the `OBJECT SET VISIBLE` command; in this case, the object remains invisible regardless of whether or not the record is selected.

JSON Grammar

Name	Datentyp	Possible Values
visibility	string	"visible", "hidden", "selectedRows" (list form only), "unselectedRows" (list form only)

Objects Supported

4D View Pro area - 4D Write Pro area - Button - Button Grid - Check Box - Combo Box - Drop-down List - Group Box - Hierarchical List - List Box - List Box Column - List Box Footer - List Box Header - Picture Button - Picture Pop-up Menu - Plug-in Area - Progress indicator - Radio Button - Spinner - Splitter - Static Picture - Stepper - Subform - Tab control - Text Area - Web Area

Wordwrap

For `input` objects, available when the `Multiline` property is set to "yes".

Manages the display of contents when it exceeds the width of the object.

Checked for list box/Yes for input

JSON grammar: "normal"

When this option is selected, text automatically wraps to the next line whenever its width exceeds that of the column/area, if the column/area height permits it.

- In single-line columns/areas, only the last word that can be displayed entirely is displayed. 4D inserts line returns; it is possible to scroll the contents of the area by pressing the down arrow key.
- In multiline columns/areas, 4D carries out automatic line returns.

Name	A BLOB is loaded into memory in its entirety. A
Text	<p>A BLOB is loaded into memory in its entirety. A BLOB variable or BLOB array is held and exists in memory only. A BLOB field is loaded into memory from the disk, like the rest of the record to which it belongs.</p> <p>Like the other field types that can retain a large amount of data (such as the Picture field type), BLOB fields are not duplicated in memory when</p>

Unchecked for list box/No for input

JSON grammar: "none"

When this option is selected, 4D does not do any automatic line returns and the last word that can be displayed may be truncated. In text type areas, carriage returns are supported:

Name	A BLOB is loaded into memory in its entirety. A BLO
Text	A BLOB is loaded into memory in its entirety. A BLO Like the other field types that can retain a large amo

In list boxes, any text that is too long is truncated and displayed with an ellipse (...). In the following example, the Wordwrap option is checked for the left column and unchecked for the right column:

Header1	Header2
The vertical alignment will be applied as long as the full text fits in the cell. Otherwise, the text will be aligned to the top so as the beginning of the text will visible.	The vertical alignment will be ap...
You can make a field invisible in the Application environment and for the plug-ins by selecting the Invisible property for this field.	You can make a field invisible in ...

Note that regardless of the Wordwrap option's value, the row height is not changed. If the text with line breaks cannot be entirely displayed in the column, it is truncated (without an ellipse). In the case of list boxes displaying just a single row, only the first line of text is displayed:

Header1	Header2
The vertical alignment will be	The vertical alignment will be ap...
You can make a field invisible in	You can make a field invisible in ...

Automatic for input (default option)

JSON grammar: "automatic"

- In single-line areas, words located at the end of lines are truncated and there are no line returns.
- In multiline areas, 4D carries out automatic line returns.

Name	A BLOB is loaded into memory in its entirety. A BLO
Text	A BLOB is loaded into memory in its entirety. A BLOB variable or BLOB array is held and exists in memory only. A BLOB field is loaded into memory from the disk, like the rest of the record to which it belongs. Like the other field types that can retain a large amount of data (such as the Picture field type),

JSON Grammar

Name	Datentyp	Possible Values
wordwrap	string	"automatic" (excluding list box), "normal", "none"

Objects Supported

[Input - List Box Column - List Box Footer](#)

Entry

Auto Spellcheck

4D includes an integrated and customizable spell-check utility. Text type [inputs](#) can be checked, as well as [4D Write Pro](#) documents.

The Auto Spellcheck property activates the spell-check for each object. When used, a spell-check is automatically performed during data entry. You can also execute the `SPELL CHECKING` 4D language command for each object to be checked.

JSON Grammar

Name	Datentyp	Possible Values
spellcheck	Boolean	true, false

Objects Supported

[4D Write Pro area - Input](#)

Context Menu

Allows the user access to a standard context menu in the object when the form is executed.

For a picture type [input](#), in addition to standard editing commands (Cut, Copy, Paste and Clear), the menu contains the Import... command, which can be used to import a picture stored in a file, as well as the Save as... command, which can be used to save the picture to disk. The menu can also be used to modify the display format of the picture: the Truncated non-centered, Scaled to fit and Scaled to fit centered prop. options are provided. The modification of the [display format](#) using this menu is temporary; it is not saved with the record.

For a [multi-style](#) text type [input](#), in addition to standard editing commands, the context menu provides the following commands:

- Fonts...: displays the font system dialog box
- Recent fonts: displays the names of recent fonts selected during the session. The list can store up to 10 fonts (beyond that, the last font used replaces the oldest). By default, this list is empty and the option is not displayed. You can manage this list using the `SET RECENT FONTS` and `FONT LIST` commands.
- commands for supported style modifications: font, size, style, color and background color. When the user modifies a style attribute via this pop-up menu, 4D generates the `On After Edit` form event.

For a [Web Area](#), the contents of the menu depend of the rendering engine of the platform. It is possible to control access to the context menu via the `WA SET PREFERENCE` command.

JSON Grammar

Name	Datentyp	Possible Values
contextMenu	string	"automatic" (used if missing), "none"

Objects Supported

[Input - Web Area - 4D Write Pro areas](#)

Enterable

The Enterable attribute indicates whether users can enter values into the object.

Objects are enterable by default. If you want to make a field or an object non-enterable for that form, you can disable the Enterable property for the object. A non-enterable object only displays data. You control the data by methods that use the field or variable name. You can still use the `On Clicked`, `On Double Clicked`, `On Drag Over`, `On Drop`, `On Getting Focus` and `On Losing Focus` form events with non-enterable objects. This makes it easier to manage custom context menus and lets you design interfaces where you can drag-and-drop and select non-enterable variables.

When this property is disabled, any pop-up menus associated with a list box column via a list are disabled.

JSON Grammar

Name	Datentyp	Possible Values
enterable	Boolean	true, false

Objects Supported

[4D Write Pro areas](#) - [Check Box](#) - [Hierarchical List](#) - [Input](#) - [List Box Column](#) - [Progress Bar](#) - [Ruler](#) - [Stepper](#)

Entry Filter

An entry filter controls exactly what the user can type during data entry. Unlike [required lists](#) for example, entry filters operate on a character-by-character basis. For example, if a part number always consists of two letters followed by three digits, you can use an entry filter to restrict the user to that pattern. You can even control the particular letters and numbers.

An entry filter operates only during data entry. It has no effect on data display after the user deselects the object. In general, you use entry filters and [display formats](#) together. The filter constrains data entry and the format ensures proper display of the value after data entry.

During data entry, an entry filter evaluates each character as it is typed. If the user attempts to type an invalid character (a number instead of a letter, for example), 4D simply does not accept it. The null character remains unchanged until the user types a valid character.

Entry filters can also be used to display required formatting characters so that the user need not enter them. For example, an American telephone number consists of a three-digit area code, followed by a seven-digit number that is broken up into two groups of three and four digits, respectively. A display format can be used to enclose the area code in parentheses and display a dash after the third digit of the telephone number. When such a format is used, the user does not need to enter the parentheses or the dashes.

Defining an entry filter

Most of the time, you can use one of the [built-in filters](#) of 4D for what you need; however, you can also create and use custom filters:

- you can directly enter a filter definition string
- or you can enter the name of an entry filter created in the Filters editor in the Toolbox. The names of custom filters you create begin with a vertical bar (|).

For information about creating entry filters, see [Filter and format codes](#).

Default entry filters

Here is a table that explains each of the entry filter choices in the Entry Filter drop-down list:

Entry Filter	Beschreibung
~A	Allow any letters, but convert to uppercase.
&9	Allow only numbers.
&A	Allow only capital letters.
&a	Allow only letters (uppercase and lowercase).
&@	Allow only alphanumeric characters. No special characters.
~a##	State name abbreviation (e.g., CA). Allow any two letters, but convert to uppercase.
!0&9##/#/#/#	Standard date entry format. Display zeros in entry spaces. Allow any numbers.
!0&9 Day: ## Month: ## Year: ##	Time entry format. Display zeros in entry spaces. Allow any numbers. Limited to hours and minutes.
!0&9##:##	Time entry format. Limited to hours and minutes. Display zeros in entry spaces. Allow any four numbers, separated by a colon.
!0&9## Hrs ## Mins ## Secs	Time entry format. Display zeros in entry spaces. Allow any two numbers before each word.
!0&9Hrs: ## Mins: ## Secs: ##	Time entry format. Display zeros in entry spaces. Allow any two numbers after each word.
!0&9##-##-##-##	Local telephone number format. Display zeros in entry spaces. Allow any number. Three entries, hyphen, four entries.
!_&9(###)!0###- ####	Long distance telephone number. Display underscores in first three entry spaces, zeros in remainder.
!0&9##-##-##-##	Long distance telephone number. Display zeros in entry spaces. Allow any number. Three entries, hyphen, three entries, hyphen, four entries.
!0&9##-##-##	Social Security number. Display zeros in entry spaces. Allow any numbers.
~"A-Z;0-9; ;.;;-"	Uppercase letters and punctuation. Allow only capital letters, numbers, spaces, commas, periods, and hyphens.
&"a-z;0-9; ;.;;-"	Upper and lowercase letters and punctuation. Allow lowercase letters, numbers, spaces, commas, periods, and hyphens.
&"0-9;.;-"	Numbers. Allow only numbers, decimal points, and hyphens (minus sign).

JSON Grammar

Name	Datentyp	Possible Values
entryFilter	string	<ul style="list-style-type: none"> • Entry filter code or • Entry filter name (filter names start with)

Objects Supported

[Check Box](#) - [Combo Box](#) - [Hierarchical List](#) - [Input](#) - [List Box Column](#)

Focusable

When the Focusable property is enabled for an object, the object can have the focus (and can thus be activated by the keyboard for instance). It is outlined by a gray dotted line when it is selected — except when the [Hide focus rectangle](#) option has also been selected.

An [input object](#) is always focusable if it has the [Enterable](#) property.



Check box shows focus when selected



Check box is selected but cannot show focus

When the Focusable property is selected for a non-enterable object, the user can select, copy or even drag-and-drop the contents of the area.

JSON Grammar

Name	Datentyp	Possible Values
focusable	Boolean	true, false

Objects Supported

[4D Write Pro areas](#) - [Button](#) - [Check Box](#) - [Drop-down List](#) - [Hierarchical List](#) - [Input](#) - [List Box](#) - [Plug-in Area](#) - [Radio Button](#) - [Subform](#)

Keyboard Layout

This property associates a specific keyboard layout to an [input object](#). For example, in an international application, if a form contains a field whose contents must be entered in Greek characters, you can associate the "Greek" keyboard layout with this field. This way, during data entry, the keyboard configuration is automatically changed when this field has the focus.

By default, the object uses the current keyboard layout.

You can also set and get the keyboard dynamically using the `OBJECT SET KEYBOARD LAYOUT` and `OBJECT Get keyboard layout` commands.

JSON Grammar

Name	Datentyp	Possible Values
keyboardDialect	Text	Language code, for example "ar-ma" or "cs". See RFC3066, ISO639 and ISO3166

Objects Supported

[4D Write Pro areas](#) - [Input](#)

Multiline

This property is available for [inputs objects](#) containing expressions of the Text type and fields of the Alpha and Text type. It can have three different values: Yes, No, Automatic (default).

Automatic

- In single-line inputs, words located at the end of lines are truncated and there are no line returns.
- In multiline inputs, 4D carries out automatic line returns:

Name	A BLOB is loaded into memory in its entirety. A BLO
Text	<p>A BLOB is loaded into memory in its entirety. A BLOB variable or BLOB array is held and exists in memory only. A BLOB field is loaded into memory from the disk, like the rest of the record to which it belongs.</p> <p>Like the other field types that can retain a large amount of data (such as the Picture field type), BLOB fields are not duplicated in memory when</p>

Nein

- In single-line inputs, words located at the end of lines are truncated and there are no line returns.
- There are never line returns: the text is always displayed on a single row. If the Alpha or Text field or variable contains carriage returns, the text located after the first carriage return is removed as soon as the area is modified:

Name	A BLOB is loaded into memory in its entirety. A BLO
Text	A BLOB is loaded into memory in its entirety. A BLO

Ja

When this value is selected, the property is managed by the [Wordwrap](#) option.

JSON Grammar

Name	Datentyp	Possible Values
multiline	Text	"yes", "no", "automatic" (default if not defined)

Objects Supported

Input

Placeholder

4D can display placeholder text in the fields of your forms.

Placeholder text appears as watermark text in a field, supplying a help tip, indication or example for the data to be entered. This text disappears as soon as the user enters a character in the area:

The placeholder text is displayed again if the contents of the field is erased.

A placeholder can be displayed for the following types of data:

- string (text or alpha)
- date and time when the Blank if null property is enabled.

You can use an XLIFF reference in the ":xliiff:resname" form as a placeholder, for example:

```
:xliiff:PH_Lastname
```

You only pass the reference in the "Placeholder" field; it is not possible to combine a reference with static text.

You can also set and get the placeholder text by programming using the [OBJECT SET PLACEHOLDER](#) and [OBJECT Get placeholder](#) commands.

JSON Grammar

Name	Datentyp	Possible Values
placeholder	string	Text to be displayed (grayed out) when the object does not contain any value

Objects Supported

[Combo Box - Input](#)

See also

[Help tip](#)

Selection always visible

This property keeps the selection visible within the object after it has lost the focus. This makes it easier to implement interfaces that allow the text style to be modified (see [Multi-style](#)).

JSON Grammar

Name	Datentyp	Possible Values
showSelection	Boolean	true, false

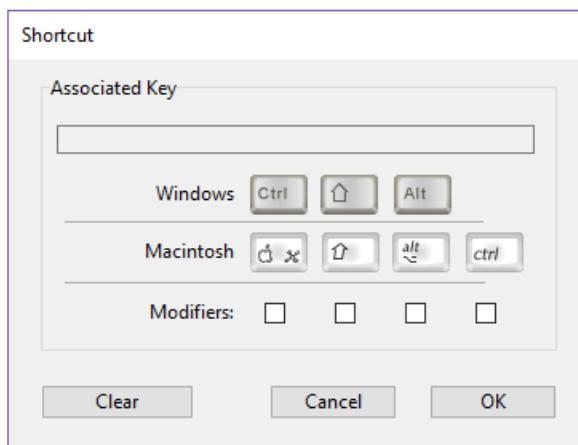
Objects Supported

[4D Write Pro areas - Input](#)

Shortcut

This property allows setting special meaning keys (keyboard shortcuts) for [buttons](#), [radio buttons](#), and [checkboxes](#). They allow the user to use the control using the keyboard instead of having to use the mouse.

You can configure this option by clicking the [...] button in the Shortcuts property in the Property List.



You can also assign a shortcut to a custom menu command. If there is a conflict between two shortcuts, the active object has priority. For more information about associating shortcuts with menus, refer to [Setting menu properties](#).

To view a list of all the shortcuts used in the 4D Design environment, see the [Shortcuts Page](#) in the Preferences dialog box.

JSON Grammar

Name	Datentyp	Possible Values
shortcutAccel	Boolean	true, false (Ctrl Windows/Command macOS)
shortcutAlt	Boolean	true, false
shortcutCommand	Boolean	true, false
shortcutControl	Boolean	true, false (macOS Control)
shortcutShift	Boolean	true, false
shortcutKey	string	<ul style="list-style-type: none">any character key: "a", "b"...[F1]" -> "[F15]", "[Return]", "[Enter]", "[Backspace]", "[Tab]", "[Esc]", "[Del]", "[Home]", "[End]", "[Help]", "[Page up]", "[Page down]", "[left arrow]", "[right arrow]", "[up arrow]", "[down arrow]"

Objects Supported

[Button](#) - [Check Box](#) - [Picture Button](#) - [Radio Button](#)

Single-Click Edit

Enables direct passage to edit mode in list boxes.

When this option is enabled, list box cells switch to edit mode after a single user click, regardless of whether or not this area of the list box was selected beforehand. Note that this option allows cells to be edited even when the list box [selection mode](#) is set to "None".

When this option is not enabled, users must first select the cell row and then click on a cell in order to edit its contents.

JSON Grammar

Name	Datentyp	Possible Values
singleClickEdit	Boolean	true, false

Objects Supported

[List Box](#)

Footers

Display Footers

This property is used to display or hide [list box column footers](#). There is one footer per column; each footer is configured separately.

JSON Grammar

Name	Datentyp	Possible Values
showFooters	Boolean	true, false

Objects Supported

[List Box](#)

Height

This property is used to set the row height for a list box footer in pixels or text lines (when displayed). Both types of units can be used in the same list box:

- *Pixel* - the height value is applied directly to the row concerned, regardless of the font size contained in the columns. If a font is too big, the text is truncated. Moreover, pictures are truncated or resized according to their format.
- *Line* - the height is calculated while taking into account the font size of the row concerned.
 - If more than one size is set, 4D uses the biggest one. For example, if a row contains "Verdana 18", "Geneva 12" and "Arial 9", 4D uses "Verdana 18" to determine the row height (for instance, 25 pixels). This height is then multiplied by the number of rows defined.
 - This calculation does not take into account the size of pictures nor any styles applied to the fonts.
 - In macOS, the row height may be incorrect if the user enters characters that are not available in the selected font. When this occurs, a substitute font is used, which may cause variations in size.

This property can also be set dynamically using the [LISTBOX SET FOOTERS HEIGHT](#) command.

Conversion of units: When you switch from one unit to the other, 4D converts them automatically and displays the result in the Property List. For example, if the font used is "Lucida grande 24", a height of "1 line" is converted to "30 pixels" and a height of "60 pixels" is converted to "2 lines".

Note that converting back and forth may lead to an end result that is different from the starting value due to the automatic calculations made by 4D. This is illustrated in the following sequences: This is illustrated in the following sequences: This is illustrated in the following sequences:

(font Arial 18): 52 pixels -> 2 lines -> 40 pixels (font Arial 12): 3 pixels -> 0.4 line rounded up to 1 line -> 19 pixels

JSON Example:

```
"List Box": {  
    "type": "listbox",  
    "showFooters": true,  
    "footerHeight": "44px",  
    ...  
}  
}  
}
```

JSON Grammar

Name	Datentyp	Possible Values
footerHeight	string	positive decimal+px em

Objects Supported

[List Box](#)

See also

[Headers - List box footers](#)

Gridlines

Horizontal Line Color

Defines the color of the horizontal lines in a list box (gray by default).

JSON Grammar

Name	Datentyp	Possible Values
horizontalLineStroke	color	any css value, "'transparent'", "automatic"

Objects Supported

[List Box](#)

Vertical Line Color

Defines the color of the vertical lines in a list box (gray by default).

JSON Grammar

Name	Datentyp	Possible Values
verticalLineStroke	color	any css value, "'transparent'", "automatic"

Objects Supported

[List Box](#)

Headers

Display Headers

This property is used to display or hide [list box column headers](#). There is one header per column; each header is configured separately.

JSON Grammar

Name	Datentyp	Possible Values
showHeaders	Boolean	true, false

Objects Supported

[List Box](#)

Height

This property is used to set the row height for a list box header in pixels or text lines (when displayed). Both types of units can be used in the same list box:

- *Pixel* - the height value is applied directly to the row concerned, regardless of the font size contained in the columns. If a font is too big, the text is truncated. Moreover, pictures are truncated or resized according to their format.
- *Line* - the height is calculated while taking into account the font size of the row concerned.
 - If more than one size is set, 4D uses the biggest one. For example, if a row contains "Verdana 18", "Geneva 12" and "Arial 9", 4D uses "Verdana 18" to determine the row height (for instance, 25 pixels). This height is then multiplied by the number of rows defined.
 - This calculation does not take into account the size of pictures nor any styles applied to the fonts.
 - In macOS, the row height may be incorrect if the user enters characters that are not available in the selected font. When this occurs, a substitute font is used, which may cause variations in size.

This property can also be set dynamically using the [LISTBOX SET HEADERS HEIGHT](#) command.

Conversion of units: When you switch from one unit to the other, 4D converts them automatically and displays the result in the Property List. For example, if the font used is "Lucida grande 24", a height of "1 line" is converted to "30 pixels" and a height of "60 pixels" is converted to "2 lines".

Note that converting back and forth may lead to an end result that is different from the starting value due to the automatic calculations made by 4D. This is illustrated in the following sequences: This is illustrated in the following sequences: This is illustrated in the following sequences:

(font Arial 18): 52 pixels -> 2 lines -> 40 pixels (font Arial 12): 3 pixels -> 0.4 line rounded up to 1 line -> 19 pixels

JSON Example:

```
"List Box": {  
    "type": "listbox",  
    "showHeaders": true,  
    "headerHeight": "22px",  
    ...  
}  
}  
}
```

JSON Grammar

Name	Datentyp	Possible Values
headerHeight	string	positive decimal+px em)

Objects Supported

[List Box](#)

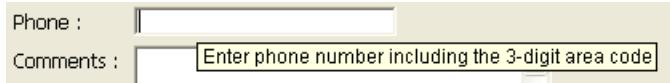
See also

[Footers - List box headers](#)

Help

Help Tip

This property allows associating help messages with active objects in your forms. They can be displayed at runtime:



- The display delay and maximum duration of help tips can be controlled using the `Tips delay` and `Tips duration` selectors of the [SET DATABASE PARAMETER](#) command.
- Help tips can be globally disabled or enabled for the application using the `Tips enabled` selector of the [SET DATABASE PARAMETER](#) command.

You can either:

- designate an existing help tip, previously specified in the [Help tips](#) editor of 4D.
- or enter the help message directly as a string. This allows you to take advantage of XLIFF architecture. You can enter an XLIFF reference here in order to display a message in the application language (for more information about XLIFF, refer to [Appendix B: XLIFF architecture](#). You can also use 4D references (see [Using references in static text](#)).

In macOS, displaying help tips is not supported in pop-up type windows.

JSON Grammar

Name	Datentyp	Possible Values
tooltip	Text	additional information to help a user

Objects Supported

[Button](#) - [Button Grid](#) - [Check Box](#) - [Drop-down List](#) - [Combo Box](#) - [Hierarchical List](#) - [List Box Header](#) - [List Box Footer](#) - [Picture Button](#) - [Picture Pop-up menu](#) - [Radio Button](#)

Other help features

You can also associate help messages with form objects in two other ways:

- at the level of the database structure (fields only). In this case, the help tip of the field is displayed in every form where it appears. For more information, refer to "Help Tips" in [Field properties](#).
- using the [OBJECT SET HELP TIP](#) command, for the current process.

When different tips are associated with the same object in several locations, the following priority order is applied:

1. structure level (lowest priority)
2. form editor level
3. [OBJECT SET HELP TIP](#) command (highest priority)

See also

[Placeholder](#)

Hierarchy

Hierarchical List Box

Array type list boxes

This property specifies that the list box must be displayed in hierarchical form. In the JSON form, this feature is triggered [when the `dataSource` property value is an array](#), i.e. a collection.

Additional options (Variable 1...10) are available when the *Hierarchical List Box* option is selected, corresponding to each `dataSource` array to use as break column. Each time a value is entered in a field, a new row is added. Up to 10 variables can be specified. These variables set the hierarchical levels to be displayed in the first column.

See [Hierarchical list boxes](#)

JSON Grammar

Name	Datentyp	Possible Values
datasource	string array	Collection of array names defining the hierarchy

Objects Supported

[List Box](#)

List Box

Columns

Collection of columns of the list box.

JSON Grammar

Name	Datentyp	Possible Values
columns	collection of column objects	Contains the properties for the list box columns

For a list of properties supported by column objects, please refer to the [Column Specific Properties](#) section.

Objects Supported

[List Box](#)

Detail Form Name

`Selection type list box`

Specifies the form to use for modifying or displaying individual records of the list box.

The specified form is displayed:

- when using `Add Subrecord` and `Edit Subrecord` standard actions applied to the list box (see [Using standard actions](#)),
- when a row is double-clicked and the `Double-click on Row` property is set to "Edit Record" or "Display Record".

JSON Grammar

Name	Datentyp	Possible Values
detailForm	string	<ul style="list-style-type: none">• Name (string) of table or project form• POSIX path (string) to a .json file describing the form• Object describing the form

Objects Supported

[List Box](#)

Double-click on row

`Selection type list box`

Sets the action to be performed when a user double-clicks on a row in the list box. The available options are:

- Do nothing (default): Double-clicking a row does not trigger any automatic action.
- Edit Record: Double-clicking a row displays the corresponding record in the detail form defined [for the list box](#). The record is opened in read-write mode so it can be modified.
- Display Record: Identical to the previous action, except that the record is opened in read-only mode so it cannot be

modified.

Double-clicking an empty row is ignored in list boxes.

Regardless of the action selected/chosen, the `On Double clicked` form event is generated.

For the last two actions, the `On Open Detail` form event is also generated. The `On Close Detail` is then generated when a record displayed in the detail form associated with the list box is about to be closed (regardless of whether or not the record was modified).

JSON Grammar

Name	Datentyp	Possible Values
doubleClickInRowAction	string	"editSubrecord", "displaySubrecord"

Objects Supported

[List Box](#)

Highlight Set

`Selection type list box`

This property is used to specify the set to be used to manage highlighted records in the list box (when the `Arrays` data source is selected, a Boolean array with the same name as the list box is used).

4D creates a default set named `ListBoxSetN` where N starts at 0 and is incremented according to the number of list boxes in the form. If necessary, you can modify the default set. It can be a local, process or interprocess set (we recommend using a local set, for example `$LBSet`, in order to limit network traffic). It is then maintained automatically by 4D. It is then maintained automatically by 4D. If the user selects one or more rows in the list box, the set is updated immediately. If you want to select one or more rows by programming, you can apply the commands of the "Sets" theme to this set.

- The highlighted status of the list box rows and the highlighted status of the table records are completely independent.
- If the "Highlight Set" property does not contain a name, it will not be possible to make selections in the list box.

JSON Grammar

Name	Datentyp	Possible Values
highlightSet	string	Name of the set

Objects Supported

[List Box](#)

Locked columns and static columns

Locked columns and static columns are two separate and independent functionalities in list boxes:

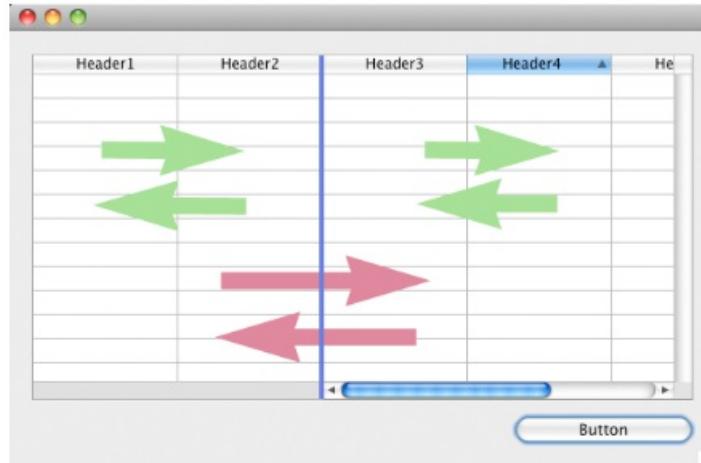
- Locked columns always stay displayed to the left of the list box; they do not scroll horizontally.

- Static columns cannot be moved by drag and drop within the list box.

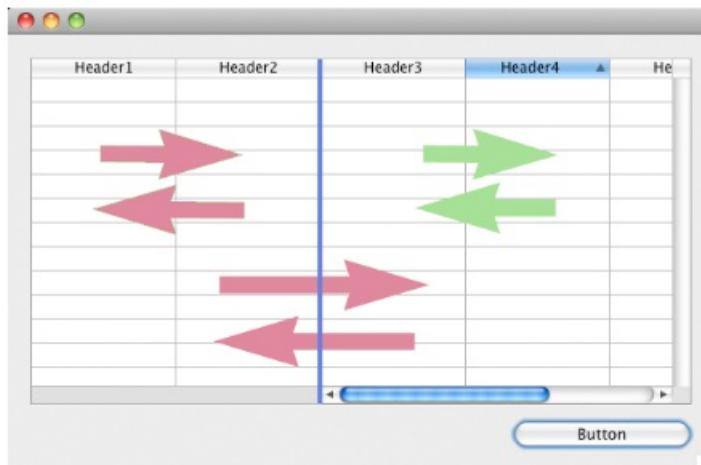
You can set static and locked columns by programming, refer to [List Box](#) in the [4D Language Reference manual](#).

These properties interact as follows:

- If you set columns that are only static, they cannot be moved.
- If you set columns that are locked but not static, you can still change their position freely within the locked area. However, a locked column cannot be moved outside of this locked area.



- If you set all of the columns in the locked area as static, you cannot move these columns within the locked area.



- You can set a combination of locked and static columns according to your needs. For example, if you set three locked columns and one static column, the user can swap the two right-most columns within the locked area (since only the first column is static).

Number of Locked Columns

Number of columns that must stay permanently displayed in the left part of the list box, even when the user scrolls through the columns horizontally.

JSON Grammar

Name	Datentyp	Possible Values
lockedColumnCount	integer	minimum: 0

Objects Supported

List Box

Number of Static Columns

Number of columns that cannot be moved during execution.

JSON Grammar

Name	Datentyp	Possible Values
staticColumnCount	integer	minimum: 0

Objects Supported

List Box

Number of Columns

Sets the number of columns of the list box.

You can add or remove columns dynamically by programming, using commands such as [LISTBOX INSERT COLUMN](#) or [LISTBOX DELETE COLUMN](#).

JSON Grammar

Name	Datentyp	Possible Values
columnCount	integer	minimum: 1

Objects Supported

List Box

Row Control Array

Array type list box

A 4D array controlling the display of list box rows.

You can set the "hidden", "disabled" and "selectable" interface properties for each row in an array-based list box using this array. It can also be designated using the [LISTBOX SET ARRAY](#) command.

The row control array must be of the Longint type and include the same number of rows as the list box. Each element of the *Row Control Array* defines the interface status of its corresponding row in the list box. Three interface properties are available using constants in the "List Box" constant theme:

Constant	Wert	Kommentar
lk row is disabled	2	The corresponding row is disabled. The text and controls such as check boxes are dimmed or grayed out. Enterable text input areas are no longer enterable. Default value: Enabled
lk row is hidden	1	The corresponding row is hidden. Hiding rows only affects the display of the list box. The hidden rows are still present in the arrays and can be managed by programming. The language commands, more particularly LISTBOX Get number of rows or LISTBOX GET CELL POSITION, do not take the displayed/hidden status of rows into account. For example, in a list box with 10 rows where the first 9 rows are hidden, LISTBOX Get number of rows returns 10. From the user's point of view, the presence of hidden rows in a list box is not visibly discernible. Only visible rows can be selected (for example using the Select All command). Default value: Visible
lk row is not selectable	4	The corresponding row is not selectable (highlighting is not possible). Enterable text input areas are no longer enterable unless the Single-Click Edit option is enabled. Controls such as check boxes and lists are still functional however. This setting is ignored if the list box selection mode is "None". Default value: Selectable

To change the status for a row, you just need to set the appropriate constant(s) to the corresponding array element. For example, if you do not want row #10 to be selectable, you can write:

```
aLControlArr{10}:=lk row is not selectable
```

RowNum	Countries	Population	Landlocked
1	Luxembourg	0 502 202	<input checked="" type="checkbox"/>
2	Latvia	1 973 700	<input type="checkbox"/>
3	Kuwait	4 044 500	<input type="checkbox"/>
4	Croatia	4 284 889	<input type="checkbox"/>
5	Denmark	5 699 220	<input type="checkbox"/>
6	Nicaragua	6 071 045	<input type="checkbox"/>
7	Czech Republic	10 674 947	<input checked="" type="checkbox"/>
8	Serbia	7 306 677	<input checked="" type="checkbox"/>
9	Honduras	8 249 574	<input type="checkbox"/>
10	Austria	8 572 895	<input checked="" type="checkbox"/>
11	Hungary	10 005 000	<input checked="" type="checkbox"/>
12	Greece	10 815 197	<input type="checkbox"/>
13	Benin	10 879 829	<input type="checkbox"/>

You can define several interface properties at once:

```
aLControlArr{8}:=lk row is not selectable + lk row is disabled
```

RowNum	Countries	Population	Landlocked
1	Luxembourg	0 502 202	<input checked="" type="checkbox"/>
2	Latvia	1 973 700	<input type="checkbox"/>
3	Kuwait	4 044 500	<input type="checkbox"/>
4	Croatia	4 284 889	<input type="checkbox"/>
5	Denmark	5 699 220	<input type="checkbox"/>
6	Nicaragua	6 071 045	<input type="checkbox"/>
7	Czech Republic	10 674 947	<input checked="" type="checkbox"/>
8	Serbia	7 306 677	<input checked="" type="checkbox"/>
9	Honduras	8 249 574	<input type="checkbox"/>
10	Austria	8 572 895	<input checked="" type="checkbox"/>
11	Hungary	10 005 000	<input checked="" type="checkbox"/>
12	Greece	10 815 197	<input type="checkbox"/>
13	Benin	10 879 829	<input type="checkbox"/>

Note that setting properties for an element overrides any other values for this element (if not reset). Beispiel:

```

aLControlArr{6}:=lk row is disabled + lk row is not selectable
//sets row 6 as disabled AND not selectable
aLControlArr{6}:=lk row is disabled
//sets row 6 as disabled but selectable again

```

JSON Grammar

Name	Datentyp	Possible Values
rowControlSource	string	Row control array name

Objects Supported

List Box

Selection Mode

Designates the option for allowing users to select rows:

- None: Rows cannot be selected if this mode is chosen. Clicking on the list will have no effect unless the [Single-Click Edit](#) option is enabled. The navigation keys only cause the list to scroll; the [On Selection Change](#) form event is not generated.
- Single: One row at a time can be selected in this mode. Clicking on a row will select it. A [Ctrl+click](#) (Windows) or [Command+click](#) (macOS) on a row toggles its state (between selected or not). The Up and Down arrow keys select the previous/next row in the list. The other navigation keys scroll the list. The [On Selection Change](#) form event is generated every time the current row is changed.
- Multiple: Several rows can be selected simultaneously in this mode.

JSON Grammar

Name	Datentyp	Possible Values
selectionMode	string	"multiple", "single", "none"

Objects Supported

List Box

Objekte

Typ

MANDATORY SETTING

This property designates the type of the [active or inactive form object](#).

JSON Grammar

Name	Datentyp	Possible Values
type	string	"button", "buttonGrid", "checkbox", "combo", "dropdown", "groupBox", "input", "line", "list", "listbox", "oval", "picture", "pictureButton", "picturePopup", "plugin", "progress", "radio", "rectangle", "ruler", "spinner", "splitter", "stepper", "subform", "tab", "text", "view", "webArea", "write"

Objects Supported

[4D View Pro area](#) - [4D Write Pro area](#) - [Button](#) - [Button Grid](#) - [Check Box](#) - [Combo Box](#) - [Drop-down List](#) - [Group Box](#) - [Hierarchical List](#) - [List Box](#) - [List Box Column](#) - [List Box Footer](#) - [List Box Header](#) - [Picture Button](#) - [Picture Pop-up Menu](#) - [Plug-in Area](#) - [Progress indicator](#) - [Radio Button](#) - [Spinner](#) - [Splitter](#) - [Static Picture](#) - [Stepper](#) - [Subform](#) - [Tab control](#) - [Text Area](#) - [Web Area](#)

Object Name

Each active form object is associated with an object name. Each object name must be unique.

Object names are limited to a size of 255 bytes.

When using 4D's language, you can refer to an active form object by its object name (for more information about this, refer to [Object Properties](#) in the 4D Language Reference manual).

For more information about naming rules for form objects, refer to [Identifiers](#) section.

JSON Grammar

Name	Datentyp	Possible Values
name	string	Any allowed name which does not belong to an already existing object

Objects Supported

[4D View Pro area](#) - [4D Write Pro area](#) - [Button](#) - [Button Grid](#) - [Check Box](#) - [Combo Box](#) - [Drop-down List](#) - [Group Box](#) - [Hierarchical List](#) - [List Box](#) - [List Box Column](#) - [List Box Footer](#) - [List Box Header](#) - [Picture Button](#) - [Picture Pop-up Menu](#) - [Plug-in Area](#) - [Progress indicator](#) - [Spinner](#) - [Splitter](#) - [Static Picture](#) - [Stepper](#) - [Radio Button](#) - [Subform](#) - [Tab control](#) - [Text Area](#) - [Web Area](#)

Save value

This property is available when the [Save Geometry](#) option is checked for the form.

This feature is only supported for objects that contribute to the overall geometry of the form. For example, this option is available for check boxes because their value can be used to hide or display additional areas in the window.

Here is the list of objects whose value can be saved:

Objekt	Saved value
Check Box	Value of associated variable (0, 1, 2)
Drop-down List	Number of selected row
Radio Button	Value of associated variable (1, 0, True or False for buttons according to their type)
Tab control	Number of selected tab

JSON Grammar

Name	Datentyp	Possible Values
memorizeValue	Boolean	true, false

Objects Supported

[Check Box](#) - [Drop-down List](#) - [Radio Button](#) - [Tab control](#)

Variable or Expression

See also [Expression](#) for Selection and collection type list box columns.

This property specifies the source of the data. Each active form object is associated with an object name and a variable name. The variable name can be different from the object's name. In the same form, you can use the same variable several times while each [object name](#) must be unique.

Variable name size is limited to 31 bytes. See [Identifiers](#) section for more information about naming rules.

The form object variables allow you to control and monitor the objects. For example, when a button is clicked, its variable is set to 1; at all other times, it is 0. The expression associated with a progress indicator lets you read and change the current setting.

Variables or expressions can be enterable or non-enterable and can receive data of the Text, Integer, Numeric, Date, Time, Picture, Boolean, or Object type.

JSON Grammar

Name	Datentyp	Possible Values
dataSource	string, or string array	<ul style="list-style-type: none">• 4D variable, field name, or any expression.• Empty string for dynamic variables.• String array (collection of array names) for a hierarchical listbox column]

Ausdrücke

You can use an [expression](#) as data source for an object. Any valid 4D expression is allowed: simple expression, object property, formula, 4D function, project method name or field using the standard `[Table]Field` syntax. The expression is evaluated when the form is executed and reevaluated for each form event. Note that expressions can be [assignable](#) or [non-assignable](#).

If the value entered corresponds to both a variable name and a method name, 4D considers that you are

indicating the method.

Dynamic variables

You can leave it up to 4D to create variables associated with your form objects (buttons, enterable variables, check boxes, etc.) dynamically and according to your needs. To do this, simply leave the "Variable or Expression" property (or `dataSource` JSON field) blank.

When a variable is not named, when the form is loaded, 4D creates a new variable for the object, with a calculated name that is unique in the space of the process variables of the interpreter (which means that this mechanism can be used even in compiled mode). This temporary variable will be destroyed when the form is closed. In order for this principle to work in compiled mode, it is imperative that dynamic variables are explicitly typed. There are two ways to do this:

- You can set the type using the [Expression type](#) property.
- You can use a specific initialization code when the form is loaded that uses, for example, the `VARIABLE TO VARIABLE` command:

```
If(Form event code=On Load)
  var $init : Text
  $Ptr_object:=OBJECT Get pointer(0bject named;"comments")
  $init:=""
  VARIABLE TO VARIABLE(Current process;$Ptr_object->:$init)
End if
```

In the 4D code, dynamic variables can be accessed using a pointer obtained with the `OBJECT Get pointer` command.
Beispiel:

```
// assign the time 12:00:00 to the variable for the "tstart" object
$p :=OBJECT Get pointer(0bject named;"tstart")
$p->=?12:00:00?
```

There are two advantages with this mechanism:

- On the one hand, it allows the development of "subform" type components that can be used several times in the same host form. Let us take as an example the case of a datepicker subform that is inserted twice in a host form to set a start date and an end date. This subform will use objects for choosing the date of the month and the year. It will be necessary for these objects to work with different variables for the start date and the end date. Letting 4D create their variable with a unique name is a way of resolving this difficulty.
- On the other hand, it can be used to limit memory usage. In fact, form objects only work with process or inter-process variables. However, in compiled mode, an instance of each process variable is created in all the processes, including the server processes. This instance takes up memory, even when the form is not used during the session. Therefore, letting 4D create variables dynamically when loading the forms can save memory.

Array List Box

For an array list box, the Variable or Expression property usually holds the name of the array variable defined for the list box, and for each column. However, you can use a string array (containing arrays names) as `dataSource` value for a list box column to define a [hierarchical list box](#).

Objects Supported

[4D View Pro area](#) - [4D Write Pro area](#) - [Button](#) - [Button Grid](#) - [Check Box](#) - [Combo Box](#) - [Drop-down List](#) - [Hierarchical List](#) - [List Box](#) - [List Box Column](#) - [List Box Header](#) - [List Box Footer](#) - [Picture Pop-up Menu](#) - [Plug-in Area](#) - [Progress indicator](#) - [Radio Button](#) - [Spinner](#) - [Splitter](#) - [Stepper](#) - [Subform](#) - [Tab control](#) - [Web Area](#)

Expression Type

This property is called [Data Type](#) in the Property List for [selection](#) and [collection](#) type list box columns and for [Drop-down Lists](#) associated to an [object](#) or an [array](#).

Specify the data type for the expression or variable associated to the object. Note that main purpose of this setting is to configure options (such as display formats) available for the data type. It does not actually type the variable itself. In view of project compilation, you must [declare the variable](#).

However, this property has a typing function in the following specific cases:

- [Dynamic variables](#): you can use this property to declare the type of dynamic variables.
- [List Box Columns](#): this property is used to associate a display format with the column data. The formats provided will depend on the variable type (array type list box) or the data/field type (selection and collection type list boxes). The standard 4D formats that can be used are: Alpha, Numeric, Date, Time, Picture and Boolean. The Text type does not have specific display formats. Any existing custom formats are also available.
- [Picture variables](#): you can use this menu to declare the variables before loading the form in interpreted mode. Specific native mechanisms govern the display of picture variables in forms. These mechanisms require greater precision when configuring variables: from now on, they must have already been declared before loading the form — i.e., even before the `On Load` form event — unlike other types of variables. To do this, you need either for the statement `C_PICTURE(varName)` to have been executed before loading the form (typically, in the method calling the `DIALOG` command), or for the variable to have been typed at the form level using the expression type property. Otherwise, the picture variable will not be displayed correctly (only in interpreted mode).

JSON Grammar

Name	Datentyp	Possible Values
dataSourceTypeHint	string	<ul style="list-style-type: none">• standard objects: "integer", "boolean", "number", "picture", "text", "date", "time", "arrayText", "arrayDate", "arrayTime", "arrayNumber", "collection", "object", "undefined"• list box columns: "boolean", "number", "picture", "text", "date", "time". <i>Array/selection list box only:</i> "integer", "object"

Objects Supported

[Check Box](#) - [Combo Box](#) - [Drop-down List](#) - [Input](#) - [List Box Column](#) - [List Box Footer](#) - [Plug-in Area](#) - [Progress indicator](#) - [Radio Button](#) - [Ruler](#) - [Spinner](#) - [Stepper](#) - [Subform](#) - [Tab Control](#)

CSS Class

A list of space-separated words used as class selectors in [css files](#).

JSON Grammar

Name	Datentyp	Possible Values
class	string	One string with CSS name(s) separated by space characters

Objects Supported

[4D View Pro area](#) - [4D Write Pro area](#) - [Button](#) - [Button Grid](#) - [Check Box](#) - [Combo Box](#) - [Drop-down List](#) - [Group Box](#) - [Hierarchical List](#) - [List Box](#) - [Picture Button](#) - [Picture Pop-up Menu](#) - [Plug-in Area](#) - [Radio Button](#) - [Static Picture](#) - [Subform](#) - [Text Area](#) - [Web Area](#)

Collection or entity selection

To use collection elements or entities to define the row contents of the list box.

Enter an expression that returns either a collection or an entity selection. Usually, you will enter the name of a variable, a collection element or a property that contain a collection or an entity selection.

The collection or the entity selection must be available to the form when it is loaded. Each element of the collection or each entity of the entity selection will be associated to a list box row and will be available as an object through the [This](#) command:

- if you used a collection of objects, you can call This in the datasource expression to access each property value, for example This.<propertyPath>.
- if you used an entity selection, you can call This in the datasource expression to access each attribute value, for example This.<attributePath>.

If you used a collection of scalar values (and not objects), 4D allows you to display each value by calling This.value in the datasource expression. However in this case you will not be able to modify values or to access the current item object (see below) Note: For information about entity selections, please refer to the [ORDA](#) chapter.

JSON Grammar

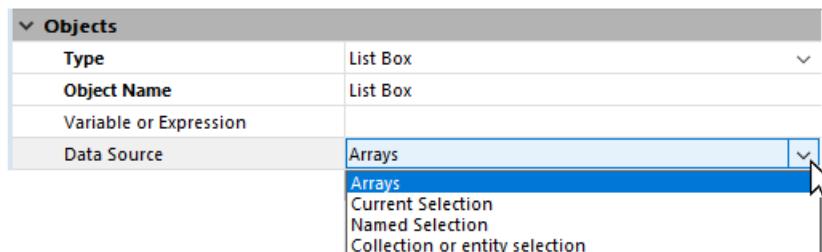
Name	Datentyp	Possible Values
dataSource	string	Expression that returns a collection or an entity selection.

Objects Supported

List Box

Data Source

Specify the type of list box.



- Arrays(default): use array elements as the rows of the list box.
- Current Selection: use expressions, fields or methods whose values will be evaluated for each record of the current selection of a table.
- Named Selection: use expressions, fields or methods whose values will be evaluated for each record of a named selection.
- Collection or Entity Selection: use collection elements or entities to define the row contents of the list box. Note that with this list box type, you need to define the [Collection or Entity Selection](#) property.

JSON Grammar

Name	Datentyp	Possible Values
listboxType	string	"array", "currentSelection", "namedSelection", "collection"

Objects Supported

List Box

Plug-in Kind

Name of the [plug-in external area](#) associated to the object. Plug-in external area names are published in the manifest.json file of the plug-in.

JSON Grammar

Name	Datentyp	Possible Values
pluginAreaKind	string	Name of the plug-in external area (starts with a % character)

Objects Supported

Plug-in Area

Radio Group

Enables radio buttons to be used in coordinated sets: only one button at a time can be selected in the set.

JSON Grammar

Name	Datentyp	Possible Values
radioGroup	string	Radio group name

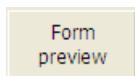
Objects Supported

Radio Button

Title

Allows inserting a label on an object. The font and the style of this label can be specified.

You can force a carriage return in the label by using the ¥ character (backslash).



To insert a ¥ in the label, enter "¥¥".

By default, the label is placed in the center of the object. When the object also contains an icon, you can modify the relative location of these two elements using the [Title/Picture Position](#) property.

For application translation purposes, you can enter an XLIFF reference in the title area of a button (see [Appendix B: XLIFF architecture](#)).

JSON Grammar

Name	Datentyp	Possible Values
Text	string	any text

Objects Supported

Variable Calculation

This property sets the type of calculation to be done in a [column footer](#) area.

The calculation for footers can also be set using the [LISTBOX SET FOOTER CALCULATION](#) 4D command.

There are several types of calculations available. The following table shows which calculations can be used according to the type of data found in each column and indicates the type automatically affected by 4D to the footer variable (if it is not typed by the code):

Calculation	Num	Text	Datum	Zeit	Bool	Pict	footer var type
Minimum	X	X	X	X	X		Same as column type
Maximum	X	X	X	X	X		Same as column type
Sum	X			X	X		Same as column type
Count	X	X	X	X	X	X	Lange Ganzzahl
Average	X			X			Zahl
Standard deviation(*)	X			X			Zahl
Variance(*)	X			X			Zahl
Sum squares(*)	X			X			Zahl
Custom ("none")	X	X	X	X	X	X	Any

(*) Only for array type list boxes.

Only declared or dynamic [variables](#) can be used to display footer calculations. Other kinds of [expressions](#) such as [Form.value](#) are not supported.

Automatic calculations ignore the shown/hidden state of list box rows. If you want to restrict a calculation to only visible rows, you must use a custom calculation.

Null values are not taken into account for any calculations.

If the column contains different types of values (collection-based column for example):

- Average and Sum only take numerical elements into account (other element types are ignored).
- Minimum and Maximum return a result according to the usual type list order as defined in the [collection.sort\(\)](#) function.

Using automatic calculations in footers of columns based upon expressions has the following limitations:

- it is supported with all list box types when the expression is "simple" (such as `[table]field` or `this.attribute`),
- it is supported but not recommended for performance reasons with collection/entity selection list boxes when the expression is "complex" (other than `this.attribute`) and the list box contains a large number of rows,
- it is not supported with current selection/named selection list boxes when the expression is "complex". You need to use custom calculations.

When Custom ("none" in JSON) is set, no automatic calculations are performed by 4D and you must assign the value of the variable in this area by programming.

Name	Datentyp	Possible Values
variableCalculation	string	"none", "minimum", "maximum", "sum", "count", "average", "standardDeviation", "variance", "sumSquare"

Objects Supported

[List Box Footer](#)

Bild

Pathname

Pathname of a static source picture for a [picture button](#), [picture pop-up Menu](#), or [static picture](#). You must use the POSIX syntax.

The following locations can be used for static pictures:

- in the Resources folder of the project. Appropriate when you want to share static pictures between several forms in the project. In this case, the Pathname is "/RESOURCES/<picture path>".
- in an image folder (e.g. named `Images`) within the form folder. Appropriate when the static pictures are used only in the form and/or you want to be able to move or duplicate the whole form within the project or different projects. In this case, the Pathname is "<picture path>" and is resolved from the root of the form folder.
- in a 4D picture variable. The picture must be loaded in memory when the form is executed. In this case, the Pathname is "var:<variableName>".

JSON Grammar

Name	Datentyp	Possible Values
picture	Text	Relative or filesystem path in POSIX syntax, or "var:<variableName>" for picture variable

Objects Supported

[Picture button](#) - [Picture Pop-up Menu](#) - [Static Picture](#)

Display

Scaled to fit

JSON grammar: "scaled"

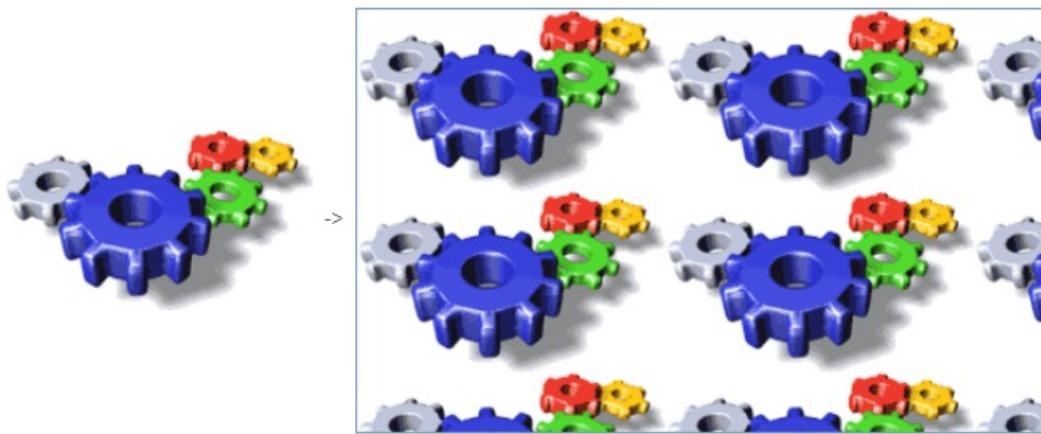
The Scaled to fit format causes 4D to resize the picture to fit the dimensions of the area.



Replicated

JSON grammar: "tiled"

When the area that contains a picture with the Replicated format is enlarged, the picture is not deformed but is replicated as many times as necessary in order to fill the area entirely.



If the field is reduced to a size smaller than that of the original picture, the picture is truncated (non-centered).

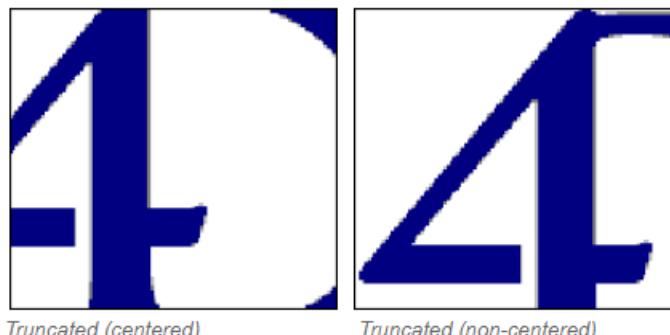
Center / Truncated (non-centered)

JSON grammar: "truncatedCenter" / "truncatedTopLeft"

The Center format causes 4D to center the picture in the area and crop any portion that does not fit within the area. 4D crops equally from each edge and from the top and bottom.

The Truncated (non-centered) format causes 4D to place the upper-left corner of the picture in the upper-left corner of the area and crop any portion that does not fit within the area. 4D crops from the right and bottom.

When the picture format is Truncated (non-centered), it is possible to add scroll bars to the input area.



JSON Grammar

Name	Datentyp	Possible Values
pictureFormat	string	"scaled", "tiled", "truncatedCenter", "truncatedTopLeft"

Objects Supported

[Static Picture](#)

Plug-Ins

Advanced Properties

If advanced options are provided by the author of the plug-in, an Advanced Properties button may be enabled in the Property list. In this case, you can click this button to set these options, usually through a custom dialog box.

Because the Advanced properties feature is under the control of the author of the plug-in, information about these Advanced options is the responsibility of the distributor of the plug-in.

JSON Grammar

Name	Datentyp	Possible Values
customProperties	Text	Plugin specific properties, passed to plugin as a JSON string if an object, or as a binary buffer if a base64 encoded string

Objects Supported

[Plug-in Area](#)

Print

Print frame

This property handles the print mode for objects whose size can vary from one record to another depending on their contents. These objects can be set to print with either a fixed or variable frame. Fixed frame objects print within the confines of the object as it was created on the form. Variable frame objects expand during printing to include the entire contents of the object. Note that the width of objects printed as a variable size is not affected by this property; only the height varies automatically based on the contents of the object.

You cannot place more than one variable frame object side-by-side on a form. You can place non-variable frame objects on either side of an object that will be printed with a variable size provided that the variable frame object is at least one line longer than the object beside it and that all objects are aligned on the top. If this condition is not respected, the contents of the other fields will be repeated for every horizontal slice of the variable frame object.

The `Print object` and `Print form` commands do not support this property.

The print options are:

- Variable option / Print Variable Frame checked: 4D enlarges or reduces the form object area in order to print all the subrecords.
- Fixed (Truncation) option / Print Variable Frame unchecked: 4D only prints the contents that appear in the object area. The form is only printed once and the contents not printed are ignored.
- Fixed (Multiple Records) (subforms only): the initial size of the subform area is kept but 4D prints the form several times in order to print all the records.

This property can be set by programming using the `OBJECT SET PRINT VARIABLE FRAME` command.

JSON Grammar

Name	Datentyp	Possible Values
printFrame	string	"fixed", "variable", (subform only) "fixedMultiple"

Objects Supported

[Input - Subforms](#) (list subforms only) - [4D Write Pro areas](#)

Range of Values

Default value

You can assign a default value to be entered in an input object. This property is useful for example when the input [data source](#) is a field: the default value is entered when a new record is first displayed. You can change the value unless the input area has been defined as [non-enterable](#).

The default value can only be used if the [data source type](#) is:

- text/string
- number/integer
- date
- time
- Boolean

4D provides stamps for generating default values for the date, time, and sequence number. The date and time are taken from the system date and time. 4D automatically generates any sequence numbers needed. The table below shows the stamp to use to generate default values automatically:

Stamp	Meaning
#D	Current date
#H	Current time
#N	Sequence number

You can use a sequence number to create a unique number for each record in the table for the current data file. A sequence number is a longint that is generated for each new record. The numbers start at one (1) and increase incrementally by one (1). A sequence number is never repeated even if the record it is assigned to is deleted from the table. Each table has its own internal counter of sequence numbers. For more information, refer to the [Autoincrement](#) paragraph.

Do not make confusion between this property and the "default values" property that allows to fill a list box column with static values.

JSON Grammar

Name	Datentyp	Possible Values
defaultValue	string, number, date, time, boolean	Any value and/or a stamp: "#D", "#H", "#N"

Objects Supported

Input

Excluded List

Allows setting a list whose values cannot be entered in the object. If an excluded value is entered, it is not accepted and an error message is displayed.

If a specified list is hierarchical, only the items of the first level are taken into account.

JSON Grammar

Name	Datentyp	Possible Values
excludedList	list	A list of values to be excluded.

Objects Supported

[Combo Box](#) - [List Box Column](#) - [Input](#)

Required List

Restricts the valid entries to the items on the list. For example, you may want to use a required list for job titles so that valid entries are limited to titles that have been approved by management.

Making a list required does not automatically display the list when the field is selected. If you want to display the required list, assign the same list to the [Choice List](#) property. However, unlike the [Choice List](#) property, when a required list is defined, keyboard entry is no longer possible, only the selection of a list value using the pop-up menu is allowed. If different lists are defined using the [Choice List](#) and Required List properties, the Required List property has priority.

If a specified list is hierarchical, only the items of the first level are taken into account.

JSON Grammar

Name	Datentyp	Possible Values
requiredList	list	A list of mandatory values.

Objects Supported

[Combo Box](#) - [List Box Column](#) - [Input](#)

Resizing Options

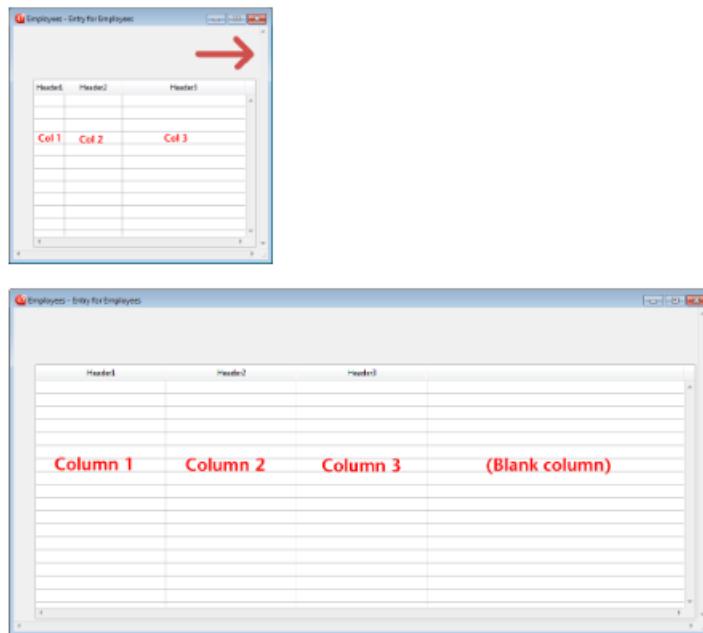
Column Auto-Resizing

When this property is enabled (`rightToLeft` value in JSON), list box columns are automatically resized along with the list box, within the limits of the `minimum` and `maximum` widths defined.

When this property is disabled (`legacy` value in JSON), only the rightmost column of the list box is resized, even if its width exceeds the maximum value defined.

How column auto-resizing works

- As the list box width increases, its columns are enlarged, one by one, starting from right to left, until each reaches its `maximum width`. Only columns with the `Resizable` property selected are resized.
- The same procedure applies when the list box width decreases, but in reverse order (i.e., columns are resized starting from left to right). When each column has reached its `minimum width`, the horizontal scroll bar becomes active again.
- Columns are resized only when the horizontal scroll bar is not "active"; i.e., all columns are fully visible in the list box at its current size. Note: If the horizontal scroll bar is hidden, this does not alter its state: a scroll bar may still be active, even though it is not visible.
- After all columns reach their maximum size, they are no longer enlarged and instead a blank (fake) column is added on the right to fill the extra space. If a fake (blank) column is present, when the list box width decreases, this is the first area to be reduced.



About the fake (blank) column

The appearance of the fake column matches that of the existing columns; it will have a fake header and/or footer if these elements are present in the existing list box columns and it will have the same background color(s) applied.

The fake header and/or footer can be clicked but this does not have any effect on the other columns (e.g.: no sort is performed); nevertheless, the `On Clicked`, `On Header Click` and `On Footer Click` events are generated accordingly.

If a cell in the fake column is clicked, the `LISTBOX GET CELL POSITION` command returns "X+1" for its column number

(where X is the number of existing columns).

JSON Grammar

Name	Datentyp	Possible Values
resizingMode	string	"rightToLeft", "legacy"

Objects Supported

List Box

Horizontal Sizing

This property specifies if the horizontal size of an object should be moved or resized when a user resizes the form. It can also be set dynamically by the `OBJECT SET RESIZING OPTIONS` language command.

Three options are available:

Option	JSON value	Ergebnis
Grow	"grow"	The same percentage is applied to the object's width when the user resizes the width of the window,
Move	"move"	The object is moved the same amount left or right as the width increase when the user resizes the width of the window,
None	"fixed"	The object remains stationary when the form is resized

This property works in conjunction with the [Vertical Sizing](#) property.

JSON Grammar

Name	Datentyp	Possible Values
sizingX	string	"grow", "move", "fixed"

Objects Supported

[4D View Pro Area](#) - [4D Write Pro Area](#) - [Button](#) - [Button Grid](#) - [Check Box](#) - [Combo Box](#) - [Dropdown list](#) - [Group Box](#) - [Hierarchical List](#) - [Input](#) - [List Box](#) - [Line](#) - [List Box Column](#) - [Oval](#) - [Picture Button](#) - [Picture Pop up menu](#) - [Plug-in Area](#) - [Progress Indicators](#) - [Radio Button](#) - [Ruler](#) - [Rectangle](#) - [Spinner](#) - [Splitter](#) - [Static Picture](#) - [Stepper](#) - [Subform](#) - [Tab control](#) - [Web Area](#)

Vertical Sizing

This property specifies if the vertical size of an object should be moved or resized when a user resizes the form. It can also be set dynamically by the `OBJECT SET RESIZING OPTIONS` language command.

Three options are available:

Option	JSON value	Ergebnis
Grow	"grow"	The same percentage is applied to the object's height when the user resizes the width of the window,
Move	"move"	The object is moved the same amount up or down as the height increase when the user resizes the width of the window,
None	"fixed"	The object remains stationary when the form is resized

This property works in conjunction with the [Horizontal Sizing](#) property.

JSON Grammar

Name	Datentyp	Possible Values
sizingY	string	"grow", "move", "fixed"

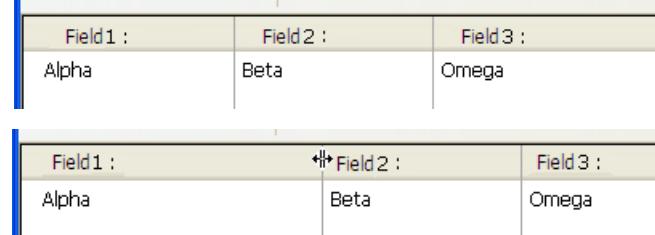
Objects Supported

[4D View Pro Area](#) - [4D Write Pro Area](#) - [Button](#) - [Button Grid](#) - [Check Box](#) - [Combo Box](#) - [Dropdown list](#) - [Group Box](#) - [Hierarchical List](#) - [Input](#) - [List Box](#) - [Line](#) - [List Box Column](#) - [Oval](#) - [Picture Button](#) - [Picture Pop up menu](#) - [Plug-in Area](#) - [Progress Indicators](#) - [Radio Button](#) - [Ruler](#) - [Rectangle](#) - [Spinner](#) - [Splitter](#) - [Static Picture](#) - [Stepper](#) - [Subform](#) - [Tab control](#) - [Web Area](#)

Pusher

When a splitter object has this property, other objects to its right (vertical splitter) or below it (horizontal splitter) are pushed at the same time as the splitter, with no stop.

Here is the result of a “pusher” splitter being moved:



When this property is not applied to the splitter, the result is as follows:



JSON Grammar

Name	Datentyp	Possible Values
splitterMode	string	"move" (pusher), "resize" (standard)

Objects Supported

[Splitter](#)

Resizable

Designates if the size of the column can be modified by the user.

JSON Grammar

Name	Datentyp	Possible Values
resizable	Boolean	"true", "false"

Objects Supported

[List Box Column](#)

Scale

Barber shop

Enables the "barber shop" variant for the thermometer.

JSON Grammar

Name	Datentyp	Possible Values
max	number	NOT passed = enabled; passed = disabled (basic thermometer)

Objects Supported

[Barber shop](#)

Display graduation

Displays/Hides the graduations next to the labels.

JSON Grammar

Name	Datentyp	Possible Values
showGraduations	Boolean	"true", "false"

Objects Supported

[Thermometer - Ruler](#)

Graduation step

Scale display measurement.

JSON Grammar

Name	Datentyp	Possible Values
graduationStep	integer	minimum: 0

Objects Supported

[Thermometer - Ruler](#)

Label Location

Specifies the location of an object's displayed text.

- None - no label is displayed
- Top - Displays labels to the left of or above an indicator

- Bottom - Displays labels to the right of or below an indicator

JSON Grammar

Name	Datentyp	Possible Values
labelsPlacement	string	"none", "top", "bottom", "left", "right"

Objects Supported

[Thermometer](#) - [Ruler](#)

Maximum

Maximum value of an indicator.

- For numeric steppers, this property represent seconds when the object is associated with a time type value and are ignored when it is associated with a date type value.
- To enable [Barber shop thermometers](#), this property must be omitted.

JSON Grammar

Name	Datentyp	Possible Values
max	string / number	minimum: 0 (for numeric data types)

Objects Supported

[Thermometer](#) - [Ruler](#) - [Stepper](#)

Minimum

Minimum value of an indicator. For numeric steppers, this property represent seconds when the object is associated with a time type value and are ignored when it is associated with a date type value.

JSON Grammar

Name	Datentyp	Possible Values
min	string / number	minimum: 0 (for numeric data types)

Objects Supported

[Thermometer](#) - [Ruler](#) - [Stepper](#)

Step

Minimum interval accepted between values during use. For numeric steppers, this property represents seconds when the object is associated with a time type value and days when it is associated with a date type value.

JSON Grammar

Name	Datentyp	Possible Values
step	integer	minimum: 1

Objects Supported

[Thermometer](#) - [Ruler](#) - [Stepper](#)

Subform

Allow Deletion

Specifies if the user can delete subrecords in a list subform.

JSON Grammar

Name	Datentyp	Possible Values
deletableInList	Boolean	true, false (default: true)

Objects Supported

[Subform](#)

Detail Form

You use this property to declare the detail form to use in the subform. It can be:

- a widget, i.e. a page-type subform endowed with specific functions. In this case, the [list subform](#) and [Source](#) properties must be empty or not present.

You can select a component form name when it is published in the component.

You can generate [components](#) providing additional functionalities through subforms.

- the detail form to associate with the [list subform](#). The detail form can be used to enter or view subrecords. It generally contains more information than the list subform. Naturally, the detail form must belong to the same table as the subform. You normally use an Output form as the list form and an Input form as the detail form. If you do not specify the form to use for full page entry, 4D automatically uses the default Input format of the table.

JSON Grammar

Name	Datentyp	Possible Values
detailForm	string	Name (string) of table or project form, a POSIX path (string) to a .json file describing the form, or an object describing the form

Objects Supported

[Subform](#)

Double-click on empty row

Action to perform in case of a double-click on an empty line of a list subform. The following options are available:

- Do nothing: Ignores double-click.
- Add Record: Creates a new record in the subform and changes to editing mode. The record will be created directly in the list if the [Enterable in List] property is enabled. Otherwise, it will be created in page mode, in the [detail form](#) associated with the subform.

JSON Grammar

Name	Datentyp	Possible Values
doubleClickInEmptyAreaAction	string	"addSubrecord" or "" to do nothing

Objects Supported

Subform

See also

[Double click on row](#)

Double-click on row

List subform

Sets the action to be performed when a user double-clicks on a row in a list subform. The available options are:

- Do nothing (default): Double-clicking a row does not trigger any automatic action.
- Edit Record: Double-clicking a row displays the corresponding record in the [detail form defined for the list subform](#). The record is opened in read-write mode so it can be modified.
- Display Record: Identical to the previous action, except that the record is opened in read-only mode so it cannot be modified.

Regardless of the action selected/chosen, the `On Double clicked` form event is generated.

For the last two actions, the `On Open Detail` form event is also generated. The `On Close Detail` is then generated when a record displayed in the detail form associated with the list box is about to be closed (regardless of whether or not the record was modified).

JSON Grammar

Name	Datentyp	Possible Values
doubleClickInRowAction	string	"editSubrecord", "displaySubrecord"

Objects Supported

Subform

See also

[Double click on empty row](#)

Enterable in list

When a list subform has this property enabled, the user can modify record data directly in the list, without having to use the [associated detail form](#).

To do this, simply click twice on the field to be modified in order to switch it to editing mode (make sure to leave enough time between the two clicks so as not to generate a double-click).

JSON Grammar

Name	Datentyp	Possible Values
enterableInList	Boolean	true, false

Objects Supported

[Subform](#)

List Form

You use this property to declare the list form to use in the subform. A list subform lets you enter, view, and modify data in other tables.

List subforms can be used for data entry in two ways: the user can enter data directly in the subform, or enter it in an [input form](#). In this configuration, the form used as the subform is referred to as the List form. The input form is referred to as the Detail form.

JSON Grammar

Name	Datentyp	Possible Values
listForm	string	Name (string) of table or project form, a POSIX path (string) to a .json file describing the form, or an object describing the form

Objects Supported

[Subform](#)

Source

Specifies the table that the list subform belongs to (if any).

JSON Grammar

Name	Datentyp	Possible Values
table	string	4D table name, or "" if no table.

Objects Supported

[Subform](#)

Selection Mode

Designates the option for allowing users to select rows:

- None: Rows cannot be selected if this mode is chosen. Clicking on the list will have no effect unless the [Enterable in list](#) option is enabled. The navigation keys only cause the list to scroll; the [On Selection Change](#) form event is not generated.
- Single: One row at a time can be selected in this mode. Clicking on a row will select it. A [Ctrl+click](#) (Windows) or [Command+click](#) (macOS) on a row toggles its state (between selected or not). The Up and Down arrow keys select the previous/next row in the list. The other navigation keys scroll the list. The [On Selection Change](#) form event is generated every time the current row is changed.
- Multiple: Several rows can be selected simultaneously in this mode.
 - The selected subrecords are returned by the [GET HIGHLIGHTED RECORDS](#) command.
 - Clicking on the record will select it, but it does not modify the current record.

- A Ctrl+click (Windows) or Command+click (macOS) on a record toggles its state (between selected or not).
The Up and Down arrow keys select the previous/next record in the list. The other navigation keys scroll the list.
The `On Selection Change` form event is generated every time the selected record is changed.

JSON Grammar

Name	Datentyp	Possible Values
selectionMode	string	"multiple", "single", "none"

Objects Supported

[Subform](#)

Text

Allow font/color picker

When this property is enabled, the [OPEN FONT PICKER](#) and [OPEN COLOR PICKER](#) commands can be called to display the system font and color picker windows. Using these windows, the users can change the font or color of a form object that has the focus directly by clicking. When this property is disabled (default), the open picker commands have no effect.

JSON Grammar

Property	Datentyp	Possible Values
allowFontColorPicker	Boolean	false (default), true

Objects Supported

[Input](#)

Bold

Sets the selected text to appear darker and heavier.

You can set this property using the [OBJECT SET FONT STYLE](#) command.

This is normal text.
This is bold text.

JSON Grammar

Property	Datentyp	Possible Values
fontWeight	Text	"normal", "bold"

Objects Supported

[Button](#) - [Check Box](#) - [Combo Box](#) - [Drop-down List](#) - [Group Box](#) - [Hierarchical List](#) - [Input](#) - [List Box](#) - [List Box Column](#) - [List Box Footer](#) - [List Box Header](#) - [Radio Button](#) - [Text Area](#)

Italic

Sets the selected text to slant slightly to the right.

You can also set this property via the [OBJECT SET FONT STYLE](#) command.

This is normal text.
This is text in italics.

JSON Grammar

Name	Datentyp	Possible Values
fontStyle	string	"normal", "italic"

Objects Supported

Button - Check Box - Combo Box - Drop-down List - Group Box - Hierarchical List - Input - List Box - List Box Column - List Box Footer - List Box Header - Radio Button - Text Area

Underline

Sets the text to have a line running beneath it.

This is normal text.
This is underlined text.

JSON Grammar

Name	Datentyp	Possible Values
textDecoration	string	"normal", "underline"

Objects Supported

Button - Check Box - Combo Box - Drop-down List - Group Box - Hierarchical List - Input - List Box - List Box Column - List Box Footer - List Box Header - Radio Button - Text Area

Font

This property allows you to specify either the font theme or the font family used in the object.

Font theme and font family properties are mutually exclusive. A font theme takes hold of font attributes, including size. A font family allows you to define font name, font size and font color.

Font Theme

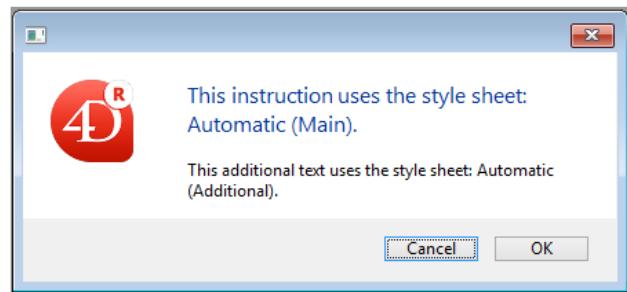
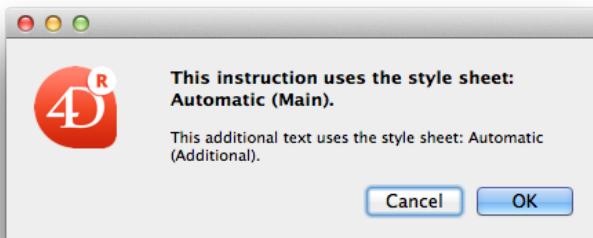
The font theme property designates an automatic style name. Automatic styles determine the font family, font size and font color to be used for the object dynamically according to system parameters. These parameters depend on:

- the platform,
- the system language,
- and the type of form object.

With the font theme, you are guaranteed that titles are always displayed in accordance with the current interface standards of the system. However, their size may vary from one machine to another.

Three font themes are available:

- normal: automatic style, applied by default to any new object created in the Form editor.
- main and additional font themes are only supported by [text areas](#) and [inputs](#). These themes are primarily intended for designing dialog boxes. They refer to font styles used, respectively, for main text and additional information in your interface windows. Here are typical dialog boxes (macOS and Windows) using these font themes:



Font themes manage the font as well as its size and color. You can apply custom style properties (Bold, Italic or Underline) without altering its functioning.

JSON Grammar

Name	Datentyp	Possible Values
fontTheme	string	"normal", "main", "additional"

Objects Supported

Button - Check Box - Combo Box - Drop-down List - Group Box - Hierarchical List - Input - List Box - List Box Column - List Box Footer - List Box Header - Radio Button - Text Area

Font Family

There are two types of font family names:

- *family-name*: The name of a font-family, like "times", "courier", "arial", etc.
- *generic-family*: The name of a generic-family, like "serif", "sans-serif", "cursive", "fantasy", "monospace".

You can set this using the [OBJECT SET FONT](#) command.

This is Times New Roman font.

This is Calibri font.

This is Papyrus font.

JSON Grammar

Name	Datentyp	Possible Values
fontFamily	string	CSS font family name

4D recommends using only [web safe fonts](#).

Objects Supported

Button - Check Box - Combo Box - Drop-down List - Group Box - Hierarchical List - Input - List Box - List Box Column - List Box Footer - List Box Header - Radio Button - Text Area

Font Size

Allows defining the object's font size in points.

JSON Grammar

Name	Datentyp	Possible Values
fontSize	integer	Font size in points. Minimum value: 0

Objects Supported

Button - Check Box - Combo Box - Drop-down List - Group Box - Hierarchical List - Input - List Box - List Box Column
- List Box Footer - List Box Header - Radio Button - Text Area

Font Color

Designates the font color.

This property also sets the color of object's [border](#) (if any) when "plain" or "dotted" style is used.

The color can be specified by:

- a color name - like "red"
- a HEX value - like "#ff0000"
- an RGB value - like "rgb(255,0,0)"

You can also set this property using the [OBJECT SET RGB COLORS](#) command.

JSON Grammar

Name	Datentyp	Possible Values
stroke	string	any css value, "transparent", "automatic"

Objects Supported

Button - Check Box - Combo Box - Drop-down List - Group Box - Hierarchical List - Input - List Box - List Box Column
- List Box Footer - List Box Header - Progress Indicators - Ruler - Radio Button - Text Area

Font Color Expression

Selection and collection/entity selection type list boxes

Used to apply a custom font color to each row of the list box. You must use RGB color values. For more information about this, refer to the description of the [OBJECT SET RGB COLORS](#) command in the 4D Language Reference manual.

You must enter an expression or a variable (array type variables cannot be used). The expression or variable will be evaluated for each row displayed. You can use the constants of the [SET RGB COLORS](#) theme.

You can also set this property using the [LISTBOX SET PROPERTY](#) command with `lk font color expression` constant.

This property can also be set using a [Meta Info Expression](#).

The following example uses a variable name: enter *CompanyColor* for the Font Color Expression and, in the form method, write the following code:

```
CompanyColor:=Choose([Companies]ID;Background color;Light shadow color;  
Foreground color;Dark shadow color)
```

JSON Grammar

Name	Datentyp	Possible Values
rowStrokeSource	string	Font color expression

Objects Supported

[List Box](#)

Style Expression

`Selection and collection/entity selection type list boxes`

Used to apply a custom character style to each row of the list box or each cell of the column.

You must enter an expression or a variable (array type variables cannot be used). The expression or variable will be evaluated for each row displayed (if applied to the list box) or each cell displayed (if applied to a column). You can use the constants of the [Font Styles](#) theme.

Beispiel:

```
Choose([Companies]ID;Bold;Plain;Italic;Underline)
```

You can also set this property using the `LISTBOX SET PROPERTY` command with `lk font style expression` constant.

This property can also be set using a [Meta Info Expression](#).

JSON Grammar

Name	Datentyp	Possible Values
rowStyleSource	string	Style expression to evaluate for each row/cell.

Objects Supported

[List Box - List Box Column](#)

Horizontal Alignment

Horizontal location of text within the area that contains it.

JSON Grammar

Name	Datentyp	Possible Values
textAlign	string	"automatic", "right", "center", "justify", "left"

Objects Supported

[Group Box - List Box - List Box Column - List Box Header - List Box Footer - Text Area](#)

Vertical Alignment

Vertical location of text within the area that contains it.

The Default option (`automatic` JSON value) sets the alignment according to the type of data found in each column:

- `bottom` for all data (except pictures) and
- `top` for picture type data.

This property can also be handled by the [OBJECT Get vertical alignment](#) and [OBJECT SET VERTICAL ALIGNMENT](#) commands.

JSON Grammar

Name	Datentyp	Possible Values
<code>verticalAlign</code>	string	"automatic", "top", "middle", "bottom"

Objects Supported

[List Box](#) - [List Box Column](#) - [List Box Footer](#) - [List Box Header](#)

Meta Info Expression

`Collection or entity selection type list boxes`

Specifies an expression or a variable which will be evaluated for each row displayed. It allows defining a whole set of row text attributes. You must pass an object variable or an expression that returns an object. The following properties are supported:

Property name	Typ	Beschreibung
<code>stroke</code>	string	Font color. Any CSS color (ex: "#FF00FF"), "automatic", "transparent"
<code>fill</code>	string	Background color. Any CSS color (ex: "#F00FFF"), "automatic", "transparent"
<code>fontStyle</code>	string	"normal", "italic"
<code>fontWeight</code>	string	"normal", "bold"
<code>textDecoration</code>	string	"normal", "underline"
<code>unselectable</code>	Boolean	Designates the corresponding row as not being selectable (<i>i.e.</i> , highlighting is not possible). Enterable areas are no longer enterable if this option is enabled unless the "Single-Click Edit" option is also enabled. Controls such as checkboxes and lists remain functional. This setting is ignored if the list box selection mode is "None". This setting is ignored if the list box selection mode is "None".
<code>disabled</code>	Boolean	Disables the corresponding row. Enterable areas are no longer enterable if this option is enabled. Text and controls (checkboxes, lists, etc.) appear dimmed or grayed out. This setting is ignored if the list box selection mode is "None".
<code>cell. <columnName></code>	object	Allows applying the property to a single column. Pass in <code><columnName></code> the object name of the list box column. Note: "unselectable" and "disabled" properties can only be defined at row level. They are ignored if passed in the "cell" object

Style settings made with this property are ignored if other style settings are already defined through expressions (*i.e.*, [Style Expression](#), [Font Color Expression](#), [Background Color Expression](#)).

Beispiel

In the `Color` project method, write the following code:

```

//Color method
//Sets font color for certain rows and the background color for a specific column:
C_OBJECT($0)
Form.meta:=New object
If(This.ID>5) //ID is an attribute of collection objects/entities
  Form.meta.stroke:="purple"
  Form.meta.cell:=New object("Column2";New object("fill";"black"))
Else
  Form.meta.stroke:="orange"
End if
$0:=Form.meta

```

Best Practice: For optimization reasons, it would be recommended in this case to create the `meta.cell` object once in the form method:

```

//form method
Case of
  :(Form event code=On Load)
    Form.colStyle:=New object("Column2";New object("fill";"black"))
End case

```

Then, the *Color* method would contain:

```

//Color method
...
If(This.ID>5)
  Form.meta.stroke:="purple"
  Form.meta.cell:=Form.colStyle //reuse the same object for better performance
...

```

See also the [This](#) command.

JSON Grammar

Name	Datentyp	Possible Values
metaSource	string	Object expression to evaluate for each row/cell.

Objects Supported

List Box

Multi-style

This property enables the possibility of using specific styles in the selected area. When this option is checked, 4D interprets any `` HTML tags found in the area.

By default, this option is not enabled.

JSON Grammar

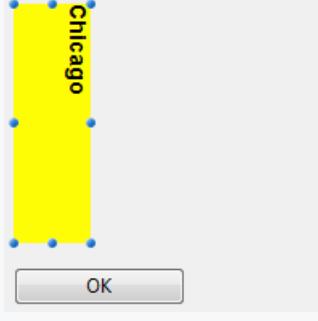
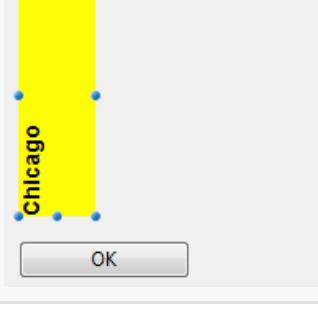
Name	Datentyp	Possible Values
styledText	Boolean	true, false

Objects Supported

List Box Column - Input

Orientation

Modifies the orientation (rotation) of a text area. Text areas can be rotated by increments of 90°. Each orientation value is applied while keeping the same lower left starting point for the object:

Orientation value	Ergebnis
0 (default)	
90	
180	
270	

In addition to [static text areas](#), [input](#) text objects can be rotated when they are non- [enterable](#). When a rotation property is applied to an input object, the enterable property is removed (if any). This object is then excluded from the

entry order.

JSON Grammar

Name	Datentyp	Possible Values
textAngle	number	0, 90, 180, 270

Objects Supported

[Input](#) (non-enterable) - [Text Area](#)

Row Font Color Array

Array type list boxes

Allows setting a custom font color to each row of the list box or cell of the column.

The name of a Longint array must be used. Each element of this array corresponds to a row of the list box (if applied to the list box) or to a cell of the column (if applied to a column), so the array must be the same size as the array associated with the column. You can use the constants of the [SET RGB COLORS](#) theme. If you want the cell to inherit the background color defined at the higher level, pass the value -255 to the corresponding array element.

JSON Grammar

Name	Datentyp	Possible Values
rowStrokeSource	string	The name of a longint array

Objects Supported

[List Box](#) - [List Box Column](#)

Row Style Array

Array type list boxes

Allows setting a custom font style to each row of the list box or each cell of the column.

The name of a Longint array must be used. Each element of this array corresponds to a row of the list box (if applied to the list box) or to a cell of the column (if applied to a column), so the array must be the same size as the array associated with the column. To fill the array (using a method), use the constants of the [Font Styles](#) theme. You can add constants together to combine styles. If you want the cell to inherit the style defined at the higher level, pass the value -255 to the corresponding array element.

JSON Grammar

Name	Datentyp	Possible Values
rowStyleSource	string	The name of a longint array.

Objects Supported

[List Box](#) - [List Box Column](#)

Store with default style tags

This property is only available for a [Multi-style](#) input area. When this property is enabled, the area will store the style tags with the text, even if no modification has been made. In this case, the tags correspond to the default style. When this property is disabled, only modified style tags are stored.

For example, here is a text that includes a style modification:

```
What a beautiful day
```

When the property is disabled, the area only stores the modification. The stored contents are therefore:

```
What a <SPAN STYLE="font-size:13.5pt">beautiful</SPAN> day!
```

When the property is enabled, the area stores all the formatting information. The first generic tag describes the default style then each variation is the subject of a pair of nested tags. The contents stored in the area are therefore:

```
<SPAN STYLE="font-family:'Arial';font-size:9pt;text-align:left;font-weight:normal;font-style:normal;text
```

JSON Grammar

Name	Datentyp	Possible Values
storeDefaultStyle	Boolean	true, false (default).

Objects Supported

[Input](#)

Text and Picture

Background pathname

Sets the path of the picture that will be drawn in the background of the object. If the object uses an [icon](#) with [different states](#), the background picture will automatically support the same number of states.

The pathname to enter is similar as for the [Pathname property for static pictures](#).

JSON Grammar

Name	Datentyp	Possible Values
customBackgroundPicture	string	Relative path in POSIX syntax. Must be used in conjunction with the style property with the "custom" option.

Objects Supported

[Custom Button](#) - [Custom Check Box](#) - [Custom Radio Button](#)

Button Style

General appearance of the button. The button style also plays a part in the availability of certain options.

JSON Grammar

Name	Datentyp	Possible Values
style	Text	"regular", "flat", "toolbar", "bevel", "roundedBevel", "gradientBevel", "texturedBevel", "office", "help", "circular", "disclosure", "roundedDisclosure", "custom"

Objects Supported

[Button](#) - [Radio Button](#) - [Check Box](#) - [Radio Button](#)

Horizontal Margin

This property allows setting the size (in pixels) of the horizontal margins of the button. This margin delimits the area that the button icon and title must not surpass.

This parameter is useful, for example, when the background picture contains borders:

With / Without	Beispiel
Without margin	
With 13-pixel margin	

This property works in conjunction with the [Vertical Margin](#) property.

JSON Grammar

Name	Datentyp	Possible Values
customBorderX	number	For use with "custom" style. Minimum: 0

Objects Supported

[Custom Button](#) - [Custom Check Box](#) - [Custom Radio Button](#)

Icon Location

Designates the placement of an icon in relation to the form object.

JSON Grammar

Name	Datentyp	Possible Values
iconPlacement	string	"none", "left", "right"

Objects Supported

[List Box Header](#)

Icon Offset

Sets a custom offset value in pixels, which will be used when the button is clicked

The title of the button will be shifted to the right and toward the bottom for the number of pixels entered. This allows applying a customized 3D effect when the button is clicked.

JSON Grammar

Name	Datentyp	Possible Values
customOffset	number	minimum: 0

Objects Supported

[Custom Button](#) - [Custom Check Box](#) - [Custom Radio Button](#)

Number of States

This property sets the exact number of states present in the picture used as the icon for a [button with icon](#), a [check box](#) or a custom [radio button](#). In general, a button icon includes four states: active, clicked, mouse over and inactive.

Each state is represented by a different picture. In the source picture, the states must be stacked vertically:



The following states are represented:

1. button not clicked / check box unchecked (variable value=0)
2. button clicked / check box checked (variable value=1)
3. roll over
4. disabled

JSON Grammar

Name	Datentyp	Possible Values
iconFrames	number	minimum: 1

Objects Supported

[Button](#) (all styles except [Help](#)) - [Check Box](#) - [Radio Button](#)

Picture pathname

Sets the path of the picture that will be used as icon for the object.

The pathname to enter is similar as for the [Pathname property for static pictures](#).

When used as icon for active objects, the picture must be designed to support a variable [number of states](#).

JSON Grammar

Name	Datentyp	Possible Values
icon	picture	Relative or filesystem path in POSIX syntax.

Objects Supported

[Button](#) (all styles except [Help](#)) - [Check Box](#) - [List Box Header](#) - [Radio Button](#)

Title/Picture Position

This property allows modifying the relative location of the button title in relation to the associated icon. This property has no effect when the button contains only a title (no associated picture) or a picture (no title). By default, when a button contains a title and a picture, the text is placed below the picture.

Here are the results using the various options for this property:

Option	Beschreibung	Beispiel
Left	The text is placed to the left of the icon. The contents of the button are aligned to the right.	
Top	The text is placed above the icon. The contents of the button are centered.	
Right	The text is placed to the right of the icon. The contents of the button are aligned to the left.	
Bottom	The text is placed below the icon. The contents of the button are centered.	
Centered	The text of the icon is centered vertically and horizontally in the button. This parameter is useful, for example, for text included in an icon.	

JSON Grammar

Name	Datentyp	Possible Values
textPlacement	string	"left", "top", "right", "bottom", "center"

Objects Supported

[Button](#) (all styles except [Help](#)) - [Check Box](#) - [Radio Button](#)

Vertical Margin

This property allows setting the size (in pixels) of the vertical margins of the button. This margin delimits the area that the button icon and title must not surpass.

This parameter is useful, for example, when the background picture contains borders.

This property works in conjunction with the [Horizontal Margin](#) property.

JSON Grammar

Name	Datentyp	Possible Values
customBorderY	number	For use with "custom" style. Minimum: 0

Objects Supported

[Custom Button](#) - [Custom Check Box](#) - [Custom Radio Button](#)

With pop-up menu

This property allows displaying a symbol that appears as a triangle in the button to indicate the presence of an attached pop-up menu:



The appearance and location of this symbol depends on the button style and the current platform.

Linked and Separated

To attach a pop-up menu symbol to a button, there are two display options available:



The actual availability of a "separated" mode depends on the style of the button and the platform.

Each option specifies the relation between the button and the attached pop-up menu:

- When the pop-up menu is **separated**, clicking on the left part of the button directly executes the current action of the button; this action can be modified using the pop-up menu accessible in the right part of the button.
- When the pop-up menu is **linked**, a simple click on the button only displays the pop-up menu. Only the selection of the action in the pop-up menu causes its execution.

Managing the pop-up menu

It is important to note that the "With Pop-up Menu" property only manages the graphic aspect of the button. The display of the pop-up menu and its values must be handled entirely by the developer, more particularly using `form` events and the [Dynamic pop up menu](#) and [Pop up menu](#) commands.

JSON Grammar

Name	Datentyp	Possible Values
popupPlacement	string	<ul style="list-style-type: none">◦ "none"◦ "linked"◦ "separated"

Objects Supported

[Toolbar Button](#) - [Bevel Button](#) - [Rounded Bevel Button](#) - [OS X Gradient Button](#) - [OS X Textured Button](#) - [Office XP Button](#) - [Circle Button](#) - [Custom](#)

Web Area

Access 4D methods

You can call 4D methods from the JavaScript code executed in a Web area and get values in return. To be able to call 4D methods from a Web area, you must activate the 4D methods accessibility property ("all").

This property is only available if the Web area [uses the embedded Web rendering engine](#).

When this property is on, a special JavaScript object named `$4d` is instantiated in the Web area, which you can [use to manage calls to 4D project methods](#).

JSON Grammar

Name	Datentyp	Possible Values
methodsAccessibility	string	"none" (default), "all"

Objects Supported

[Web Area](#)

Progression

Name of a Longint type variable. This variable will receive a value between 0 and 100, representing the page load completion percentage in the Web area. Automatically updated by 4D, cannot be modified manually.

As of 4D v19 R5, this variable is no longer updated in Web Areas using the [Windows system rendering engine](#).

JSON Grammar

Name	Datentyp	Possible Values
progressSource	string	Name of a Longint variable

Objects Supported

[Web Area](#)

URL

A String type variable that designates the URL loaded or being loading by the associated Web area. The association between the variable and the Web area works in both directions:

- If the user assigns a new URL to the variable, this URL is automatically loaded by the Web area.
- Any browsing done within the Web area will automatically update the contents of the variable.

Schematically, this variable functions like the address area of a Web browser. You can represent it via a text area above the Web area.

URL Variable and WA OPEN URL command

The URL variable produces the same effects as the [WA OPEN URL](#) command. The following differences should nevertheless be noted:

- For access to documents, this variable only accepts URLs that are RFC-compliant ("file://c:/My%20Doc") and not system pathnames ("c:¥MyDoc"). The [WA OPEN URL](#) command accepts both notations.
- If the URL variable contains an empty string, the Web area does not attempt to load the URL. The [WA OPEN URL](#) command generates an error in this case.
- If the URL variable does not contain a protocol (http, mailto, file, etc.), the Web area adds "http://", which is not the case for the [WA OPEN URL](#) command.
- When the Web area is not displayed in the form (when it is located on another page of the form), executing the [WA OPEN URL](#) command has no effect, whereas assigning a value to the URL variable can be used to update the current URL.

JSON Grammar

Name	Datentyp	Possible Values
urlSource	string	A URL.

Objects Supported

[Web Area](#)

Use embedded Web rendering engine

This option allows choosing between two rendering engines for the Web area, depending on the specifics of your application:

- unchecked - `JSON value: system` (default): In this case, 4D uses the "best" engine corresponding to the system. This means that you automatically benefit from the latest advances in Web rendering, through HTML5 or JavaScript. However, you may notice some rendering differences between platforms. On Windows, 4D uses Microsoft Edge WebView2. On macOS, 4D uses the current version of WebKit (Safari).

On Windows, if Microsoft Edge WebView2 is not installed, 4D uses the embedded engine as system rendering engine. To know if it is installed in your system, look for "Microsoft Edge WebView2 Runtime" in your applications panel.

- checked - `JSON value: embedded`: In this case, 4D uses the Chromium Embedded Framework (CEF). Using the embedded Web engine means that Web area rendering and their functioning in your application are identical regardless of the platform used to run 4D (slight variations of pixels or differences related to network implementation may nevertheless be observed). When this option is chosen, you no longer benefit from automatic updates of the Web engine performed by the operating system; however, new versions of the engines are regularly provided through 4D.

The CEF engine has the following limitations:

- [WA SET PAGE CONTENT](#): using this command requires that at least one page is already loaded in the area (through a call to [WA OPEN URL](#) or an assignment to the URL variable associated to the area).
- When URL drops are enabled by the `WA enable URL drop` selector of the [WA SET PREFERENCE](#) command, the first drop must be preceded by at least one call to [WA OPEN URL](#) or one assignment to the URL variable associated to the area.

JSON Grammar

Name	Datentyp	Possible Values
webEngine	string	"embedded", "system"

Objects Supported

[Web Area](#)

On Activate

Code	Can be called by	Definition
11	Formular	The form's window becomes the frontmost window or the subform's container gets the focus

Beschreibung

If the window of a form was sent to the background, this event is called when the window becomes the frontmost window.

This event applies to the form as a whole and not to a particular object. Consequently, if the `On Activate` form event property is selected, only the form will have its form method called.

In the case of a subform, this event is passed to the subform when the container gets the focus (if it has the `focusable` property).

On After Edit

Code	Can be called by	Definition
45	4D View Pro area - 4D Write Pro area - Combo Box - Form - Input - Hierarchical List - List Box - List Box Column	The contents of the enterable object that has the focus has just been modified

Beschreibung

General case

This event can be used filter the data entry in keyboard enterable objects at the lowest level.

When it is used, this event is generated after each change made to the contents of an enterable object, regardless of the action that caused the change, *i.e.*:

- Standard editing actions which modify content like paste, cut, delete or cancel;
- Dropping a value (action similar to paste);
- Any keyboard entry made by the user; in this case, the `On After Edit` event is generated after the `On Before Keystroke` and `On After Keystroke` events, if they are used.
- Any modification made using a language command that simulates a user action (*i.e.*, `POST KEY`).

Within the `On After Edit` event, text data being entered is returned by the `Get edited text` command.

4D View Pro

The object returned by the `FORM Event` command contains:

Property	Typ	Beschreibung
code	Lange Ganzzahl	On After Edit
description	Text	"On After Edit"
objectName	Text	4D View Pro area name
sheetName	Text	Name of the sheet of the event
action	Text	"editChange", "valueChanged", "DragDropBlock", "DragFillBlock", "formulaChanged", "clipboardPasted"

Depending on the `action` property value, the `event object` will contain additional properties.

`action = editChange`

Property	Typ	Beschreibung
range	object	Cell range
editingText	variant	The value from the current editor

`action = valueChanged`

Property	Typ	Beschreibung
range	object	Cell range
oldValue	variant	Value of cell before change
newValue	variant	Value of cell after change

action = DragDropBlock

Property	Typ	Beschreibung
fromRange	object	Range of source cell range (being dragged)
toRange	object	Range of the destination cell range (drop location)
copy	Boolean	Specifies if the source range is copied or not
insert	Boolean	Specifies if the source range is inserted or not

action = DragFillBlock

Property	Typ	Beschreibung	fillDirection	longint	Direction of the fill.
fillRange	object	Range used for fill			<ul style="list-style-type: none"> • 0: The cells to the left are filled • 1: The cells to the right are filled • 2: The cells above are filled • 3: The cells below are filled
autoFillType	longint	<p>Value used for the fill.</p> <ul style="list-style-type: none"> • 0: Cells are filled with all data (values, formatting, and formulas) • 1: Cells are filled with automatically sequential data • 2: Cells are filled with formatting only • 3: Cells are filled with values but not formatting • 4: Values are removed from the cells • 5: Cells are filled automatically 			

action = formulaChanged

Property	Typ	Beschreibung
range	object	Cell range
formula	Text	The formula entered

action = clipboardPasted

Property	Typ	Beschreibung
range	object	Cell range
pasteOption	Lange Ganzzahl	Specifies what is pasted from the clipboard: <ul style="list-style-type: none"> • 0: Everything is pasted (values, formatting, and formulas) • 1: Only values are pasted • 2: Only the formatting is pasted • 3: Only formulas are pasted • 4: Values and formatting are pasted (not formulas) • 5: Formulas and formatting are pasted (not values)
pasteData	object	The data from the clipboard to be pasted <ul style="list-style-type: none"> • "text" (text): The text from the clipboard • "html" (text): The HTML from the clipboard

Beispiel

Here is an example handling an `On After Edit` event:

```
If(FORM Event.code=On After Edit)
  If(FORM Event.action="valueChanged")
    ALERT("WARNING: You are currently changing the value\
      from "+String(FORM Event.oldValue)+\
      " to "+String(FORM Event.newValue)+"!")
  End if
End if
```

The above example could generate an event object like this:

```
{
  "code":45,
  "description":"On After Edit",
  "objectName":"ViewProArea",
  "sheetname":"Sheet1",
  "action":"valueChanged",
  "range": {area:ViewProArea,ranges:[{column:1,row:2,sheet:1}]},
  "oldValue":"The quick brown fox",
  "newValue":"jumped over the lazy dog"
}
```

On After Keystroke

Code	Can be called by	Definition
28	4D Write Pro area - Combo Box - Form - Input - List Box - List Box Column	A character is about to be entered in the object that has the focus. Get edited text returns the object's text including this character.

► History

Beschreibung

The [On After Keystroke](#) event can generally be replaced by the [On After Edit](#) event (see below).

After the [On Before Keystroke](#) and [On After Keystroke](#) event properties are selected for an object, you can detect and handle the keystrokes within the object, using the [FORM](#) event command that will return [On Before Keystroke](#) and then [On After Keystroke](#) (for more information, please refer to the description of the [Get edited text](#) command).

These events are also activated by language commands that simulate a user action like [POST KEY](#).

The [On After Keystroke](#) event is not generated:

- in [list box columns](#) method except when a cell is being edited (however it is generated in any cases in the [list box](#) method),
- when user modifications are not carried out using the keyboard (paste, drag-and-drop, checkbox, drop down list, combo box). To process these events, you must use [On After Edit](#).

Keystroke sequence

When an entry requires a sequence of keystrokes, the [On Before Keystroke](#) and [[On After Keystroke event](#)] events are generated only when the entry is fully validated by the user. The [Keystroke](#) command returns the validated character. This case mainly occurs:

- when using "dead" keys such as ^ or ~: events are generated only when the extended character is eventually entered (e.g. "ê" or ñ),
- when an IME (Input method editor) displays an intermediary dialog box where the user can enter a combination of characters: events are generated only when the IME dialog is validated.

See also

[On Before Keystroke](#).

On After Sort

Code	Can be called by	Definition
30	List Box - List Box Column	A standard sort has just been carried out in a list box column.

Beschreibung

This event is generated just after a standard sort is performed (*i.e.* it is NOT generated if \$0 returns -1 in the [On Header Click](#) event). This mechanism is useful for storing the directions of the last sort performed by the user. In this event, the `Self` command returns a pointer to the variable of the sorted column header.

On Alternative Click

Code	Can be called by	Definition
38	Button - List Box - List Box Column	<ul style="list-style-type: none">Buttons: The "arrow" area of a button is clickedList boxes: In a column of an object array, an ellipsis button ("alternateButton" attribute) is clicked

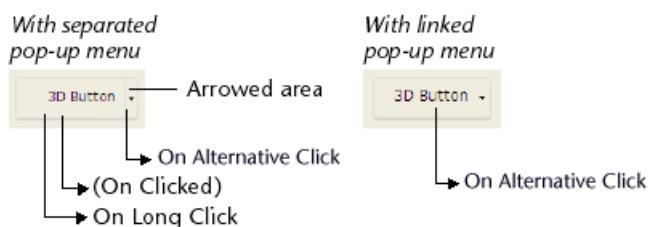
Beschreibung

Buttons

Some button styles can be [linked to a pop-up menu](#) and display a triangle. Clicking on this triangle causes a selection pop-up to appear that provides a set of alternative actions in relation to the primary button action.

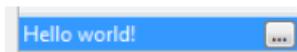
4D allows you to manage this type of button using the `On Alternative Click` event. This event is generated when the user clicks on the triangle (as soon as the mouse button is held down):

- If the pop-up menu is separated, the event is only generated when a click occurs on the portion of the button with the arrow.
- If the pop-up menu is linked, the event is generated when a click occurs on any part of the button. Note that the [On Long Click](#) event cannot be generated with this type of button.



List box

This event is generated in columns of [object array type list boxes](#), when the user clicks on a widget ellipsis button ("alternateButton" attribute).



See the [description of the "alternateButton" attribute](#).

On Before Data Entry

Code	Can be called by	Definition
41	List Box - List Box Column	A list box cell is about to change to editing mode

Beschreibung

This event is generated just before a cell in the list box is edited (before the entry cursor is displayed). This event allows the developer, for example, to display a different text depending on whether the user is in the display or edit mode.

When the cursor arrives in the cell, the `On Before Data Entry` event is generated in the list box or column method.

- If, in the context of this event, \$0 is set to -1, the cell is considered as not enterable. If the event was generated after Tab or Shift+Tab was pressed, the focus goes to either the next cell or the previous one, respectively.
- If \$0 is not -1 (by default \$0 is 0), the cell is enterable and switches to editing mode.

See also [Managing entry](#) section.

On Before Keystroke

Code	Can be called by	Definition
17	4D Write Pro area - Combo Box - Form - Input - List Box - List Box Column	A character is about to be entered in the object that has the focus. <code>Get edited text</code> returns the object's text without this character.

► History

Beschreibung

After the `On Before Keystroke` and `On After Keystroke event` events are selected for an object, you can detect and handle the keystrokes within the object, using the `Form event code` command that will return `On Before Keystroke` and then `On After Keystroke event` (for more information, please refer to the description of the `Get edited text` command). Within the `On Before Keystroke` event, the `FILTER KEYSTROKE` command can be used to filter typed chars.

These events are also activated by language commands that simulate a user action like `POST KEY`.

The `On Before Keystroke` event is not generated:

- in a `list box column` method except when a cell is being edited (however it is generated in any cases in the `list box` method),
- when user modifications are not carried out using the keyboard (paste, drag-and-drop, checkbox, drop down list, combo box). To process these events, you must use `On After Edit`.

Non-enterable objects

The `On Before Keystroke` event can be generated in non-enterable objects, e.g. in a list box even if the list box cells are not enterable, or rows are not selectable. This allows you to build interfaces where the user can scroll dynamically to a specific row in a list box by entering the first letters of a value. In case where the list box cells are enterable, you can use the `Is editing text` command to know if the user is actually entering text in a cell or is using the type-ahead feature and then, execute appropriate code.

Keystroke sequence

When an entry requires a sequence of keystrokes, the `On Before Keystroke` and `On After Keystroke` events are generated only when the entry is fully validated by the user. The `Keystroke` command returns the validated character. This case mainly occurs:

- when using "dead" keys such as `^` or `~`: events are generated only when the extended character is eventually entered (e.g. "ê" or ñ),
- when an IME (Input method editor) displays an intermediary dialog box where the user can enter a combination of characters: events are generated only when the IME dialog is validated.

See also

[On After Keystroke](#).

On Begin Drag Over

Code	Can be called by	Definition
17	4D Write Pro area - Button - Button Grid - Check Box - Dropdown list - Form - Hierarchical List - Input - List Box - List Box Column - Picture Button - Picture Pop up menu - Plug-in Area - Progress Indicators - Radio Button - Ruler - Spinner - Splitter - Stepper - Tab control	An object is being dragged

Beschreibung

The `On Begin Drag Over` form event can be selected for any form objects that can be dragged. It is generated in every case where the object has the [Draggable](#) property. It can be called from the method of the source object or the form method of the source object.

Unlike the `On Drag Over` form event, `On Begin Drag Over` is called within the context of the source object of the drag action.

The `On Begin Drag Over` event is useful for preparing of the drag action. It can be used to:

- Add data and signatures to the pasteboard (via the `APPEND DATA TO PASTEBOARD` command).
- Use a custom icon during the drag action (via the `SET DRAG ICON` command).
- Accept or refuse dragging via \$0 in the method of the dragged object.
 - To indicate that drag actions are accepted, the method of the source object must return 0 (zero); you must therefore execute `$0:=0`.
 - To indicate that drag actions are refused, the method of the source object must return -1 (minus one); you must therefore execute `$0:=-1`.
 - If no result is returned, 4D considers that drag actions are accepted.

4D data are put in the pasteboard before calling the event. For example, in the case of dragging without the `Automatic Drag` action, the dragged text is already in the pasteboard when the event is called.

On Begin URL Loading

Code	Can be called by	Definition
47	Web Area	A new URL is loaded in the Web area

Beschreibung

This event is generated at the start of loading a new URL in the Web area. The `URL` variable associated with the Web area can be used to find out the URL being loaded.

The URL being loaded is different from the [current URL](#) (refer to the description of the `WA Get current URL` command).

On Bound Variable Change

Code	Can be called by	Definition
54	Formular	The variable bound to a subform is modified

Beschreibung

This event is generated in the context of the form method of a [subform](#) as soon as a value is assigned to the variable bound with the subform in the parent form (even if the same value is reassigned) and if the subform belongs to the current form page or to page 0.

For more information, refer to the [Managing the bound variable](#) section.

On Clicked

Code	Can be called by	Definition
4	4D View Pro Area - 4D Write Pro area - Button - Button Grid - Check Box - Combo Box - Dropdown list - Form - Hierarchical List - Input - List Box - List Box Column - Picture Button - Picture Pop up menu - Plug-in Area - Progress Indicators - Radio Button - Ruler - Spinner - Splitter - Stepper - Tab control	A click occurred on an object

Beschreibung

The `On Clicked` event is generated when the user clicks on an object.

Some form objects can be activated with the keyboard. For example, once a check box gets the focus, it can be entered using the space bar. In such a case, the `On Clicked` event is still generated.

The `On Clicked` event usually occurs once the mouse button is released. However, there are several exceptions:

- **Invisible buttons:** The `On Clicked` event occurs as soon as the click is made and does not wait for the mouse button to be released.
- **Rulers:** If the `Execute object method` option is set to true, the `On Clicked` event occurs as soon as the click is made.
- **Combo boxes:** The `On Clicked` event occurs only if the user selects another value in the associated menu. A `combo box` must be treated as an enterable text area whose associated drop-down list provides default values. Consequently, you handle data entry within a combo box through the `On Before Keystroke`, `On After Keystroke` and `On Data Change` events.
- **Drop-down lists:** The `On Clicked` event occurs only if the user selects another value in the menu. The `On Data Change` event allows you to detect the activation of the object when a value different from the current value is selected
- When a list box input cell is `being edited`, the `On Clicked` event is generated when the mouse button is pressed, allowing to use the `Contextual click` command for example.

In the context of an `On Clicked` event, you can test the number of clicks made by the user by means of the `Clickcount` command.

On Clicked and On Double Clicked

After the `On Clicked` or `On Double Clicked` object event property is selected for an object, you can detect and handle the clicks within or on the object, using the `FORM event` command that returns `On Clicked` or `On Double Clicked`, depending on the case.

If both events are selected for an object, the `On Clicked` and then the `On Double Clicked` events will be generated when the user double-clicks the object.

4D View Pro

This event is generated when the user clicks anywhere on a 4D View Pro document. On this context, the `event object` returned by the `FORM Event` command contains:

Property	Typ	Beschreibung
code	Lange Ganzzahl	On Clicked
description	Text	"On Clicked"
objectName	Text	4D View Pro area name
sheetName	Text	Name of the sheet of the event
range	object	Cell range

Beispiel

```
If(FORM Event.code=On Clicked)
  VP SET CELL STYLE(FORM Event.range;New object("backColor";"green"))
End if
```

On Close Box

Code	Can be called by	Definition
22	Formular	The window's close box has been clicked

Beschreibung

The `On Close Box` event is generated when the user clicks on the clos box of the window.

Beispiel

This example shows how to respond to a close window event with a form used for record data entry:

```
//Method for an input form
$vpFormTable:=Current form table
Case of
//...
:(Form event code=On Close Box)
If(Modified record($vpFormTable->))
    CONFIRM("This record has been modified. Save Changes?")
    If(OK=1)
        ACCEPT
    Else
        CANCEL
    End if
Else
    CANCEL
End if
//...
End case
```

On Close Detail

Code	Can be called by	Definition
26	Form - List Box	You left the detail form and are going back to the output form

Beschreibung

The `On Close Detail` event can be used in the following contexts:

- Output forms: the detail form is closed and the user goes back to the list form. This event cannot be selected for project forms, it is only available with table forms.
- List box of the [selection type](#): This event is generated when a record displayed in the [detail form](#) associated with a selection type list box is about to be closed (regardless of whether or not the record was modified).

On Collapse

Code	Can be called by	Definition
44	Hierarchical List - List Box	An element of the hierarchical list or hierarchical list box has been collapsed using a click or a keystroke

Beschreibung

- [Hierarchical list](#): This event is generated every time an element of the hierarchical list is collapsed with a mouse click or keystroke.
- [Hierarchical list boxes](#): This event is generated when a row of the hierarchical list box is collapsed.

See also

[On Expand](#)

On Column Moved

Code	Can be called by	Definition
32	List Box - List Box Column	A list box column is moved by the user via drag and drop

Beschreibung

This event is generated when a column of the list box is moved by the user using drag and drop ([if allowed](#)). It is not generated if the column is dragged and then dropped in its initial location.

The `LISTBOX MOVED COLUMN NUMBER` command returns the new position of the column.

On Column Resize

Code	Can be called by	Definition
33	4D View Pro Area - List Box - List Box Column	The width of a column is modified directly by the user or consequently to a form window resize

Beschreibung

List Box

This event is generated when the width of a column in the list box is modified by a user. The event is triggered "live", i.e., sent continuously during the event, for as long as the list box or column concerned is being resized. This resizing is performed manually by a user, or may occur as a result of the list box and its column(s) being resized along with the form window itself (whether the form is resized manually or using the `RESIZE FORM WINDOW` command).

The `On Column Resize` event is not triggered when a [fake column](#) is resized.

4D View Pro

This event is generated when the width of a column is modified by a user. On this context, the [event object](#) returned by the `FORM Event` command contains:

Property	Typ	Beschreibung
code	Lange Ganzzahl	On Column Resize
description	Text	"On Column Resize"
objectName	Text	4D View Pro area name
sheetName	Text	Name of the sheet of the event
range	object	Cell range of the columns whose widths have changed
header	Boolean	True if the row header column (first column) is resized, else false

Beispiel

```
If(FORM Event.code=On Column Resize)
    VP SET CELL STYLE(FORM Event.range;New object("hAlign";vk horizontal align right))
End if
```

On Data Change

Code	Can be called by	Definition
20	4D Write Pro area - Dropdown list - Form - Hierarchical List - Input - List Box - List Box Column - Plug-in Area - Progress Indicators - Ruler - Spinner - Stepper - Subform	An object data has been modified

Beschreibung

When the `On Data Change` event property is selected for an object, you can detect and handle the change of the data source value, using the `FORM Event` command.

The event is generated as soon as the variable associated with the object is updated internally by 4D (i.e., in general, when the entry area of the object loses the focus).

With [subforms](#), the `On Data Change` event is triggered when the value of the variable of the subform object has been modified.

On Deactivate

Code	Can be called by	Definition
12	Formular	The form's window ceases to be the frontmost window

Beschreibung

If the window of a form was the frontmost window, this event is called when the window is sent to the background.

This event applies to the form as a whole and not to a particular object. Consequently, if the `On Deactivate` form event property is selected, only the form will have its form method called.

See also

[On Activate](#)

On Delete Action

Code	Can be called by	Definition
58	Hierarchical List - List Box	The user attempts to delete an item

Beschreibung

This event is generated each time a user attempts to delete the selected item(s) by pressing a deletion key (Delete or Backspace) or selecting a menu item whose associated standard action is 'Clear' (such as the Clear command in the Edit menu).

Note that generating the event is the only action carried out by 4D: the program does not delete any items. It is up to the developer to handle the deletion and any prior warning messages that are displayed.

On Display Detail

Code	Can be called by	Definition
8	Form - List Box	A record is about to be displayed in a list form or a row is about to be displayed in a list box.

Beschreibung

The `On Display Detail` event can be used in the following contexts:

Output form

A record is about to be displayed in a list form displayed via `DISPLAY SELECTION` and `MODIFY SELECTION`.

This event cannot be selected for project forms, it is only available with table forms.

In this context, the following sequence of calls to methods and form events is triggered:

- For each record:
 - For each object in the detail area:
 - Object method with `On Display Detail` event
 - Form method with `On Display Detail` event

The header area is handled using the `On Header` event.

Calling a 4D command that displays a dialog box from the `On Display Detail` event is not allowed and will cause a syntax error to occur. More particularly, the commands concerned are: `ALERT`, `DIALOG`, `CONFIRM`, `Request`, `ADD RECORD`, `MODIFY RECORD`, `DISPLAY SELECTION`, and `MODIFY SELECTION`.

Selection list box

This event is generated when a row of a [selection type](#) list box is displayed.

Displayed line number

The `Displayed line number` 4D command works with the `On Display Detail` form event. It returns the number of the row being processed while a list of records or list box rows is displayed on screen.

On Double Clicked

Code	Can be called by	Definition
13	4D View Pro Area - 4D Write Pro area - Button - Button Grid - Check Box - Combo Box - Dropdown list - Form - Hierarchical List - Input - List Box - List Box Column - Picture Button - Picture Pop up menu - Plug-in Area - Progress Indicators - Radio Button - Ruler - Spinner - Splitter - Stepper - Tab control	A double click occurred on an object

Beschreibung

The `On Double Clicked` event is generated when the user double-clicks on an object. The maximum length of time separating a double-click is defined in the system preferences.

If the `On Clicked` or `On Double Clicked` `onDoubleClicked.md` object event property is selected for an object, you can detect and handle the clicks within or on the object, using the `FORM event` command that returns `On Clicked` or `On Double Clicked`, depending on the case.

If both events are selected for an object, the `On Clicked` and then the `On Double Clicked` events will be generated when the user double-clicks the object.

4D View Pro

This event is generated when the user double-clicks anywhere on a 4D View Pro document. On this context, the `event object` returned by the `FORM Event` command contains:

Property	Typ	Beschreibung
code	Lange Ganzzahl	13
description	Text	"On Double Clicked"
objectName	Text	4D View Pro area name
sheetName	Text	Name of the sheet of the event
range	object	Cell range

Beispiel

```
If(FORM Event.code=On Double Clicked)
  $value:=VP Get value(FORM Event.range)
End if
```

On Drag Over

Code	Can be called by	Definition
21	4D Write Pro area - Button - Button Grid - Check Box - Dropdown list - Hierarchical List - Input - List Box - List Box Column - Picture Button - Picture Pop up menu - Plug-in Area - Progress Indicators - Radio Button - Ruler - Spinner - Splitter - Stepper - Tab control	Data could be dropped onto an object

Beschreibung

The `On Drag Over` event is repeatedly sent to the destination object when the mouse pointer is moved over the object. In response to this event, you usually:

- Get the data and signatures found in the pasteboard (via the `GET PASTEBOARD DATA` command).
- Depending on the nature and type of data in the pasteboard, you accept or reject the drag and drop.

To accept the drag, the destination object method must return 0 (zero), so you write `$0:=0`. To reject the drag, the object method must return -1 (minus one), so you write `$0:=-1`. During an `On Drag Over` event, 4D treats the object method as a function. If no result is returned, 4D assumes that the drag is accepted.

If you accept the drag, the destination object is highlighted. If you reject the drag, the destination is not highlighted. Accepting the drag does not mean that the dragged data is going to be inserted into the destination object. It only means that if the mouse button was released at this point, the destination object would accept the dragged data and the `On Drop` event would be fired.

If you do not process the `On Drag Over` event for a droppable object, that object will be highlighted for all drag over operations, no matter what the nature and type of the dragged data.

The `On Drag Over` event is the means by which you control the first phase of a drag-and-drop operation. Not only can you test whether the dragged data is of a type compatible with the destination object, and then accept or reject the drag; you can simultaneously notify the user of this fact, because 4D highlights (or not) the destination object, based on your decision.

The code handling an `On Drag Over` event should be short and execute quickly, because that event is sent repeatedly to the current destination object, due to the movements of the mouse.

See also

[On Begin Drag Over](#)

On Drop

Code	Can be called by	Definition
16	4D Write Pro area - Button - Button Grid - Check Box - Dropdown list - Form - Hierarchical List - Input - List Box - List Box Column - Picture Button - Picture Pop up menu - Plug-in Area - Progress Indicators - Radio Button - Ruler - Spinner - Splitter - Stepper - Tab control	Data has been dropped onto an object

Beschreibung

The `On Drop` event is sent once to the destination object when the mouse pointer is released over the object. This event is the second phase of the drag-and-drop operation, in which you perform an operation in response to the user action.

This event is not sent to the object if the drag was not accepted during the `On Drag Over` events. If you process the `On Drag Over` event for an object and reject a drag, the `On Drop` event does not occur. Thus, if during the `On Drag Over` event you have tested the data type compatibility between the source and destination objects and have accepted a possible drop, you do not need to re-test the data during the `On Drop`. You already know that the data is suitable for the destination object.

See also

[On Begin Drag Over](#)

On End URL Loading

Code	Can be called by	Definition
49	Web Area	All the resources of the URL have been loaded

Beschreibung

This event is generated once the loading of all resources of the URL is complete. You can call the [WA Get current URL](#) command in order to find out the URL that was loaded.

On Expand

Code	Can be called by	Definition
44	Hierarchical List - List Box	An element of the hierarchical list or hierarchical list box has been expanded using a click or a keystroke

Beschreibung

- [Hierarchical list](#): This event is generated every time an element of the hierarchical list is expanded with a mouse click or keystroke.
- [Hierarchical list boxes](#): This event is generated when a row of the hierarchical list box is expanded.

See also

[On Collapse](#)

On Footer Click

Code	Can be called by	Definition
57	List Box - List Box Column	A click occurs in the footer of a list box column

Beschreibung

This event is available for a list box or list box column object. It is generated when a click occurs in the footer of a list box column. In this context, the `OBJECT Get pointer` command returns a pointer to the variable of the footer that is clicked. The event is generated for both left and right clicks.

You can test the number of clicks made by the user by means of the `Clickcount` command.

On Getting focus

Code	Can be called by	Definition
15	4D View Pro Area - 4D Write Pro area - Button - Check Box - Combo Box - Form - Hierarchical List - Input - List Box - List Box Column - Plug-in Area - Progress Indicators - Radio Button - Ruler - Spinner - Stepper - Subform - Web area	A form object is getting the focus

Beschreibung

The `On Getting Focus` event, along with the `On losing Focus` event, are used to detect and handle the change of focus for [focusable](#) objects.

With [subform objects](#), this event is generated in the method of the subform object when they it is checked. It is sent to the form method of the subform, which means, for example, that you can manage the display of navigation buttons in the subform according to the focus. Note that subform objects can themselves have the focus.

On Header

Code	Can be called by	Definition
5	4D Write Pro area - Button - Button Grid - Check Box - Dropdown list - Form (list form only) - Hierarchical List - Input - Picture Button - Picture Pop up menu - Plug-in Area - Progress Indicators - Radio Button - Ruler - Spinner - Splitter - Stepper - Tab control	The form's header area is about to be printed or displayed.

Beschreibung

The `On Header` event is called when a record is about to be displayed in a list form displayed via `DISPLAY SELECTION` and `MODIFY SELECTION`.

This event cannot be selected for project forms, it is only available with table forms.

In this context, the following sequence of calls to methods and form events is triggered:

- For each object in the header area:
 - Object method with `On Header` event
 - Form method with `On Header` event

Printed records are handled using the `On Display Detail` event.

Calling a 4D command that displays a dialog box from the `On Header` event is not allowed and will cause a syntax error to occur. More particularly, the commands concerned are: `ALERT`, `DIALOG`, `CONFIRM`, `Request`, `ADD RECORD`, `MODIFY RECORD`, `DISPLAY SELECTION`, and `MODIFY SELECTION`.

On Header Click

Code	Can be called by	Definition
42	4D View Pro Area - List Box - List Box Column	A click occurs in a column header

Beschreibung

List Box

This event is generated when a click occurs on the header of a column in the list box. In this case, the `Self` command lets you find out the header of the column that was clicked.

If the [Sortable](#) property was selected for the list box, you can decide whether or not to authorize a standard sort of the column by passing the value 0 or -1 in the `$0` variable:

- If `$0` equals 0, a standard sort is performed.
- If `$0` equals -1, a standard sort is not performed and the header does not display the sort arrow. The developer can still generate a column sort based on customized sort criteria using the 4D language.

If the [Sortable](#) property is not selected for the list box, the `$0` variable is not used.

4D View Pro

This event is generated when the user clicks on a column or row header in a 4D View Pro document. In this context, the [event object](#) returned by the `FORM Event` command contains:

Property	Typ	Beschreibung
code	Lange Ganzzahl	42
description	Text	"On Header Click"
objectName	Text	4D View Pro area name
sheetName	Text	Name of the sheet of the event
range	object	Cell range
sheetArea	Lange Ganzzahl	The sheet location where the event took place: <ul style="list-style-type: none">• 0: The crossing area between column number/letter headers (top left of the sheet)• 1: The column headers (area indicating the column numbers/letters)• 2: The row headers (area indicating the row numbers)

Beispiel

```
If(FORM Event.code=On Header Click)
Case of
:(FORM Event.sheetArea=1)
    $values:=VP Get values(FORM Event.range)
:(FORM Event.sheetArea=2)
    VP SET CELL STYLE(FORM Event.range;New object("backColor";"gray"))
:(FORM Event.sheetArea=0)
    VP SET CELL STYLE(FORM Event.range;New object("borderBottom";\
        New object("color";"#800080";"style";vk line style thick)))
End case
End if
```

On Load

Code	Can be called by	Definition
1	4D View Pro Area - 4D Write Pro area - Button - Button Grid - Check Box - Combo Box - Dropdown list - Form - Hierarchical List - Input - List Box - List Box Column - Picture Button - Picture Pop up menu - Plug-in Area - Progress Indicators - Radio Button - Ruler - Spinner - Splitter - Stepper - Subform - Tab control - Web Area	The form is about to be displayed or printed

Beschreibung

This event is triggered when the form is being loaded or printed.

All the objects of the form (from any page) whose `On Load` object event property is selected will have their object method called. Then, if the `On Load` form event property is selected, the form will have its form method called.

The `On Load` and `On Unload` events are generated for objects if they are enabled for both the objects and the form to which the objects belong. If the events are enabled for objects only, they will not occur; these two events must also be enabled at the form level.

Subform

The `On Load` event is generated when opening the subform (this event must also have been activated at the parent form level in order to be taken into account). The event is generated before those of the parent form. Also note that, in accordance with the operating principles of form events, if the subform is placed on a page other than page 0 or 1, this event will only be generated when that page is displayed (and not when the form is displayed).

See also

[On Unload](#)

On Load Record

Code	Can be called by	Definition
40	Formular	During user entry in list, a record is loaded and a field is edited

Beschreibung

The `On Load Record` event can only be used in the context of an output form. It is triggered during data entry in list, after a record is highlighted and a field changes to editing mode.

This event cannot be selected for project forms, it is only available with table forms.

On Long Click

Code	Can be called by	Definition
39	Button	A button is clicked and the mouse button remains pushed for a certain length of time

Beschreibung

This event is generated when a button receives a click and the mouse button is held for a certain length of time. In theory, the length of time for which this event is generated is equal to the maximum length of time separating a double-click, as defined in the system preferences.

This event can be generated for the following button styles:

- [Toolbar](#)
- [Bevel](#)
- [Rounded Bevel](#)
- [OS X Gradient](#)
- [OS X Textured](#)
- [Office XP](#)
- [Help](#)
- [Circle](#)
- [Custom](#)

This event is generally used to display pop-up menus in case of long button clicks. The [On Clicked](#) event, if enabled, is generated if the user releases the mouse button before the "long click" time limit.

See also

[On Alternative Click](#)

On Losing focus

Code	Can be called by	Definition
14	4D View Pro Area - 4D Write Pro area - Button - Check Box - Combo Box - Form - Hierarchical List - Input - List Box - List Box Column - Plug-in Area - Progress Indicators - Radio Button - Ruler - Spinner - Stepper - Subform - Web area	A form object is losing the focus

Beschreibung

The `On Losing Focus` event, along with the `On Getting Focus` event, are used to detect and handle the change of focus for **focusable** objects.

With **subform objects**, this event is generated in the method of the subform object when they it is checked. It is sent to the form method of the subform, which means, for example, that you can manage the display of navigation buttons in the subform according to the focus. Note that subform objects can themselves have the focus.

On Menu Selected

Code	Can be called by	Definition
18	Formular	A menu item has been chosen in the associated menu bar

Beschreibung

The `On Menu Selected` event is sent to the form method when a command of a menu bar associated to the form is selected. You can then call the `Menu selected` language command to test the selected menu.

You can associate a menu bar with a form in the Form properties. The menus on a form menu bar are appended to the current menu bar when the form is displayed as an output form in the Application environment.

On Mouse Enter

Code	Can be called by	Definition
35	4D Write Pro area - Button - Button Grid - Check Box - Combo Box - Dropdown list - Form - Hierarchical List - Input - List Box - Picture Button - Picture Pop up menu - Plug-in Area - Progress Indicators - Radio Button - Ruler - Spinner - Splitter - Stepper - Tab control	The mouse cursor enters the graphic area of an object

Beschreibung

This event is generated once, when the mouse cursor enters the graphic area of a form object.

The `On Mouse Enter` event updates the `MouseX` and `MouseY` system variables.

Objects that are made invisible using the `OBJECT SET VISIBLE` command or the `Visibility` property do not generate this event.

Calling stack

If the `On Mouse Enter` event has been checked for the form, it is generated for each form object. If it is checked for an object, it is generated only for that object. When there are superimposed objects, the event is generated by the first object capable of managing it that is found going in order from top level to bottom.

See also

- [On Mouse Move](#)
- [On Mouse Leave](#)

On Mouse Leave

Code	Can be called by	Definition
36	4D Write Pro area - Button - Button Grid - Check Box - Combo Box - Dropdown list - Form - Hierarchical List - Input - List Box - Picture Button - Picture Pop up menu - Plug-in Area - Progress Indicators - Radio Button - Ruler - Spinner - Splitter - Stepper - Tab control	The mouse cursor leaves the graphic area of an object

Beschreibung

This event is generated once when the mouse cursor leaves the graphic area of an object.

The `On Mouse Leave` event updates the `MouseX` and `MouseY` system variables.

Objects that are made invisible using the `OBJECT SET VISIBLE` command or the `Visibility` property do not generate this event.

Calling stack

If the `On Mouse Leave` event has been checked for the form, it is generated for each form object. If it is checked for an object, it is generated only for that object. When there are superimposed objects, the event is generated by the first object capable of managing it that is found going in order from top level to bottom.

See also

- [On Mouse Move](#)
- [On Mouse Leave](#)

On Mouse Move

Code	Can be called by	Definition
37	4D Write Pro area - Button - Button Grid - Check Box - Combo Box - Dropdown list - Form - Hierarchical List - Input - List Box - Picture Button - Picture Pop up menu - Plug-in Area - Progress Indicators - Radio Button - Ruler - Spinner - Splitter - Stepper - Tab control	The mouse cursor moves at least one pixel OR a modifier key (Shift, Alt/Option, Shift Lock) was pressed

Beschreibung

This event is generated:

- when the mouse cursor moves at least one pixel
- OR when a modifier key (Shift, Alt/Option, Shift Lock) was pressed. This makes it possible to manage copy- or move-type drag-and-drop operations.

If the event is checked for an object only, it is generated only when the cursor is within the graphic area of the object.

The `On Mouse Move` event updates the `MouseX` and `MouseY` system variables.

Objects that are made invisible using the `OBJECT SET VISIBLE` command or the [Visibility](#) property do not generate this event.

Calling stack

If the `On Mouse Move` event has been checked for the form, it is generated for each form object. If it is checked for an object, it is generated only for that object. When there are superimposed objects, the event is generated by the first object capable of managing it that is found going in order from top level to bottom.

See also

- [On Mouse Enter](#)
- [On Mouse Leave](#)

On Mouse Up

Code	Can be called by	Definition
2	<code>Input</code> of the <code>picture</code> <code>Type</code>	The user has just released the left mouse button in a Picture object

Beschreibung

The `On Mouse Up` event is generated when the user has just released the left mouse button while dragging in a picture input. This event is useful, for example, when you want the user to be able to move, resize or draw objects in a SVG area.

When the `On Mouse Up` event is generated, you can get the local coordinates where the mouse button was released. These coordinates are returned in the `MouseX` and `MouseY` System variables. Sie werden in Pixel angegeben, ausgehend von der oberen linken Ecke des Bildes (0,0).

When using this event, you must also use the `Is waiting mouse up` command to handle cases where the "state manager" of the form is desynchronized, i.e. when the `On Mouse Up` event is not received after a click. This is the case for example when an alert dialog box is displayed above the form while the mouse button has not been released. For more information and an example of use of the `On Mouse Up` event, please refer to the description of the `Is waiting mouse up` command.

If the `Draggable` option is enabled for the picture object, the `On Mouse Up` event is never generated.

On Open Detail

Code	Can be called by	Definition
25	Form - List Box	The detail form associated with the output form or with the list box is about to be opened.

Beschreibung

The `On Open Detail` event can be used in the following contexts:

- Output forms: A record is about to be displayed in the detail form associated with the output form. This event cannot be selected for project forms, it is only available with table forms.
- List box of the [selection type](#): This event is generated when a record is about to be displayed in the detail form associated with a list box of the selection type (and before this form is opened).

Displayed line number

The `Displayed line number` 4D command works with the `On Open Detail` form event. It returns the number of the row being processed while a list of records or list box rows is displayed on screen.

On Open External Link

Code	Can be called by	Definition
52	Web Area	An external URL has been opened in the browser

Beschreibung

This event is generated when the loading of a URL was blocked by the Web area and the URL was opened with the current system browser, because of a filter set up via the `WA SET EXTERNAL LINKS FILTERS` command.

You can find out the blocked URL using the `WA Get last filtered URL` command.

See also

[On URL Filtering](#)

On Outside Call

Code	Can be called by	Definition
10	Formular	The form received a <code>POST OUTSIDE CALL</code> call

Beschreibung

This event is called when the form is called from another process through the `POST OUTSIDE CALL` command.

The `On Outside Call` event modifies the entry context of the receiving input form. In particular, if a field was being edited, the `On Data Change` event is generated.

On Page Change

Code	Can be called by	Definition
56	Formular	The current page of the form is changed

Beschreibung

This event is only available at the form level (it is called in the form method). It is generated each time the current page of the form changes (following a call to the `FORM GOTO PAGE` command or a standard navigation action).

Note that it is generated after the page is fully loaded, i.e. once all the objects it contains are initialized, including [Web areas](#).

The only exception is 4D View Pro areas, for which you need to call the [On VP Ready](#) specific event.

The `On Page Change` event is useful for executing code that requires all objects to be initialized beforehand. You can also use it to optimize the application by executing code (for example, a search) only after a specific page of the form is displayed and not just as soon as page 1 is loaded. If the user does not go to this page, the code is not executed.

On Plug in Area

Code	Can be called by	Definition
19	Form - Plug-in Area	An external object requested its object method to be executed

Beschreibung

The event is generated when a plug-in requested its form area to execute the associated object method.

On Printing Break

Code	Can be called by	Definition
6	4D Write Pro area - Button - Button Grid - Check Box - Combo Box - Dropdown list - Form - Hierarchical List - Input - Picture Button - Picture Pop up menu - Plug-in Area - Progress Indicators - Radio Button - Ruler - Spinner - Splitter - Stepper - Tab control	One of the form's break areas is about to be printed

Beschreibung

The `On Printing Break` event can only be used in the context of an output form. It is triggered each time a break area in the output form is about to be printed, so that you can evaluate the break values, for example.

This event usually follows a call to the `Subtotal` command.

This event cannot be selected for project forms, it is only available with table forms.

On Printing Detail

Code	Can be called by	Definition
23	4D Write Pro area - Button - Button Grid - Check Box - Combo Box - Dropdown list - Form - Hierarchical List - Input - Picture Button - Picture Pop up menu - Plug-in Area - Progress Indicators - Radio Button - Ruler - Spinner - Splitter - Stepper - Tab control	The form's detail area is about to be printed

Beschreibung

The `On Printing Detail` event can only be used in the context of an output form. It is triggered when the detail area of the output form is about to be printed, for example following a call to the `Print form` command.

The `Print form` command generates only one `On Printing Detail` event for the form method.

This event cannot be selected for project forms, it is only available with table forms.

On Printing Footer

Code	Can be called by	Definition
7	4D Write Pro area - Button - Button Grid - Check Box - Combo Box - Dropdown list - Form - Hierarchical List - Input - Picture Button - Picture Pop up menu - Plug-in Area - Progress Indicators - Radio Button - Ruler - Spinner - Splitter - Stepper - Tab control	The form's footer area is about to be printed

Beschreibung

The `On Printing Footer` event can only be used in the context of an output form. It is triggered when the footer area of the output form is about to be printed, so that you can evaluate the footer values.

This event can be triggered in the context of a `PRINT SELECTION` command.

This event cannot be selected for project forms, it is only available with table forms.

On Resize

Code	Can be called by	Definition
29	Formular	The form's window is resized or the subform object is resized (in this case the event is generated in the form method of the subform)

Beschreibung

This event is called:

- when the window of the form is resized,
- in the context of subforms, when the size of the subform object in the parent form has changed. In this case, this event is sent to the subform form method.

On Row Moved

Code	Can be called by	Definition
34	List Box of the array type - List Box Column	A list box row is moved by the user via drag and drop

Beschreibung

This event is generated when a row of the list box ([array type only](#)) is moved by the user using drag and drop ([if allowed](#)). It is not generated if the row is dragged and then dropped in its initial location.

The `LISTBOX MOVED ROW NUMBER` command returns the new position of the row.

On Row Resize

Code	Can be called by	Definition
60	4D View Pro Area	The height of a row is modified by a user with the mouse

Beschreibung

This event is generated when the height of a row is modified by a user in a 4D View Pro document. In this context, the [event object](#) returned by the `FORM Event` command contains:

Property	Typ	Beschreibung
code	Lange Ganzzahl	60
description	Text	"On Row Resize"
objectName	Text	4D View Pro area name
sheetName	Text	Name of the sheet of the event
range	object	Cell range of the rows whose heights have changed
header	Boolean	True if the column header row (first row) is resized, else false

Beispiel

```
If(FORM Event.code=On Row Resize)
    VP SET CELL STYLE(FORM Event.range;New object("vAlign";vk vertical align top))
End if
```

On Scroll

Code	Can be called by	Definition
59	Input of the picture Type - List Box	The user scrolls the contents of a picture object or list box using the mouse or keyboard.

Beschreibung

This event can be generated in the context of a picture input or a list box.

This event is triggered after any other user event related to the scrolling action ([On Clicked](#), [On After Keystroke](#), etc.). The event is only generated in the object method (not in the form method).

The event is triggered when the scroll is the result of a user action: using the scroll bars and/or cursors, using the mouse wheel or [the keyboard](#). It is not generated when the object is scrolled due to the execution of the [OBJECT SET SCROLL POSITION](#) command.

Picture input

The event is generated as soon as a user scrolls a picture within the picture input (field or variable) that contains it. You can scroll the contents of a picture area when the size of the area is smaller than its contents and the [display format](#) is "Truncated (non Centered)".

List box

The event is generated as soon as a user scrolls the rows or columns of the list box.

On Selection Change

Code	Can be called by	Definition
31	4D View Pro area - 4D Write Pro area - Form - Hierarchical List - Input - List Box	The selection in the object is modified

Beschreibung

This event can be generated in different contexts.

4D View Pro

The current selection of rows or columns is modified. In this context, the [event object](#) returned by the [FORM Event](#) command contains:

Property	Typ	Beschreibung
code	Lange Ganzzahl	31
description	Text	"On Selection Change"
objectName	Text	4D View Pro area name
sheetName	Text	Name of the sheet of the event
oldSelections	object	Cell range before change
newSelections	object	Cell range after change

Beispiel

```
If(FORM Event.code=On Selection Change)
    VP SET CELL STYLE(FORM Event.oldSelections;New object("backColor";Null))
    VP SET CELL STYLE(FORM Event.newSelections;New object("backColor";"red"))
End if
```

List form

The current record or the current selection of rows is modified in a list form.

Hierarchical list

This event is generated every time the selection in the hierarchical list is modified after a mouse click or keystroke.

Input & 4D Write Pro

The text selection or the position of the cursor in the area is modified following a click or a keystroke.

List box

This event is generated each time the current selection of rows or columns of the list box is modified.

On Timer

Code	Can be called by	Definition
27	Formular	The number of ticks defined by the <code>SET TIMER</code> command has passed

Beschreibung

This event is generated only if the form method contains a previous call to the `SET TIMER` command.

When the `On Timer` form event property is selected, only the form method will receive the event, no object method will be called.

On Unload

Code	Can be called by	Definition
24	4D View Pro Area - 4D Write Pro area - Button - Button Grid - Check Box - Combo Box - Dropdown list - Form - Hierarchical List - Input - List Box - List Box Column - Picture Button - Picture Pop up menu - Plug-in Area - Progress Indicators - Radio Button - Ruler - Spinner - Splitter - Stepper - Subform - Tab control - Web Area	The form is about to be exited and released

Beschreibung

This event is triggered when the form is being exited released.

All the objects of the form (from any page) whose `On Unload` object event property is selected will have their object method called. Then, if the `On Unload` form event property is selected, the form will have its form method called.

The `On Load` and [`On Unload`] events are generated for objects if they are enabled for both the objects and the form to which the objects belong. If the events are enabled for objects only, they will not occur; these two events must also be enabled at the form level.

Subform

The `On Unload` event is generated when the subform is closing (this event must also have been activated at the parent form level in order to be taken into account). The event is generated before those of the parent form. Also note that, in accordance with the operating principles of form events, if the subform is placed on a page other than page 0 or 1, this event will only be generated when that page is closed (and not when the form is closed).

See also

[On Load](#)

On URL Filtering

Code	Can be called by	Definition
51	Web Area	A URL was blocked by the Web area

Beschreibung

This event is generated when the loading of a URL is blocked by the Web area because of a filter set up using the `WA SET URL FILTERS` command.

You can find out the blocked URL using the `WA Get last filtered URL` command.

See also

[On Open External Link](#)

On URL Loading Error

Code	Can be called by	Definition
50	Web Area	An error occurred when the URL was loading

Beschreibung

This event is generated when an error is detected during the loading of a URL.

You can call the `WA GET LAST URL ERROR` command in order to get information about the error.

See also

[On Open External Link](#)

On URL Resource Loading

Code	Can be called by	Definition
48	Web Area	A new resource is loaded in the Web area

Beschreibung

This event is generated each time a new resource (picture, frame, etc.) is loaded on the current Web page.

The [Progression](#) variable associated with the area lets you find out the current state of the loading.

See also

[On Open External Link](#)

On Validate

Code	Can be called by	Definition
3	4D Write Pro area - Button - Button Grid - Check Box - Combo Box - Dropdown list - Form - Hierarchical List - Input - List Box - List Box Column - Picture Button - Picture Pop up menu - Plug-in Area - Progress Indicators - Radio Button - Ruler - Spinner - Splitter - Stepper - Subform - Tab control	The record data entry has been validated

Beschreibung

This event is triggered when the record data entry has been validated, for example after a `SAVE RECORD` command call or an `accept standard action`.

Subform

The `On Validate` event is triggered when data entry is validated in the subform.

On VP Range Changed

Code	Can be called by	Definition
61	4D View Pro Area	The 4D View Pro cell range has changed (e.g., a formula calculation, value removed from a cell, etc.)

Beschreibung

This event is generated when a change occurs within a cell range in the 4D View Pro document.

The object returned by the FORM Event command contains:

Property	Typ	Beschreibung
objectName	Text	4D View Pro area name
code	Lange Ganzzahl	On VP Range Changed
description	Text	"On VP Range Changed"
sheetName	Text	Name of the sheet of the event
range	object	Cell range of the change
changedCells	object	Range containing only the changed cells. It can be a combined range.
action	Text	<p>The type of operation generating the event:</p> <ul style="list-style-type: none">• "clear" - A clear range value operation• "dragDrop" - A drag and drop operation• "dragFill" - A drag fill operation• "evaluateFormula" - Setting a formula in a specified cell range• "paste" - A paste operation• "setArrayFormula" - Setting a formula in a specified cell range• "sort" - Sorting a range of cells

See also [On After Edit](#).

On VP Ready

Code	Can be called by	Definition
9	4D View Pro Area	The loading of the 4D View Pro area is complete

Beschreibung

This event is generated when the 4D View Pro area loading is complete.

You need to use this event to write initialization code for the area. Any 4D View Pro area initialization code, for loading or reading values from or in the area, must be located in the `On VP Ready` form event of the area. This form event is triggered once the area loading is complete. Testing this event makes you sure that the code will be executed in a valid context. An error is returned if a 4D View Pro command is called before the `On VP Ready` form event is generated.

4D View Pro areas are loaded asynchronously in 4D forms. It means that the standard [On load](#) form event cannot be used for 4D View Pro initialization code, since it could be executed before the loading of the area is complete. `On VP Ready` is always generated after [On load](#).

On Window Opening Denied

Code	Can be called by	Definition
53	Web Area	A pop-up window has been blocked

► History

Beschreibung

This event is generated when the opening of a pop-up window is blocked by the Web area. 4D Web areas do not allow the opening of pop-up windows.

You can find out the blocked URL using the `WA Get last filtered URL` command.

This event is also triggered when a drop operation has been done in the Web area (with embedded and Wwindows system engines) if the [Drag and drop](#) option is also enabled for the area. You can accept the drop by calling:

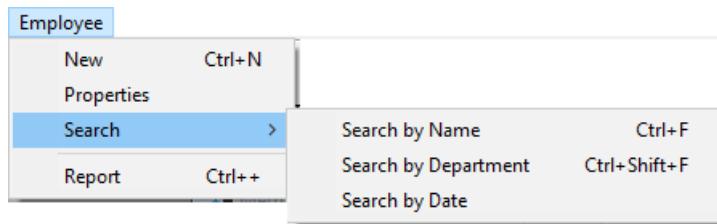
```
//web area object method
If (FORM Event.code=On Window Opening Denied)
  WA OPEN URL(*; "WebArea"; WA Get last filtered URL(*; "WebArea"))
  // or UrlVariable:=WA Get last filtered URL(*; "WebArea")
  // where UrlVariable is the URL variable associated to the web area
End if
```

See also

[On Open External Link](#)

Überblick

You can create menu bars and menus for your 4D applications. Because pull-down menus are a standard feature of any desktop application, their addition will make your applications easier to use and will make them feel familiar to users.



A menu bar is a group of menus that can be displayed on a screen together. Each menu on a menu bar can have numerous menu commands in it, including some that call cascading submenus (or hierarchical submenus). When the user chooses a menu or submenu command, it calls a project method or a standard action that performs an operation.

You can have many separate menu bars for each application. For example, you can use one menu bar that contains menus for standard operations on the database and another that becomes active only for reporting. One menu bar may contain a menu with menu commands for entering records. The menu bar appearing with the input form may contain the same menu, but the menu commands are disabled because the user doesn't need them during data entry.

You can use the same menu in several menu bars or other menus, or you can leave it unattached and manage it only by programming (in this case, it is known as an independent menu).

When you design menus, keep the following two rules in mind:

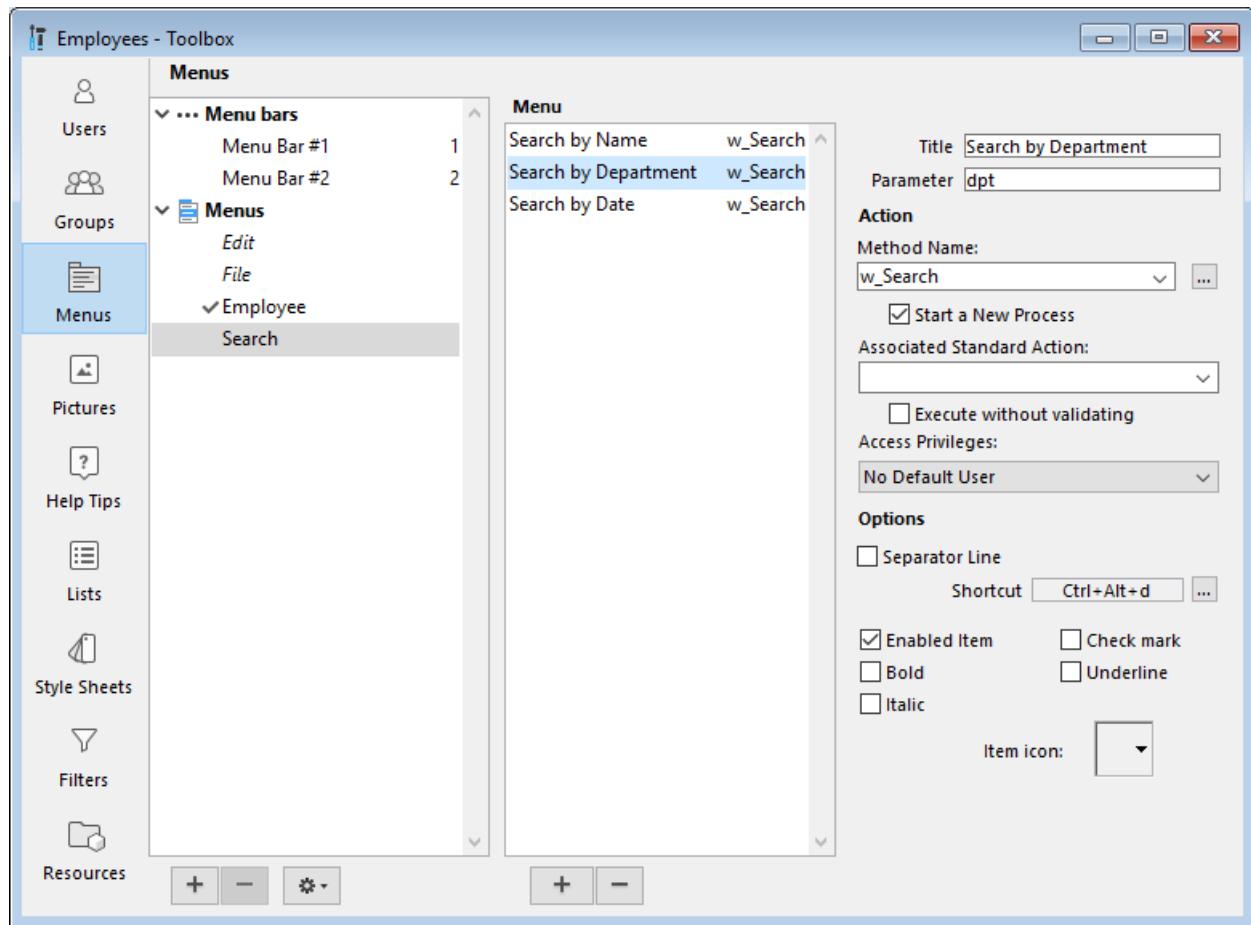
- Use menus for functions that are suited to menus: Menu commands should perform tasks such as adding a record, searching for records, or printing a report.
- Group menu commands by function: For example, all menu commands that print reports should be in the same menu. For another example, you might have all the operations for a certain table in one menu.

To create menus and menu bars, you can use either:

- the Menu editor from the Toolbox,
- language commands for the "Menus" theme,
- a combination of both.

Menu editor

The Menu editor is accessed using the Menus button of the Toolbox.



Menus and menu bars are displayed as two items of the same hierarchical list, on the left side of the dialog box. Each menu can be attached to a menu bar or to another menu. In the second case, the menu becomes a sub-menu.

4D assigns menu bar numbers sequentially — Menu Bar #1 appears first. You can rename menu bars but you cannot change their numbers. These numbers are used by the language commands.

Creating menus and menu bars

You can create menus and menu bars:

- using the Menus editor of the 4D Toolbox window. In this case, menus and menu bars are stored in the application's structure.
- dynamically, using the language commands from the "Menus" theme. In this case, menus and menu bars are not stored, they only exist in memory.

You can combine both features and use menus created in structure as templates to define menus in memory.

Default menu bar

A custom application must contain at least one menu bar with one menu. By default, when you create a new project, 4D automatically creates a default menu bar (Menu Bar #1) so that you can access the Application environment. The default menu bar includes standard menus and a command for returning to the Design mode.

This allows the user to access the Application environment as soon as the project is created. Menu Bar #1 is called automatically when the Test Application command is chosen in the Run menu.

The default menu bar includes three menus:

- File: only includes the Quit command. The *Quit* standard action is associated with the command, which causes the application to quit.
- Edit: standard and completely modifiable. Editing functions such as copy, paste, etc. are defined using standard actions.
- Mode: contains, by default, the Return to Design mode command, which is used to exit the Application mode.

Menu items appear *in italics* because they consist of references and not hard-coded text. Refer to [Title property](#).

You can modify this menu bar as desired or create additional ones.

Creating menus

Using the Menu editor

1. Select the item you want to create and click the add button below the menu bar area. OR Choose Create a new menu bar or Create a new menu from the context menu of the list or the options menu below the list. If you created a menu bar, a new bar appears in the list containing the default menus (File and Edit).
2. (optional) Double-click on the name of the menu bar/menu to switch it to editing mode and enter a custom name. OR Enter the custom name in the "Title" area. Menu bar names must be unique. They may contain up to 31 characters. You can enter the name as "hard coded" or enter a reference (see [information about the Title property](#)).

Using the 4D language

Use the `Create menu` command to create a new menu bar or menu reference (*MenuRef*) in memory.

When menus are handled by means of *MenuRef* references, there is no difference per se between a menu and a menu bar. In both cases, it consists of a list of items. Only their use differs. In the case of a menu bar, each item corresponds to a menu which is itself composed of items.

`Create menu` can create empty menus (to fill using `APPEND MENU ITEM` or `INSERT MENU ITEM`) or by menus built upon menus designed in the Menu editor.

Adding items

For each of the menus, you must add the commands that appear when the menu drops down. You can insert items that will be associated with methods or standard actions, or attach other menus (submenus).

Using the Menu editor

To add a menu item:

1. In the list of source menus, select the menu to which you want to add a command. If the menu already has commands, they will be displayed in the central list. If you want to insert the new command, select the command that you want it to appear above. It is still be possible to reorder the menu subsequently using drag and drop.
2. Choose Add an item to menu "MenuName" in the options menu of the editor or from the context menu (right click in the central list). OR Click on the add  button located below the central list. 4D adds a new item with the default name "Item X" where X is the number of items already created.
3. Double-click on the name of the command in order to switch it to editing mode and enter a custom name. OR Enter the custom name in the "Title" area. It may contain up to 31 characters. You can enter the name as "hard coded" or enter a reference (see below).

Using the 4D language

Use `INSERT MENU ITEM` or `APPEND MENU ITEM` to insert or to add menu items in existing menu references.

Deleting menus and items

Using the Menu editor

You can delete a menu bar, a menu or a menu item in the Menu editor at any time. Note that each menu or menu bar has only one reference. When a menu is attached to different bars or different menus, any modification or deletion made to the menu is immediately carried out in all other occurrences of this menu. Deleting a menu will only delete a reference. When you delete the last reference of a menu, 4D displays an alert.

To delete a menu bar, menu or menu item:

- Select the item to be deleted and click on the delete  button located beneath the list.
- or, use the appropriate Delete... command from the context menu or the options menu of the editor.

It is not possible to delete Menu Bar #1.

Using the 4D language

Use `DELETE MENU ITEM` to remove an item from a menu reference. Use `RELEASE MENU` to unload the menu reference from the memory.

Attaching menus

Once you have created a menu, you can attach it to one or several other menus (sub-menu) or menu bar(s).

Sub-menus can be used to group together functions organized according to subject within the same menu. Sub-menus and their items can have the same attributes as the menus themselves (actions, methods, shortcuts, icons, and so on). The items of the sub-menu keep their original characteristics and properties and the functioning of the sub-menu is identical to that of a standard menu.

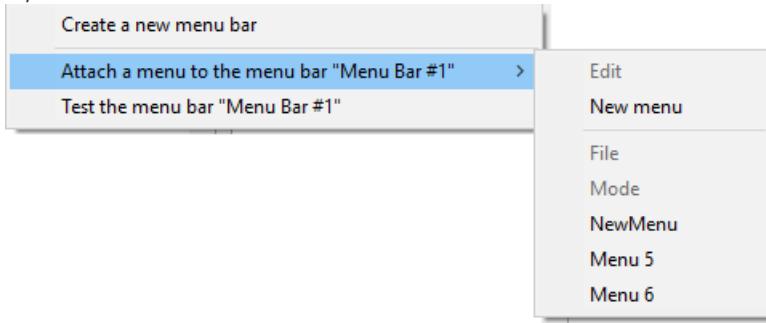
You can create sub-menus of sub-menus to a virtually unlimited depth. Note, however, that for reasons concerning interface ergonomics, it is generally not recommended to go beyond two levels of sub-menus.

At runtime, if an attached menu is modified by programming, every other instance of the menu will reflect these changes.

Using the Menu editor

A menu can be attached to a menu bar or to another menu.

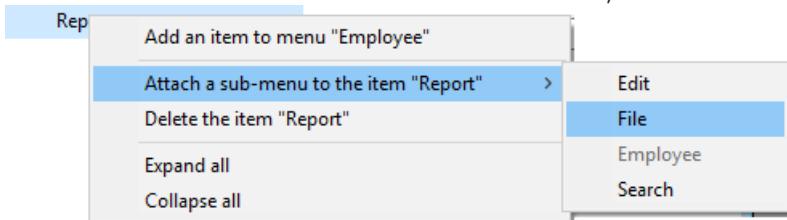
- To attach a menu to a menu bar: right-click on the menu bar and select Attach a menu to the menu bar "bar name">>, then choose the menu to be attached to the menu bar:



You can also select a menu bar then click on the

options button found below the list.

- To attach a menu to another menu: select the menu in the left-hand area, then right-click on the menu item and select Attach a sub-menu to the item "item name">>, then choose the menu you want to use as sub-menu:



You can also select a menu item then click on

the options button found below the list. The menu being attached thus becomes a sub-menu. The title of the item is kept (the original sub-menu name is ignored), but this title can be modified.

Detaching menus

You can detach a menu from a menu bar or a sub-menu from a menu at any time. The detached menu is then no longer available in the menu bar or sub-menu as the case may be, but it is still present in the list of menus.

To detach a menu, right-click with the right button on the menu or sub-menu that you want to detach in the central list, then choose the Detach the menu(...) or Detach the sub-menu(...)

Using the 4D language

Since there is no difference between menus and menu bars in the 4D language, attaching menus or sub-menus is done in the same manner: use the `subMenu` parameter of the `APPEND MENU ITEM` command to attach a menu to a menu bar or an menu.

Menu item properties

You can set various properties for menu items such as action, font style, separator lines, keyboard shortcuts or icons.

Title

The Title property contains the label of a menu or menu item as it will be displayed on the application interface.

In the Menu editor, you can directly enter the label as "hard coded". Or, you can enter a reference for a variable or an XLIFF element, which will facilitate the maintenance and translation of applications. You can use the following types of references:

- An XLIFF resource reference of the type :xlfiff:MyLabel. For more information about XLIFF references, refer to *XLIFF Architecture* section in *4D Design Reference*.
- An interprocess variable name followed by a number, for example: :<>vlang,3. Changing the contents of this variable will modify the menu label when it is displayed. In this case, the label will call an XLIFF resource. The value contained in the <>vlang variable corresponds to the *id* attribute of the *group* element. The second value (3 in this example) designates the *id* attribute of the *trans-unit* element.

Using the 4D language, you set the title property through the *itemText* parameter of the `APPEND MENU ITEM`, `INSERT MENU ITEM`, and `SET MENU ITEM` commands.

Using control characters

You can set some properties of the menu commands by using control characters (metacharacters) directly in the menu command labels. For instance, you can assign the keyboard shortcut Ctrl+G (Windows) or Command+G (macOS) for a menu command by placing the "/G" characters in the label of the menu item label.

Control characters do not appear in the menu command labels. You should therefore avoid using them so as not to have any undesirable effects. The control characters are the following:

Character	Beschreibung	Usage
(open parenthesis	Disable item
<B	less than B	Bold font
<I	less than I	Italic font
<U	less than U	Underline font
!+character	exclamation point+character	Add character as check mark (macOS); add check mark (Windows)
/+character	slash+character	Add character as shortcut

Parameter

You can associate a custom parameter with each menu item. A menu item parameter is a character string whose contents can be freely chosen. It can be set in the Menu editor, or through the `SET MENU ITEM PARAMETER` command.

Menu item parameters are useful with programmed management of menus, in particular when using the `Dynamic pop up menu`, `Get menu item parameter` and `Get selected menu item parameter` commands.

Aktion

Each menu command can have a project method or a standard action attached to it. When the menu command is chosen, 4D executes the associated standard action or project method. For example, a Monthly Report menu command can call a project method that prepares a monthly report from a table containing financial data. The Cut menu command usually calls the `cut` standard action in order to move the selection to the clipboard and erase it from the

window in the foreground.

If you do not assign a method or a standard action to a menu command, choosing that menu command causes 4D to exit the Application environment and go to the Design environment. If only the Application environment is available, this means quitting to the Desktop.

Standard actions can be used to carry out various current operations linked to system functions (copy, quit, etc.) or to those of the database (add record, select all, etc.).

You can assign both a standard action and a project method to a menu command. In this case, the standard action is never executed; however, 4D uses this action to enable/disable the menu command according to the current context and to associate a specific operation with it according to the platform. When a menu command is deactivated, the associated project method cannot be executed.

The choice between associating a standard action or a project method with a menu command depends on the type of result desired. In principle, it is preferable to choose a standard action whenever possible since they implement optimized mechanisms, more particularly activation/deactivation according to the context.

Associating a project method or a standard action

You can assign a project method and/or a standard action to a selected menu command in the Menu editor:

- Method Name: Select an existing project method name in the combo box. If the project method does not exist, enter its name in the "Method Name" combo box then click on the [...] button. 4D displays a project method creation dialog that is used to access the Method editor.
- Associated Standard Action: Choose or write the action you want to assign in the "Associated Standard Action" combo box. You can enter any supported action and (optionally) parameter you want in the area. For a comprehensive list of standard actions, please refer to the Standard actions section in the *Design Reference*. Note for macOS: Under macOS, the custom menu commands associated with the *Quit* action are automatically placed in the application menu, in compliance with the platform interface standards.

Using the 4D language, you can associate a project method using the `SET MENU ITEM METHOD` command, and a standard action using the `SET MENU ITEM PROPERTY` command.

Start a new process

The Start a New Process option is available for menu commands associated to methods. It can be set through a check box in the Menu editor, or through the *property* parameter of the `SET MENU ITEM PROPERTY` command.

When the Start a New Process option is enabled, a new process is created when the menu command is chosen. Normally, a method attached to a menu command executes within the current process unless you explicitly call a new process in your code. The Start a New Process option makes it easier to start a new process. When enabled, 4D will create a new process when the menu command is chosen.

In the Process list, 4D assigns the new process a default name using the format "ML_ProcessNumber". The names of processes started from a menu are created by combining the prefix "ML_" with the process number.

Execute without validating

The Execute without validating option is available for menu commands associated to standard actions in the Menu editor only.

When this option is checked, 4D does not trigger the "validation" of the field where the cursor is located before executing the associated action. This option is mainly intended for Edit menu commands. By default, 4D processes and "validates" the contents of a field before executing a standard action (via a menu command or a shortcut), which has the effect of generating an `On Data Change` form event. This can disrupt the functioning of copy or paste type commands because when they are called, the `On Data Change` form event is generated unexpectedly. In this case, it is useful to check the Execute without validating option.

Remote access privileges

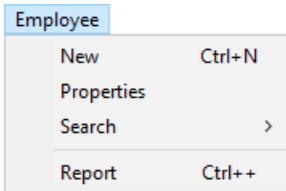
This Menu editor option allows defining a group to a menu command so that only users in that group can use the menu

command from a 4D remote application (see [Users and groups](#)).

Options

Separator lines

Groups of menu commands in a menu can be divided by a separator line. This convention is useful for grouping associated menu commands by function.



You add a separator line by creating a specific menu command.

In the Menu editor, instead of entering the menu command's text in the title area, you simply select the Separator Line option. Instead of text, a line appears in the current menu bar area. When this option is checked, the other properties have no effect. Note: Under macOS, if you use the dash "--" as the first character of a menu item, it will appear as a separator line.

In the 4D language, you insert a separator line by entering `-` or `(-` as itemText for `APPEND MENU ITEM`, `INSERT MENU ITEM`, or `SET MENU ITEM` commands.

Keyboard shortcuts

You can add keyboard shortcuts to any menu command. If a menu command has one of these keyboard shortcuts, users will see it next to the menu command. For example, "Ctrl+C" (Windows) or "Command+C" (macOS) appears next to the Copy menu command in the Edit menu.

You can also add the Shift key as well as the Alt key (Windows) or Option key (macOS) to the shortcut associated with a menu command. This multiplies the number of shortcuts that can be used. The following types of keyboard shortcuts can therefore be defined:

- Under Windows:
 - Ctrl+character
 - Ctrl+Shift+character
 - Ctrl+Alt+character
 - Ctrl+Shift+Alt+character
- Under macOS:
 - Command+character
 - Command+Shift+character
 - Command+Option+character
 - Command+Shift+Option+character

We recommend that you keep the default keyboard shortcuts that are associated with standard actions.

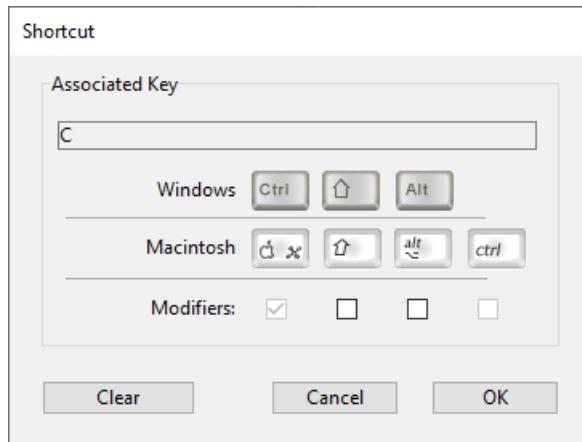
You can use any alphanumeric keys as a keyboard shortcut, except for the keys reserved by standard menu commands that appear in the Edit and File menus, and the keys reserved for 4D menu commands.

These reserved key combinations are listed in the following table:

Key (Windows)	Key (macOS)	Operation
Ctrl+C	Command+C	Copy
Ctrl+Q	Command+Q	Quit
Ctrl+V	Command+V	Paste
Ctrl+X	Command+X	Cut
Ctrl+Z	Command+Z	Undo
Ctrl+. (period)	Command+. (period)	Stop action

To assign a keyboard shortcut in the Menu editor:

Select the menu item to which you want to assign a keyboard shortcut. Click on the [...] button to the right of the "Shortcut" entry area. The following window appears:



Enter the character to use then (optional) click the Shift and/or Alt (Option) checkboxes according to the combination desired. You can also directly press the keys that make up the desired combination (do not press the Ctrl/Command key).

You cannot deselect the Ctrl/Command key, which is mandatory for keyboard shortcuts for menus. To start over, click on Clear. Click OK to validate the changes. The shortcut defined is shown in the "Shortcut" entry area.

To assign a keyboard shortcut using the 4D language, use the `SET ITEM SHORTCUT` command.

An active object can also have a keyboard shortcut. If the Ctrl/Command key assignments conflict, the active object takes precedence.

Enabled item

In the Menu editor, you can specify whether a menu item will appear enabled or disabled. An enabled menu command can be chosen by the user; a disabled menu command is dimmed and cannot be chosen. When the Enabled Item check box is unchecked, the menu command appears dimmed, indicating that it cannot be chosen.

Unless you specify otherwise, 4D automatically enables each menu item you add to a custom menu. You can disable an item in order, for example, to enable it only using programming with `ENABLE MENU ITEM` and `DISABLE MENU ITEM` commands.

Check mark

This Menu editor option can be used to associate a system check mark with a menu item. You can then manage the display of the check mark using language commands (`SET MENU ITEM MARK` and `Get menu item mark`).

Check marks are generally used for continuous action menu items and indicate that the action is currently underway.

Font styles

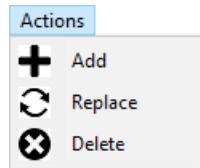
4D lets you customize menus by applying different font styles to the menu commands. You can customize your menus with the Bold, Italic or Underline styles through options in the Menu editor, or using the `SET MENU ITEM STYLE` language command.

As a general rule, apply font styles sparingly to your menus — too many styles will be distracting to the user and give a cluttered look to your application.

You can also apply styles by inserting special characters in the menu title (see [Using control characters](#) above).

Item icon

You can associate an icon with a menu item. It will be displayed directly in the menu, next to the item:



To define the icon in the Menu editor, click on the "Item icon" area and select Open to open a picture from the disk. If you select a picture file that is not already stored in the project resources folder, it is automatically copied in that folder. Once set, the item icon appears in the preview area:



To remove the icon from the item, choose the No Icon option from the "Item Icon" area.

To define item icons using the 4D language, call the `SET MENU ITEM ICON` command.

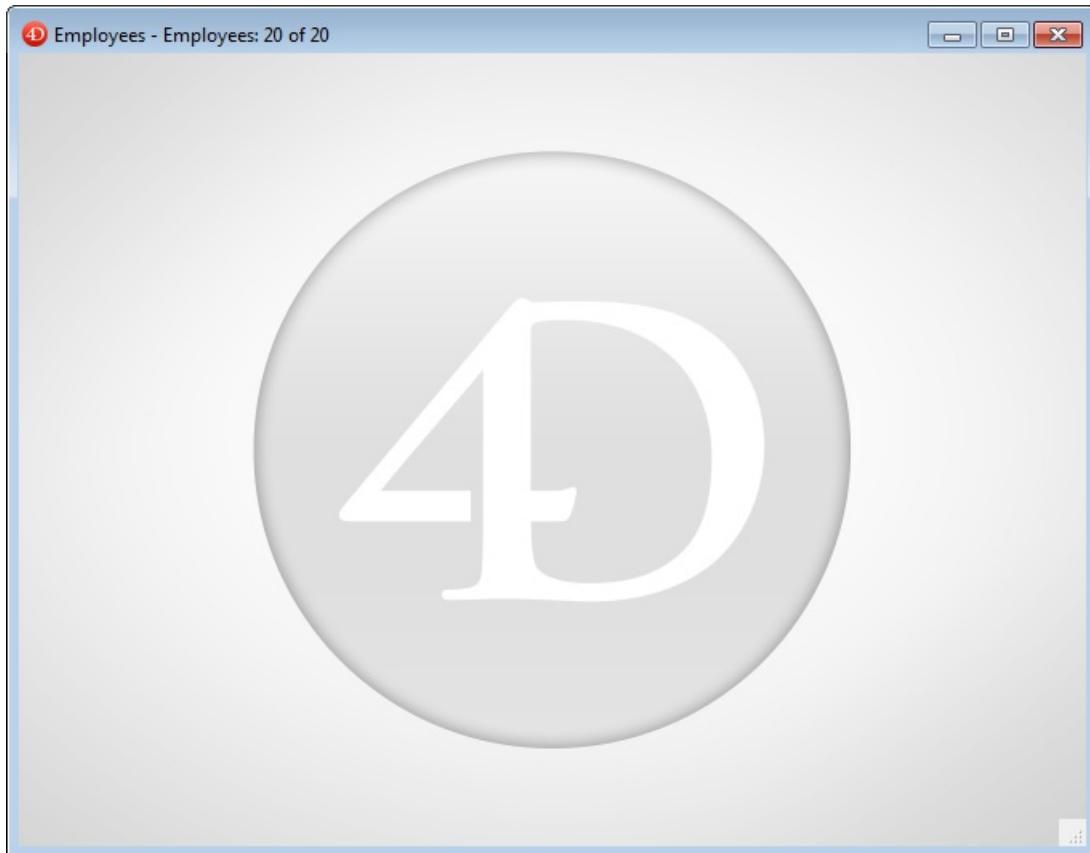
Menu bar features

Menu bars provide the major interface for custom applications. For each custom application, you must create at least one menu bar with at least one menu. By default, Menu Bar #1 is the menu bar displayed in the Application environment. You can change which menu bar is displayed using the `SET MENU BAR` command.

4D lets you associate a custom splash screen picture with each menu bar and to preview this menu bar at any time.

Splash screen

You can enhance the appearance of each menu bar by associating a custom splash screen with it. The window containing the splash screen is displayed below the menu bar when it appears. It can contain a logo or any type of picture. By default, 4D displays the 4D logo in the splash screen:



A custom splash screen picture can come from any graphic application. 4D lets you paste a clipboard picture or use any picture present on your hard disk. Any standard picture format supported by 4D can be used.

The splash screen picture can be set only in the Menu editor: select the menu bar with which you want to associate the custom splash screen. Note the "Background Image" area in the right-hand part of the window. To open a picture stored on your disk directly, click on the Open button or click in the "Background Image" area. A pop-up menu appears:

- To paste a picture from the clipboard, choose Paste.
- To open a picture stored in a disk file, choose Open. If you choose Open, a standard Open file dialog box will appear so that you can select the picture file to be used. Once set, the picture is displayed in miniature in the area. It is then associated with the menu bar.



You can view the final result by testing the menu bar (see the following section). In Application mode, the picture is displayed in the splash screen with the "Truncated (Centered)" type format.

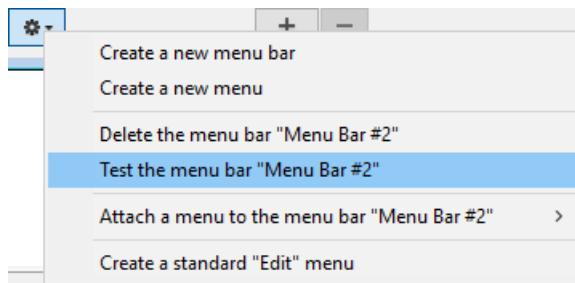
You can choose whether to display or hide this window using the **Display toolbar** option in the **Settings**.

To remove the custom picture and display the default one instead, click on the **Clear** button or select **Clear** in the area pop-up menu.

Previewing menu bars

The Menu Bar editor lets you view the custom menus and splash screen at any time, without closing the toolbox window.

To do so, simply select the menu bar and choose **Test the menu bar "Menu Bar #X"** in the context menu or the options menu of the editor.



4D displays a preview of the menu bar as well as the splash screen. You can scroll down the menus and sub-menus to preview their contents. However, these menus are not active. To test the functioning of menus and the toolbar, you must use the **Test Application** command from the **Run** menu.

SDI mode on Windows

On Windows, 4D developers can configure their 4D merged applications to work as SDI (Single-Document Interface) applications. In SDI applications, each window is independent from others and can have its own menu bar. SDI applications are opposed to MDI (Multiple Documents Interface) applications, where all windows are contained in and depend on the main window.

The concept of SDI/MDI does not exist on macOS. This feature concerns Windows applications only and related options are ignored on macOS.

SDI mode availability

The SDI mode is available in the following execution environment only:

- Windows
- Merged stand-alone or client 4D application

Enabling the SDI mode

Enabling and using the SDI mode in your application require the following steps:

1. Check the Use SDI mode on Windows option in the "Interface" page of the Settings dialog box.
2. Build a merged application (standalone and/or client application).

Then, when executed it in a supported context (see above), the merged application will work automatically in SDI mode.

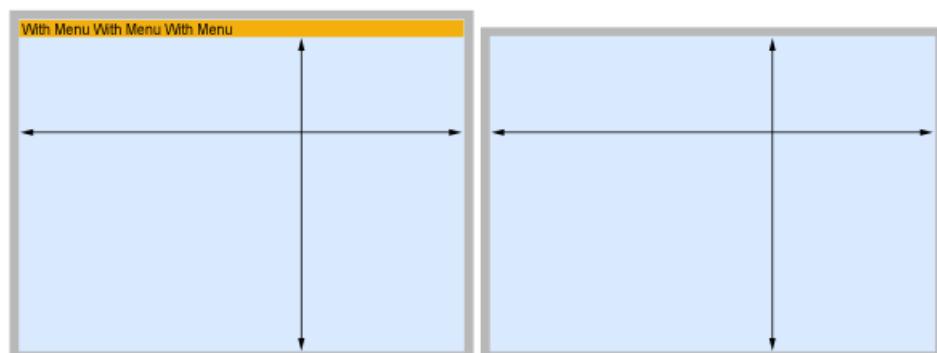
Managing applications in SDI mode

Executing a 4D application in SDI mode does not require any specific implementation: existing menu bars are automatically moved in SDI windows themselves. However, you need to pay attention to specific principles that are listed below.

Menus in Windows

In SDI mode, the process menu bar is automatically displayed in every document type window opened during the process life (this excludes, for example, floating palettes). When the process menu bar is not visible, menu item shortcuts remain active however.

Menus are added above windows without modifying their contents size:



Windows can therefore be used in MDI or SDI modes without having to recalculate the position of objects.

- If the Splash screen interface option was selected in the Settings, the splash window will contain any menus that would have been displayed in the MDI window. Note also that closing the splash screen window will result in exiting the application, just like in MDI mode.
- If the Splash screen option was not selected, menus will be displayed in opened windows only, depending on the programmer's choices.

Automatic quit

When executed in MDI mode, a 4D application simply quits when the user closes the application window (MDI window). However, when executed in SDI mode, 4D applications do not have an application window and, on the other hand, closing the last opened window does not necessarily mean that the user wants the application to quit (faceless processes can be running, for example) -- although it could be what they want.

To handle this case, 4D applications executed in SDI mode include a mechanism to automatically quit (by calling the `QUIT 4D` command) when the following conditions are met:

- the user cannot interact anymore with the application
- there are no live user processes
- 4D processes or worker processes are waiting for an event
- the Web server is not started.

When a menu with an associated *quit* standard action is called, the application quits and all windows are closed, wherever the menu was called from.

Language

Although it is transparently handled by 4D, the SDI mode introduces small variations in the application interface management. Specificities in the 4D language are listed below.

Command/feature	Specificity in SDI mode on Windows
<code>Open form window</code>	Options to support floating windows in SDI (<code>Controller form window</code>) and to remove the menu bar (<code>Form has no menu bar</code>)
<code>Menu bar height</code>	Returns the height in pixels of a single menu bar line even if the menu bar has been wrapped on two or more lines. Returns 0 when the command is called from a process without a form window
<code>SHOW MENU BAR / HIDE MENU BAR</code>	Applied to the current form window only (from where the code is executed)
<code>MAXIMIZE WINDOW</code>	The window is maximized to the screen size
<code>CONVERT COORDINATES</code>	<code>XY Screen</code> is the global coordinate system where the main screen is positioned at (0,0). Screens on its left side or on top of it can have negative coordinates and any screens on its right side or underneath it can have coordinates greater than the values returned by <code>Screen height</code> or <code>Screen width</code> .
<code>GET MOUSE</code>	Global coordinates are relative to the screen
<code>GET WINDOW RECT</code>	When -1 is passed in window parameter, the command returns 0;0;0;0
<code>On Drop database method</code>	Not supported

User Settings

4D provides two modes of operation for project Settings:

- Standard mode: all [settings](#) are stored in the [settings.4DSettings file at the project level](#) and are applied in all cases. This is the default mode, suitable for development phase (all applications).
- User settings mode: part of the custom settings are stored in a [settings.4DSettings file in the Settings folder](#) (for all data files) or [in the Data folder](#) (for this data file) and are used instead of the structure settings. This mode is suitable for deployment phase for Desktop applications. You enable this mode using an option located on the [Security page](#) of the Settings.

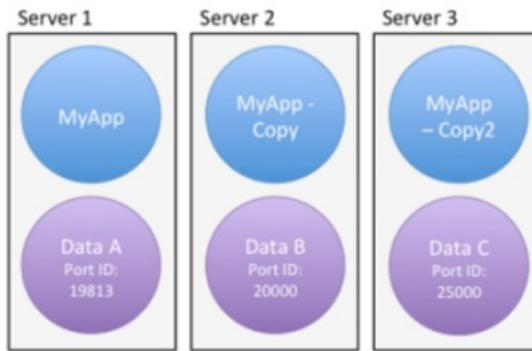
By defining user settings, you can keep custom settings between updates of your 4D applications, or manage different settings for the same 4D application deployed on several different sites. It also makes it possible to use programming to manage setting files using XML.

4D can generate and use two types of user settings:

- User Settings (standard): They are used instead of structure settings for any data file opened with the application.
- User Settings for Data file: They can be defined specifically for each data file used with your application, configuring for example the port ID or the server cache.

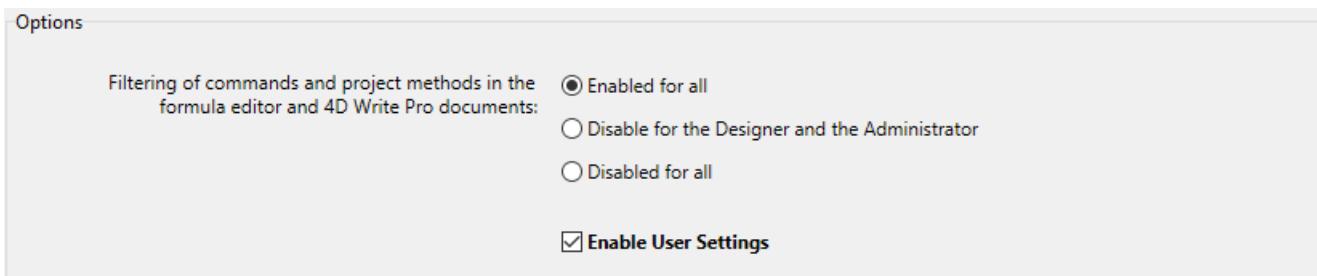
With this option, you can easily deploy and update several copies of the same desktop application with several data files, each containing different settings.

Consider for example the following configuration, where an application is duplicated and each copy uses a different Port ID setting. If this user setting is linked to the data file, you will be able to update the application without having to manually change the Port ID:



Enabling User settings

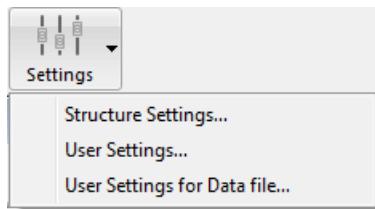
To enable user settings, you need to check the Settings > Security > Enable User Settings option:



When you check this option, the settings are separated into three dialog boxes:

- Structure Settings
- User Settings
- User Settings for Data file

You can access these dialog boxes using the Design > Settings... menu or the Settings button in the toolbar:

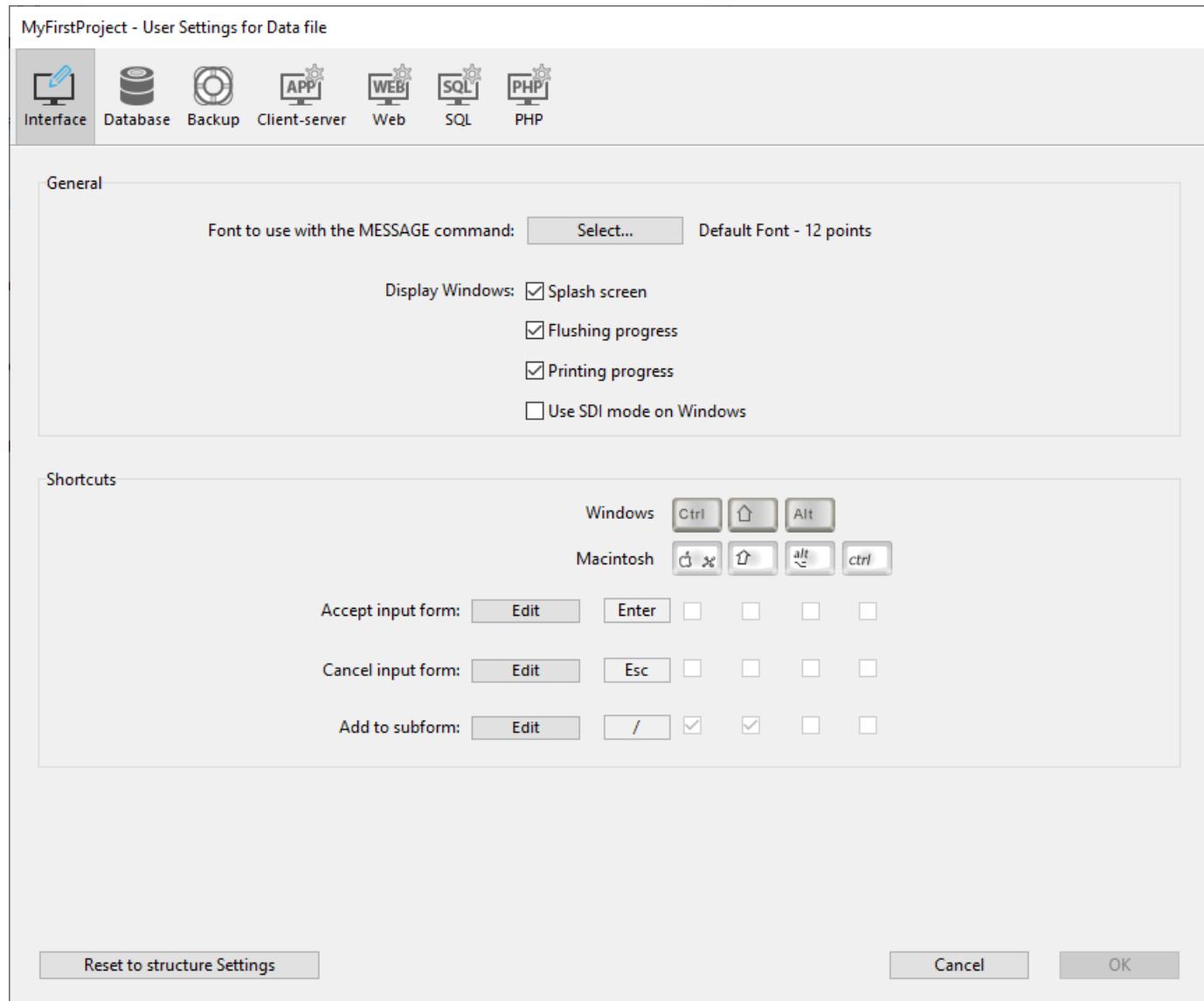


You can also access these dialog boxes using the [OPEN SETTINGS WINDOW](#) command with the appropriate *settingsType* selector.

The Structure Settings dialog box is identical to the standard Settings, and provides access to all its properties (which can be overridden by user settings).

User Settings and User Settings for Data file

The User Settings and User Settings for Data File dialog boxes contain a selection of relevant properties that can be defined for all data files or a single data file:



The following table lists the pages of settings found in the User Settings and User Settings for Data File dialog boxes and describes their main differences with respect to standard settings:

Page of Structure Settings	Page of User Settings	Page of User Settings for Data File
General page	N/a	N/a
Interface page	Identical to standard settings	Identical to standard settings
Compiler page	N/a	N/a
Database/Data storage page	N/a	N/a
Database/Memory page	Identical to standard settings	Identical to standard settings
Backup/Scheduler page	N/a	Identical to standard settings
Backup/Configuration page	N/a	Identical to standard settings
Backup/Backup & Restore page	N/a	Identical to standard settings
Client-server/Network options page	Identical to standard settings	Identical to standard settings
Client-server/IP configuration page	Identical to standard settings	Identical to standard settings
Web/Configuration page	Identical to standard settings	Identical to standard settings
Web/Options (I) page	Identical to standard settings	Identical to standard settings
Web/Options (II) page	Identical to standard settings	Identical to standard settings
Web/Log (type) page	Identical to standard settings	Identical to standard settings
Web/Log (backup) page	Identical to standard settings	Identical to standard settings
Web/Web Services page	Method prefixing option not available	Method prefixing option not available
SQL page	Identical to standard settings	Identical to standard settings
PHP page	Identical to standard settings	Identical to standard settings
Security page	N/a	N/a
Compatibility page	N/a	N/a

When you edit settings in this dialog box, they are automatically stored in the corresponding `settings.4DSettings` file (see below).

SET DATABASE PARAMETER and user settings

Some of the user settings are also available through the `SET DATABASE PARAMETER` command. User settings are parameters with the Kept between two sessions property set to Yes.

When the User Settings feature is enabled, user settings edited by the `SET DATABASE PARAMETER` command are automatically saved in the user settings for the data file.

`Table sequence number` is an exception; this setting value is always saved in the data file itself.

settings.4DSettings files

When you [check the Enable User Settings option](#), user settings files are automatically created. Their location depends on the type of user settings defined.

User Settings (standard)

The standard user settings file is automatically created and placed in a settings folder at the following location:

`ProjectFolder/Settings/settings.4DSettings`

... where `ProjectFolder` is the name of the folder containing the project structure file.

In merged applications, the user settings file is placed at the following location:

- In single-user versions: ProjectFolder/Database/Settings/settings.4DSettings
- In client/server versions: ProjectFolder/Server Database/Settings/settings.4DSettings

User Settings for Data File

The user settings file linked to the data file is automatically created and placed in a settings folder at the following location:

Data/Settings/settings.4DSettings

... where *Data* is the name of the folder containing the current data file of the application.

When the data file is located at the same level as the project structure file, structure-based and data-based user settings files share the same location and file. The User Settings for Data File... menu command is not proposed.

Settings files are XML files; they can be read and modified using integrated 4D XML commands or using an XML editor. This means that you can manage settings by programming, particularly in the context of applications compiled and merged with 4D Volume Desktop. When you modify this file by programming, the changes are only taken into account the next time the database is opened.

Priority of settings

Settings can be stored at three levels. Each setting defined at one level overrides the same setting defined at a previous level, if any:

Priority level	Name	Location	Kommentare
3 (lowest)	Structure settings (or Settings when "User settings" feature not enabled)	<i>settings.4DSettings</i> file in the Sources folder (project databases) or in the Settings folder at the same level as the structure file (binary databases)	Unique location when user settings are not enabled. Applied to all copies of the application.
2	User settings (all data files)	<i>settings.4DSettings</i> file in the Settings folder at the same level as the Project folder	Overrides Structure settings. Stored within the application package.
1 (highest)	User settings (current data file)	<i>settings.4DSettings</i> file in the Settings folder at the same level as the data file	Overrides Structure settings and User settings. Applied only when the linked data file is used with the application.

Keep in mind that user settings files only contain a subset of relevant settings, while the structure file contains all custom settings, including core settings.

Build Application

4D includes an application builder to create a project package (final build). This builder simplifies the finalization and deployment process for 4D compiled applications. It automatically handles the specific features of different operating systems and facilitates the deployment of client-server applications.

The application builder allows you to:

- Build a compiled structure, without interpreted code,
- Build a stand-alone, double-clickable application, *i.e.*, merged with 4D Volume Desktop, the 4D database engine,
- Build different applications from the same compiled structure via an XML project,
- Build homogeneous client-server applications,
- Build client-server applications with automatic updating of client and server parts.
- Save your build settings for future use (*Save settings* button).

Compiled applications are based upon [.4dz files](#) that are read-only. Keep in mind that using commands or functions that modify the source files (such as `CREATE INDEX` or `CREATE TABLE` (SQL)) is not possible by default in compiled applications. However, you can build specific applications that support local modifications by using the `PackProject` XML key (see [doc.4d.com](#)).

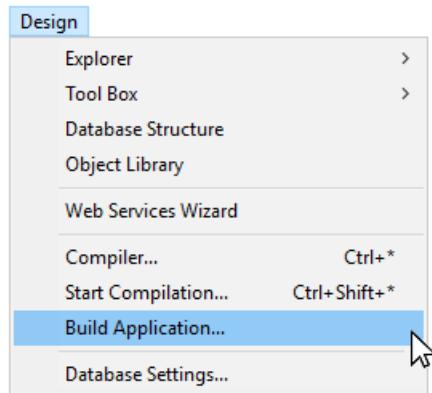
Überblick

Building a project package can be carried out using:

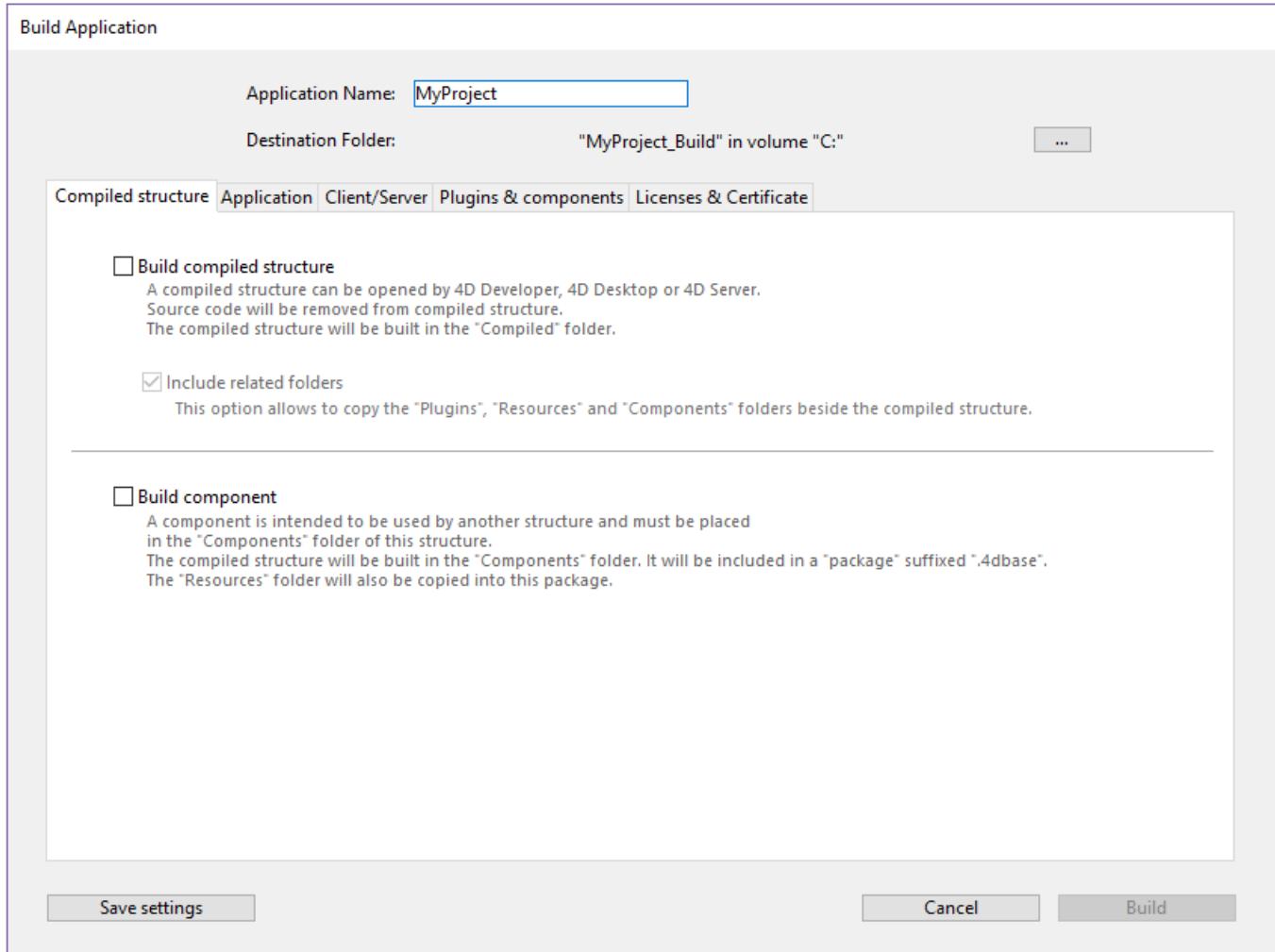
- either the `BUILD APPLICATION` command,
- or the [Build Application dialog](#).

Build application dialog

To display the Build application dialog, select `Design > Build Application...` from the menu bar.



The Build Application dialog includes several pages that can be accessed using tabs:



Building can only be carried out once the project is compiled. If you select this command without having previously compiled the project, or if the compiled code does not correspond to the interpreted code, a warning dialog box appears indicating that the project must be (re)compiled.

buildApp.4DSettings

Each build application parameter is stored as an XML key in the application project file named `buildApp.4DSettings` XML file, located in the [Settings folder of the project](#).

Default parameters are used the first time the Build Application dialog box is used. The contents of the project file are updated, if necessary, when you click Build or Save settings. You can define several other XML settings file for the same project and employ them using the [BUILD APPLICATION](#) command.

XML keys provide additional options besides those displayed in the Build Application dialog box. The description of these keys are detailed in the [4D XML Keys BuildApplication](#) manual.

Logbuch

When an application is built, 4D generates a log file named `BuildApp.log.xml` in the Logs folder of the project. The log file stores the following information for each build:

- The start and end of building of targets,
- The name and full access path of the files generated,
- The date and time of the build,
- Any errors that occurred,
- Any signing issues (e.g. a non-signed plug-in).

Checking this file may help you saving time during the subsequent deployment steps, for example if you intend to notarize your application.

Use the `Get 4D file(Build application log file)` command to get the log file location.

Application name and destination folder

The screenshot shows a configuration window with two input fields. The first field is labeled "Application Name:" and contains the value "MyProject". The second field is labeled "Destination Folder:" and contains the value "'MyProject_Build' in volume 'C:'". To the right of the destination folder field is a button with three dots (...).

Enter the name of the application in Application Name.

Specify the folder for the built application in Destination Folder. If the specified folder does not already exist, 4D will create a *Build* folder for you.

Compiled structure page

This tab allows you to build a standard compiled structure file and/or a compiled component:

The screenshot shows the "Build Application" dialog box. At the top, it displays the "Build Application" title and the same "Application Name:" and "Destination Folder:" fields as the previous screenshot. Below these, there is a tab bar with five tabs: "Compiled structure" (which is selected), "Application", "Client/Server", "Plugins & components", and "Licenses & Certificate".

Under the "Compiled structure" tab, there are several configuration options:

- Build compiled structure**

A compiled structure can be opened by 4D Developer, 4D Desktop or 4D Server.
Source code will be removed from compiled structure.
The compiled structure will be built in the "Compiled" folder.
- Include related folders**

This option allows to copy the "Plugins", "Resources" and "Components" folders beside the compiled structure.
- Build component**

A component is intended to be used by another structure and must be placed in the "Components" folder of this structure.
The compiled structure will be built in the "Components" folder. It will be included in a "package" suffixed ".4dbase".
The "Resources" folder will also be copied into this package.

At the bottom of the dialog are three buttons: "Save settings", "Cancel", and "Build".

Build compiled structure

Builds an application containing only compiled code.

This feature creates a *.4dz* file within a *Compiled Database/<project name>* folder. For example, if you have named your application "MyProject", 4D will create:

<destination>/Compiled Database/MyProject/MyProject.4dz

A *.4dz* file is essentially a zipped (packed) version of the project folder. *.4dz* files can be used by 4D Server, 4D Volume license (merged applications), and 4D. The compact and optimized size of *.4dz* files makes project packages easy to deploy. The compact and optimized size of *.4dz* files makes project packages easy to deploy.

When generating .4dz files, 4D uses a standard zip format by default. The advantage of this format is that it is easily readable by any unzip tool. If you do not want to use this standard format, add the `UseStandardZipFormat` XML key with value `False` in your `buildApp.4DSettings` file (for more information, see the [4D XML Keys BuildApplication](#) manual).

Include related folders

When you check this option, any folders related to the project are copied into the Build folder as *Components* and *Resources* folders. For more information about these folders, refer to the [description of project architecture](#).

Build component

Builds a compiled component from the structure.

A component is a standard 4D project in which specific functionalities have been developed. A component is a standard 4D project in which specific functionalities have been developed.

If you have named your application, *MyComponent*, 4D will create a *Components* folder containing *MyComponent.4dbase* folder:

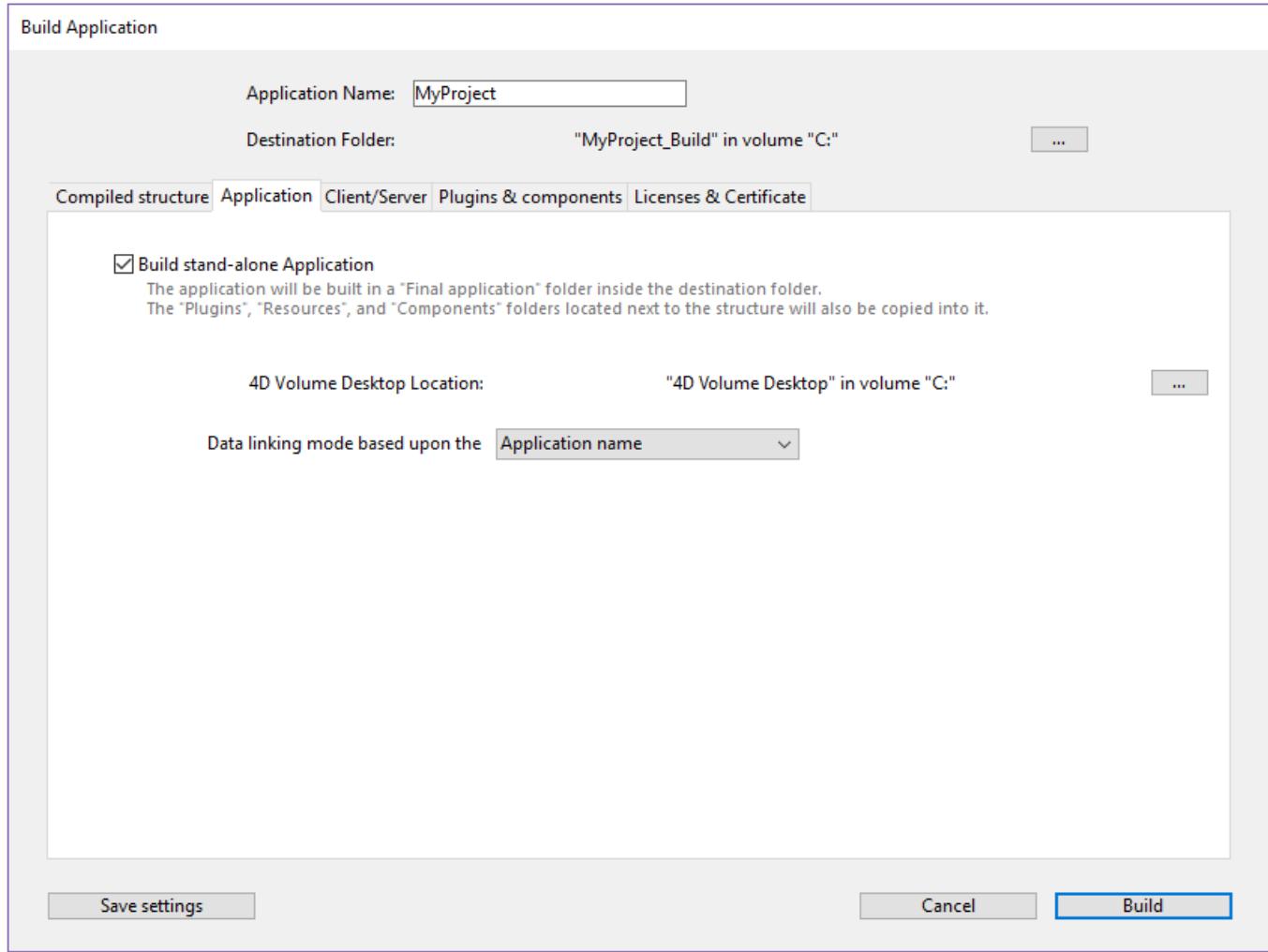
`<destination>/Components/MyComponent.4dbase/MyComponent.4DZ`.

The *MyComponent.4dbase* folder contains:

- *MyComponent.4DZ* file
- A *Resources* folder - any associated Resources are automatically copied into this folder. Any other components and/or plugins folders are not copied (a component cannot use plug-ins or other components).

Application page

This tab allows you can build a stand-alone, single-user version of your application:



Build stand-alone Application

Checking the Build stand-alone Application option and clicking Build will create a stand-alone (double-clickable) application directly from your application project.

The following elements are required for the build:

- 4D Volume Desktop (the 4D database engine),
- an [appropriate license](#)

On Windows, this feature creates an executable file (.exe). On macOS, it handles the creation of software packages.

The principle consists of merging a compiled structure file with 4D Volume Desktop. The functionality provided by the 4D Volume Desktop file is linked with the product offer to which you have subscribed. The functionality provided by the 4D Volume Desktop file is linked with the product offer to which you have subscribed.

You can define a default data file or allow users to create and use their own data file (see the [Data file management in final applications](#) section).

It is possible to automate the update of merged single-user applications by means of a sequence of language commands (see [Automatic updating of server or single-user applications](#)).

4D Volume Desktop Location

In order to build a stand-alone application, you must first designate the folder containing the 4D Volume Desktop file:

- *Windows* - the folder contains the 4D Volume Desktop.4DE, 4D Volume Desktop.RSR, as well as various files and folders required for its operation. These items must be placed at the same level as the selected folder.
- *macOS* - 4D Volume Desktop is provided in the form of a structured software package containing various generic files and folders.

To select the 4D Volume Desktop folder, click on the [...] button. A dialog box appears allowing you to designate the 4D

Volume Desktop folder (Windows) or package (macOS).

Once the folder is selected, its complete pathname is displayed and, if it actually contains 4D Volume Desktop, the option for building an executable application is activated.

The 4D Volume Desktop version number must match the 4D Developer Edition version number. For example, if you use 4D Developer v18, you must select a 4D Volume Desktop v18.

Data linking mode

This option lets you choose the linking mode between the merged application and the local data file. Two data linking modes are available:

- By application name (default) - The 4D application automatically opens the most recently opened data file corresponding to the structure file. This allows you to move the application package freely on the disk. This option should generally be used for merged applications, unless you specifically need to duplicate your application.
- By application path - The merged 4D application will parse the application's *lastDataPath.xml* file and try to open the data file with an "executablePath" attribute that matches the application's full path. If such an entry is found, its corresponding data file (defined through its "dataFilePath" attribute) is opened. Otherwise, the last opened data file is opened (default mode).

For more information about the data linking mode, refer to the [Last data file opened](#) section.

Generierte Dateien

When you click on the Build button, 4D automatically creates a Final Application folder in the specified Destination Folder. Inside the Final Application folder is a subfolder with the name of the specified application in it.

If you have specified "MyProject" as the name of the application, you will find the following files in this subfolder (aka MyProject):

- Windows
 - MyProject.exe - Your executable and a MyProject.rsr (the application resources)
 - 4D Extensions folder, Resources folder, various libraries (DLL), Native Components folder, SASL Plugins folder - Files necessary for the operation of the application
 - Database folder - Includes a Resources folder and MyProject.4DZ file. They make up the compiled structure of the project as well as the project Resources folder. Note: This folder also contains the *Default Data* folder, if it has been defined (see [Data file management in final applications](#)).
 - (Optional) Components folder and/or Plugins folder - Contains any components and/or plug-in files included in the project. For more information about this, refer to the [Plugins and components](#) section.
 - Licenses folder - An XML file of license numbers integrated into the application. For more information about this, refer to the [Licenses & Certificate](#) section.
 - Additional items added to the 4D Volume Desktop folder, if any (see [Customizing the 4D Volume Desktop folder](#)).

All these items must be kept in the same folder in order for the executable to operate.

- macOS
 - A software package named MyProject.app containing your application and all the items necessary for its operation, including the plug-ins, components and licenses. For more information about integrating plug-ins and components, refer to the [Plugins and components](#) section. For more information about integrating licenses, refer to the [Licenses & Certificate](#) section. Note: In macOS, the [Application file](#) command of the 4D language returns the pathname of the ApplicationName file (located in the Contents:macOS folder of the software package) and not that of the .comp file (Contents:Resources folder of the software package).

Customizing 4D Volume Desktop folder

When building a stand-alone application, 4D copies the contents of the 4D Volume Desktop folder into Destination folder > *Final Application* folder. You're then able to customize the contents of the original 4D Volume Desktop folder according to your needs. You can, for example:

- Install a 4D Volume Desktop version corresponding to a specific language;
- Add a custom *PlugIns* folder;
- Customize the contents of the *Resources* folder.

The macOS packages built contain the same items as the Windows subfolders. You can display their contents (Control+click on the icon) in order to be able to modify them.

Location of Web files

If your stand-alone application is used as a Web server, the files and folders required by the server must be installed in specific locations. These items are the following:

- *cert.pem* and *key.pem* files (optional): These files are used for TLS connections and by data encryption commands,
- default Web root folder.

Items must be installed:

- on Windows: in the *Final Application\MyProject\Database* subfolder.
- on macOS: next to the *MyProject.app* software package.

Client/Server page

On this tab, you can build customized client-server applications that are homogenous, cross-platform and with an automatic update option.

Build Application

Application Name:	<input type="text" value="myApp"/>
Destination Folder:	"myapps" in volume "C:"
<input type="button" value="..."/>	
<input type="button" value="Compiled structure"/> <input type="button" value="Application"/> <input type="button" value="Client/Server"/> <input type="button" value="Plugins & components"/> <input type="button" value="Licenses & Certificate"/>	
<p><input type="checkbox"/> Build server application The server will be built for the current platform and can only be launched on it. Macintosh and Windows clients will be able to connect to it.</p> <p>4D Server location:</p> <p>Current version: <input type="text" value="1"/> Data linking mode based upon the <input type="button" value="Application name"/></p> <p><input type="checkbox"/> Embed the project Users and Groups in built server application</p> <p><input type="checkbox"/> Allow connection of Silicon macOS clients</p> <p>Database compiled for macOS:</p>	
<hr/> <p><input type="checkbox"/> Build client application The client will be built for the current platform and can only be launched on it. It can connect to a server running on either Macintosh or Windows.</p> <p>4D Volume Desktop Location:</p> <p>Copy of client applications inside the server application This operation allows the server to automatically send the client applications each time they are updated.</p> <p><input type="checkbox"/> Allow automatic update of Windows client application</p> <p><input type="checkbox"/> Allow automatic update of Macintosh client application</p> <p>macOS client update archive location:</p>	
<p><input type="button" value="Save settings"/> <input type="button" value="?"/> <input type="button" value="Cancel"/> <input type="button" value="Build"/></p>	

What is a Client/Server application?

A client/server application comes from the combination of three items:

- A compiled 4D project,
- The 4D Server application,
- The 4D Volume Desktop application (macOS and/or Windows).

Once built, a client/server application is composed of two customized parts: the Server portion (unique) and the Client portion (to install on each client machine).

If you want to deploy a client/server application in an heterogeneous environment (client applications running on Intel/AMD and Apple Silicon machines), it is recommended to [compile the project for all processors](#) on a macOS machine, so that all client applications will run natively.

Also, the client/server application is customized and its handling simplified:

- To launch the server portion, the user simply double-clicks on the server application. The project file does not need to be selected.
- To launch the client portion, the user simply double-clicks the client application, which connects directly to the server application. You do not need to choose a server in a connection dialog box. The client targets the server either using its name, when the client and server are on the same sub-network, or using its IP address, which is set using the `IPAddress` XML key in the `buildapp.4DSettings` file. If the connection fails, [specific alternative mechanisms can be implemented](#). You can "force" the display of the standard connection dialog box by holding down the Option (macOS) or Alt (Windows) key while launching the client application. Only the client portion can connect to the corresponding server portion. If a user tries to connect to the server portion using a standard 4D application, an error message is returned and connection is impossible.
- A client/server application can be set so that the client portion [can be updated automatically over the network](#). You only need to create and distribute an initial version of the client application, subsequent updates are handled using the automatic update mechanism.
- It is also possible to automate the update of the server part through the use of a sequence of language commands ([SET UPDATE FOLDER](#) and [RESTART 4D](#)).

Build server application

Check this option to generate the server part of your application during the building phase. You must designate the location on your disk of the 4D Server application to be used. You must designate the location on your disk of the 4D Server application to be used.

4D Server location

Click on the [...] button and use the *Browse for folder* dialog box to locate the 4D Server application. In macOS, you must select the 4D Server package directly.

Current version

Used to indicate the current version number for the application generated. You may then accept or reject connections by client applications according to their version number. The interval of compatibility for client and server applications is set using specific [XML keys](#).

Embed the project Users and Groups in built server application

Preliminary Note: The following terms are used in this section:

Name	Definition
Project directory file	directory.json file located in the Settings folder of the project
Application directory file	directory.json file located in the Settings folder of the built 4D Server
Data directory file	directory.json file in the Data > Settings folder

When you check this option, the project directory file is copied to the application directory file at build time.

When you execute a built 4D Server application:

- If the server has a data directory file, it is loaded.
- If the server does not have a data directory file, the application directory file is loaded.

The application directory file is read-only. Modifications made to users, groups and permissions during server execution are stored in the data directory file. If no data directory file already exists, it is automatically created. If the application directory file was embedded, it is duplicated as data directory file.

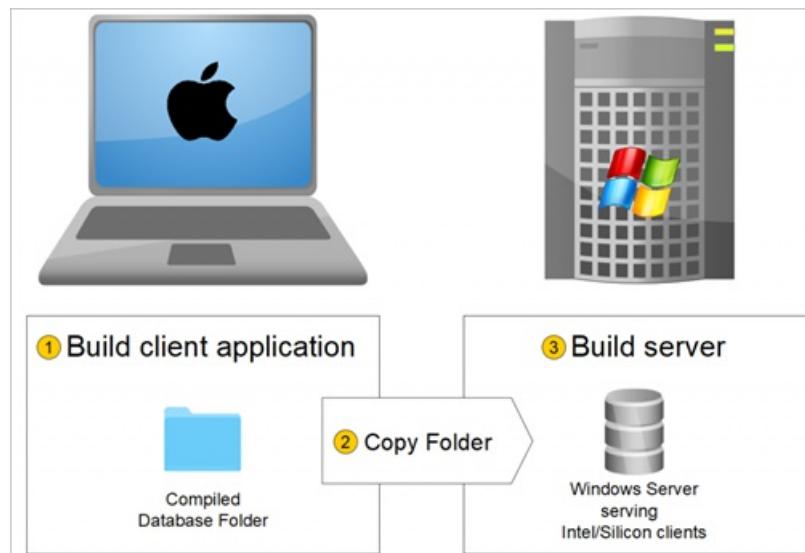
Embedding the project directory file allows you to deploy a client/server application with a basic security user and group configuration. Subsequent modifications are added to the data directory file.

Allow connection of Silicon Mac clients

When building a server on Windows, check this option to allow Apple Silicon clients to connect to your server application. You can then specify a path to the structure compiled for Apple Silicon/Intel.

To allow Apple Silicon clients to connect to a Server application built on Windows, you must first build a client application on macOS, with a project compiled for Apple Silicon and Intel. This automatically creates a compiled structure, identical to the one created with the [Build compiled structure](#) option (without the related folders).

Then, you can copy that structure to your Windows machine, and use it to build the server application:



Compiled structure location

Path to compiled structure of the Apple Silicon/Intel client application used to build a Windows Server (see [Allow connection of Silicon Mac clients](#)).

Data linking mode

This option lets you choose the linking mode between the merged application and the local data file. Two data linking modes are available:

- By application name (default) - The 4D application automatically opens the most recently opened data file corresponding to the structure file. This allows you to move the application package freely on the disk. This option should generally be used for merged applications, unless you specifically need to duplicate your application.
- By application path - The merged 4D application will parse the application's *lastDataPath.xml* file and try to open the data file with an "executablePath" attribute that matches the application's full path. If such an entry is found, its corresponding data file (defined through its "dataFilePath" attribute) is opened. Otherwise, the last opened data file is opened (default mode).

For more information about the data linking mode, refer to the [Last data file opened](#) section.

Build client application

Checking this option generates the client part of your application during the building phase.

You can check this option:

- along with the [Build server application](#) option to build matching server and client parts for the current platform and (optionally) include the automatic update archive files,
- without selecting the [Build server application](#) option, usually to build the update archive file to be selected from the "concurrent" platform when building the server part.

4D Volume Desktop Location

Designates the location on your disk of the 4D Volume Desktop application to be used to build the client part of your application.

The 4D Volume Desktop version number must match the 4D Developer Edition version number. The 4D Volume Desktop version number must match the 4D Developer Edition version number.

The 4D Volume Desktop must correspond to the current platform (which will also be the platform of the client application). If you want to build a client application for the "concurrent" platform, you must carry out an additional build operation using a 4D application running on that platform.

If you want the client application to connect to the server using a specific address (other than the server name published on the sub-network), you must use the `IPAddress` XML key in the `buildapp.4DSettings` file. If you want the client application to connect to the server using a specific address (other than the server name published on the sub-network), you must use the `IPAddress` XML key in the `buildapp.4DSettings` file. You can also implement specific mechanisms in the event of a connection failure. The different scenarios proposed are described in the [Management of connections by client applications](#) paragraph.

Copy of client applications inside the server application

The options of this area set up the mechanism for updating the client part(s) of your client/server applications using the network each time a new version of the application is generated. These options are only enabled when the Build client application option is checked.

- Allow automatic update of Windows client application - Check this option to build a `.4darchive` file that can be sent to your client applications on the Windows platform in case of update.
- Allow automatic update of Macintosh client application - Check this option to build a `.4darchive` file that can be sent to your client applications on the Macintosh platform in case of update.

The `.4darchive` is copied at the following location:

```
<ApplicationName>_Build/Client Server executable/Upgrade4DClient/
```

Selecting client archive for the concurrent platform

You can check the Allow automatic update... option for client applications running on the concurrent platform. This option is only enabled if:

- the Build server application option is checked,
- the Allow automatic update... option for client applications running on the current platform is checked.

This feature requires that you click on the [...] button and designate the location on your disk of the file to use for the update. The file to select depends on the current server platform:

Current server platform	Required file	Details
macOS	Windows 4D Volume Desktop or Windows client update archive	By default, you select the <code>4D Volume Desktop</code> application for Windows. To select a <code>.4darchive</code> file previously built on Windows, press Shift while clicking on [...]
Windows	macOS client update archive	Select a signed <code>.4darchive</code> file previously built on macOS

You can build specific a `.4darchive` file on the concurrent platform by selecting only the [Build client application](#) and the appropriate [Allow automatic update...](#) option.

Displaying update notification

The client application update notification is carried out automatically following the server application update.

It works as follows: when a new version of the client/server application is built using the application builder, the new client portion is copied as a compressed file in the Upgrade4DClient subfolder of the ApplicationName Server folder (in macOS, these folders are included in the server package). If you have followed the process for generating a cross-platform client application, a `.4darchive` update file is available for each platform:

To trigger client application update notifications, simply replace the old version of the server application with the new one and then execute it. The rest of the process is automatic.

On the client side, when the “old” client application tries to connect to the updated server application, a dialog box is displayed on the client machine, indicating that a new version is available. The user can either update their version or cancel the dialog box.

- If the user clicks OK, the new version is downloaded to the client machine over the network. Once the download is complete, the old client application is closed and the new version is launched and connects to the server. Once the download is complete, the old client application is closed and the new version is launched and connects to the server.
- If the user clicks Cancel, the update is cancelled; if the old version of the client application is not in the range of versions accepted by the server (please refer to the following paragraph), the application is closed and connection is impossible. Otherwise (by default), the connection is established.

Forcing automatic updates

In some cases, you may want to prevent client applications from being able to cancel the update download. For example, if you used a new version of the 4D Server source application, the new version of the client application must absolutely be installed on each client machine.

To force the update, simply exclude the current version number of client applications (X-1 and earlier) in the version number range compatible with the server application. In this case, the update mechanism will not allow non-updated client applications to connect. In this case, the update mechanism will not allow non-updated client applications to connect.

The [current version number](#) is set on the Client/Server page of the Build Application dialog box. The intervals of authorized numbers are set in the application project using specific [XML keys](#).

Update Error

If 4D cannot carry out the update of the client application, the client machine displays the following error message: "The update of the client application failed. The application is now going to quit."

There are many possible causes for this error. When you get this message, it is advisable to check the following parameters first off:

- Pathnames - Check the validity of the pathnames set in the application project via the Application builder dialog box or via XML keys (for example `ClientMacFolderToWin`). More particularly, check the pathnames to the versions of 4D Volume Desktop.
- Read/write privileges - On the client machine, check that the current user has write access rights for the client application update.

Generierte Dateien

Once a client/server application is built, you will find a new folder in the destination folder named `Client Server` executable. This folder contains two subfolders, `<ApplicationName>Client` and `<ApplicationName>Server`.

These folders are not generated if an error occurs. In this case, open the [log file](#) in order to find out the cause of the error.

The `<ApplicationName>Client` folder contains the client portion of the application corresponding to the execution platform of the application builder. This folder must be installed on each client machine. The `<ApplicationName>Server` folder contains the server portion of the application.

The contents of these folders vary depending on the current platform:

- *Windows* - Each folder contains the application executable file, named `<ApplicationName>Client.exe` for the client part and `<ApplicationName>Server.exe` for the server part as well as the corresponding `.rsr` files. The folders also contain various files and folders necessary for the applications to work and customized items that may be in the original 4D Volume Desktop and 4D Server folders.
- *macOS* - Each folder contains only the application package, named `<ApplicationName> Client` for the client part and `<ApplicationName> Server` for the server part. Each package contains all the necessary items for the application to work. Under macOS, launch a package by double-clicking it.

The macOS packages built contain the same items as the Windows subfolders. In order to modify it, you must first display its contents (Control+click on the icon).

If you checked the "Allow automatic update of client application" option, an additional subfolder called `Upgrade4DClient` is added in the `<ApplicationName>Server` folder/package. This subfolder contains the client application in macOS and/or Windows format as a compressed file. This subfolder contains the client application in macOS and/or Windows format as a compressed file.

Location of Web files

If the server and/or client part of your double-clickable application is used as a Web server, the files and folders required by the server must be installed in specific locations. These items are the following:

- `cert.pem` and `key.pem` files (optional): These files are used for TLS connections and by data encryption commands,
- Default Web root folder (`WebFolder`).

Items must be installed:

- on Windows
 - Server application - in the `Client Server executable/<ApplicationName>Server/Server Database` subfolder.
 - Client application - in the `Client Server executable/<ApplicationName>Client` subfolder.
- on macOS
 - Server application - next to the `<ApplicationName>Server` software package.
 - Client application - next to the `<ApplicationName>Client` software package.

Embedding a single-user client application

4D allows you to embed a compiled structure in the Client application. This feature can be used, for example, to provide users with a "portal" application, that gives access to different server applications thanks to the `OPEN DATABASE` command executing a `.4dlink` file.

To enable this feature, add the `DatabaseToEmbedInClientWinFolder` and/or `DatabaseToEmbedInClientMacFolder` keys in the `buildApp` settings file. When one of these keys is present, the client application building process generates a single-user application: the compiled structure, instead of the `EnginedServer:4Dlink` file, is placed in the "Database" folder.

- If a default data folder exists in the single-user application, a licence is embedded.
- If no default data folder exists in the single-user application, it will be executed without data file and without licence.

The basic scenario is:

1. In the Build application dialog box, select the "Build compiled structure" option to produce a `.4DZ` or `.4DC` for the application to be used in single-user mode.
2. In the `buildApp.4DSettings` file of the client-server application, use following xml key(s) to indicate the path to the folder containing the compiled single user application:
 - `DatabaseToEmbedInClientWinFolder`

- DatabaseToEmbedInClientMacFolder
3. Build the client-server application. This will have following effects:
- the whole folder of the single user application is copied inside the "Database" folder of the merged client
 - the *EnginedServer:4Dlink* file of the "Database" folder is not generated
 - the .4DC, .4DZ, .4DIndy files of the single user application copy are renamed using the name of the merged client
 - the `PublishName` key is not copied in the *info.plist* of the merged client
 - if the single-user application does not have a "Default data" folder, the merged client will run with no data.

Automatic update 4D Server features ([Current version](#) number, `SET UPDATE FOLDER` command...) work with single-user application as with standard remote application. At connection, the single-user application compares its `CurrentVers` key to the 4D Server version range. If outside the range, the updated client application is downloaded from the server and the Updater launches the local update process.

Customizing client and/or server cache folder names

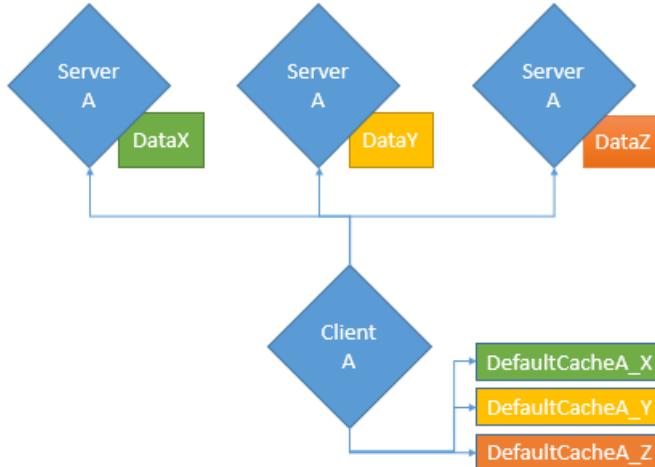
Client and server cache folders are used to store shared elements such as resources or components. They are required to manage exchanges between server and remote clients. Client/server applications use default pathnames for both client and server system cache folders.

In some specific cases, you might need to customize the names of these folders to implement specific architectures (see below). 4D provides you with the `ClientServerSystemFolderName` and `ServerStructureFolderName` keys to be set in the `buildApp` settings file.

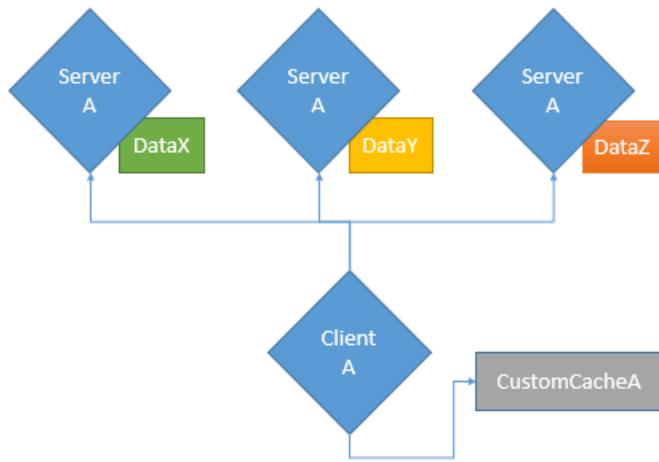
Client cache folder

Customizing the client-side cache folder name can be useful when your client application is used to connect to several merged servers which are similar but use different data sets. In this case, to save multiple unnecessary downloads of identical local resources, you can use the same custom local cache folder.

- Default configuration (*for each connection to a server, a specific cache folder is downloaded/updated*):



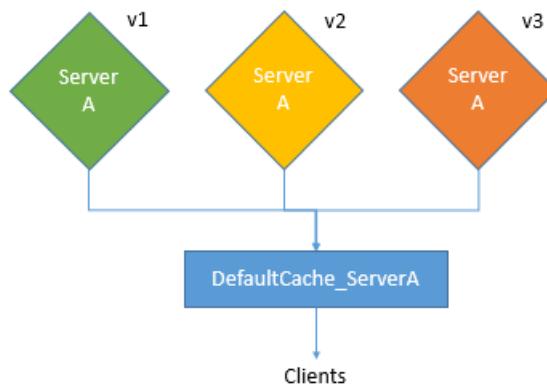
- Using the `ClientServerSystemFolderName` key (*a single cache folder is used for all servers*):



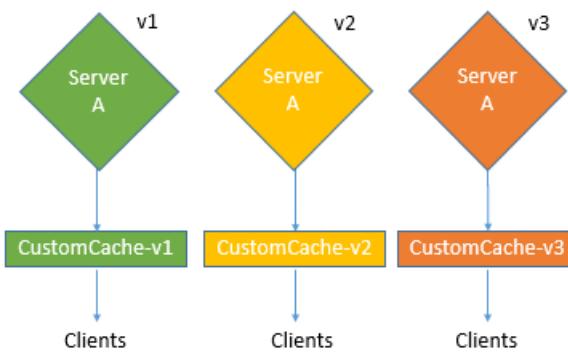
Server cache folder

Customizing the server-side cache folder name is useful when you run several identical server applications built with different 4D versions on the same computer. If you want each server to use its own set of resources, you need to customize the server cache folder.

- Default configuration (*same server applications share the same cache folder*):



- Using the `ServerStructureFolderName` key (*a dedicated cache folder is used for each server application*):



Plugins & components page

On this tab, you set each [plug-in](#), [component](#), and [module](#) that you will use in your stand-alone or client/server application.

The page lists the elements loaded by the current 4D application:

- Active column - Indicates that the items will be integrated into the application package built. All the items are checked by default. To exclude a plug-in, a component, or a module, deselect the check box next to it.
 - Plugins and components column - Displays the name of the plug-in/component/module.
 - ID column - Displays the element's identification number (if any).
 - Type column - Indicates the type of item: Plug-in, Component, or Module.

Adding plug-ins or components

If you want to integrate other plug-ins or components into the executable application, you just need to place them in a PlugIns or Components folder next to the 4D Volume Desktop application or next to the 4D Server application. The mechanism for copying the contents of the source application folder (see [Customizing the 4D Volume Desktop folder](#)) can be used to integrate any type of file into the executable application.

If there is a conflict between two different versions of the same plug-in (one loaded by 4D and the other located in the source application folder), priority goes to the plug-in installed in the 4D Volume Desktop/4D Server folder. However, if there are two instances of the same component, the application will not open.

The use of plug-ins and/or components in a deployment version may require license numbers.

Deselecting modules

A module is a built-in code library used by 4D to control specific features. If you know that your built application does not use any of the features covered by a module, you can deselect it in the list to reduce the size of your application files.

Warning: Deselecting a module could prevent your built application from working as expected. If you are not sure about what each module does, leave them selected.

100% certain that a module is never called by your application, it is recommended to keep it selected.

The following optional modules can be deselected:

- CEF: Chromium embedded library. It is necessary to run [Web areas](#) that use the embedded rendering engine and [4D View Pro areas](#). Calling such areas when CEF is deselected will display blank areas and/or generate errors.
- MeCab: Library used for text indexing in Japanese language (see this [settings paragraph](#)). Deselecting this module will force text indexes to be rebuilt in Japanese language.

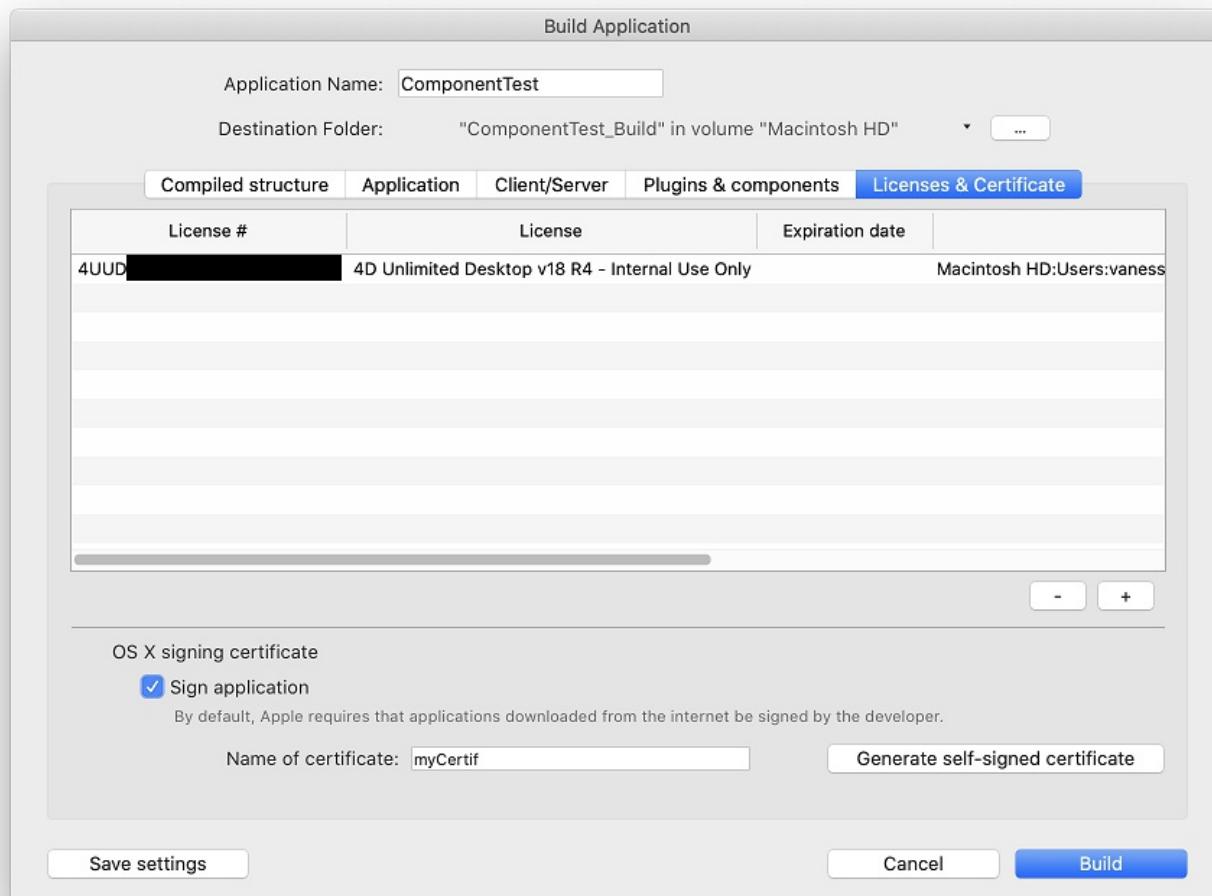
If you deselect MeCab for an application in Japanese language used on heterogeneous platforms, make sure to deselect it on both client/server build and [client application build](#) (for the concurrent platform), otherwise major malfunctions will occur in the application.

- PHP: Necessary to use PHP features and commands in 4D (see this [settings paragraph](#)).
- SpellChecker: Used for built-in [spellchecking features](#) and commands available for input areas and 4D Write Pro areas.
- 4D Updater: Controls the [automatic update](#) of client parts and is used by the `SET UPDATE FOLDER` command for [automated server updates](#).

Licenses & Certificate page

The Licences & Certificate page can be used to:

- designate the license number(s) that you want to integrate into your single-user stand-alone application
- sign the application by means of a certificate in macOS.



Licenses

This tab displays the list of available deployment licenses that you can integrate into your application. By default, the list is empty. You must explicitly add your *4D Developer Professional* license as well as each *4D Desktop Volume* license to be used in the application built. You can add another *4D Developer Professional* number and its associated licenses other than the one currently being used.

To remove or add a license, use the [+] and [-] buttons at the bottom of the window.

When you click on the [+] button, an open file dialog box appears displaying by default the contents of the *Licenses* folder of your machine. For more information about the location of this folder, refer to the [Get 4D folder](#) command.

You must designate the files that contain your Developer license as well as those containing your deployment licenses. These files were generated or updated when the *4D Developer Professional* license and the *4D Desktop Volume* licenses were purchased.

Once you have selected a file, the list will indicate the characteristics of the license that it contains.

- License # - Product license number
- License - Name of the product
- Expiration date - Expiration date of the license (if any)
- Path - Location on disk

If a license is not valid, a message will warn you.

You can designate as many valid files as you want. When building an executable application, 4D will use the most appropriate license available.

Dedicated "R" licenses are required to build applications based upon "R-release" versions (license numbers for "R" products start with "R-4DDP").

After the application is built, a new deployment license file is automatically included in the *Licenses* folder next to the executable application (Windows) or in the package (macOS).

OS X signing certificate

The application builder can sign merged 4D applications under macOS (single-user applications, components, 4D Server and client parts under macOS). Signing an application authorizes it to be executed using the Gatekeeper functionality of macOS when the "Mac App Store and Identified Developers" option is selected (see "About Gatekeeper" below).

- Check the Sign application option to include certification in the application builder procedure for OS X. 4D will check the availability of elements required for certification when the build occurs:

OS X signing certificate

Sign application

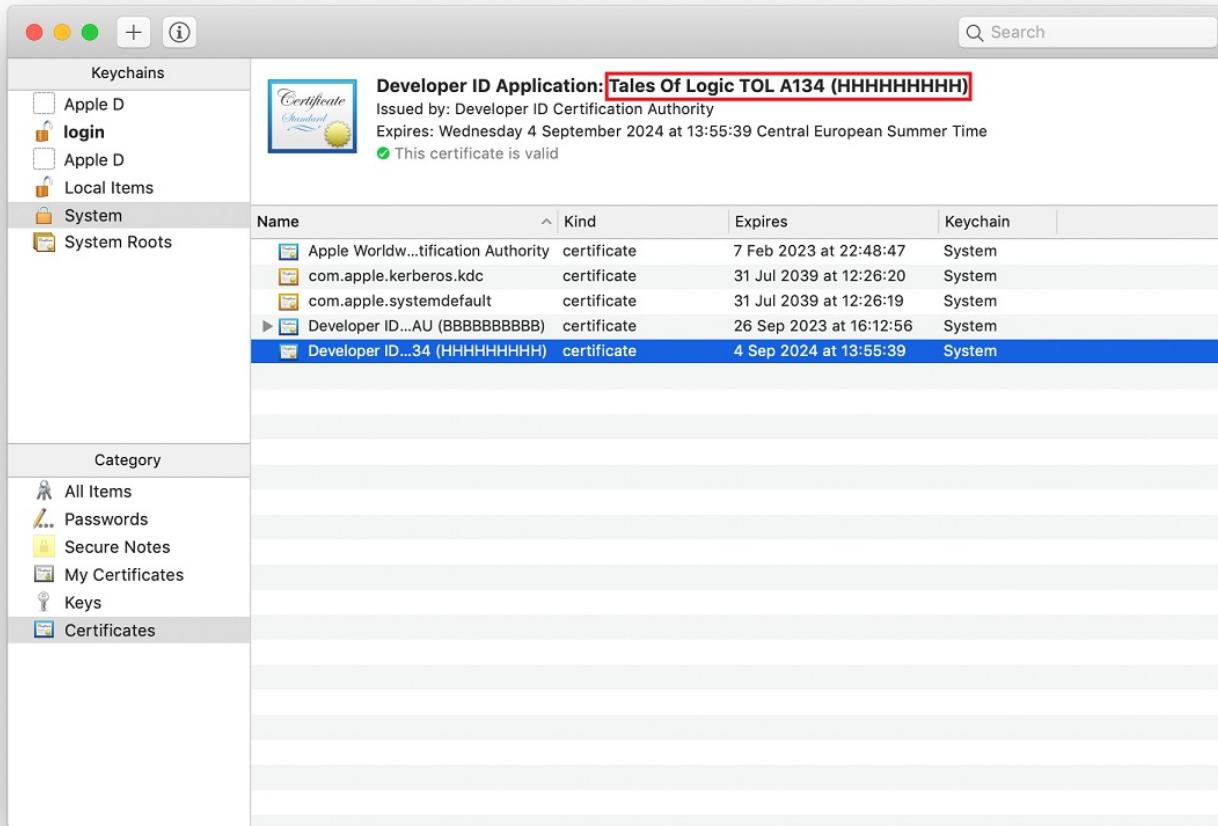
By default, Apple requires that applications downloaded from the internet be signed by the developer.

Name of certificate:

Generate self-signed certificate

This option is displayed under both Windows and macOS, but it is only taken into account for macOS versions.

- Name of certificate - Enter the name of your developer certificate validated by Apple in this entry area. The certificate name is usually the name of the certificate in the Keychain Access utility (part in red in the following example):

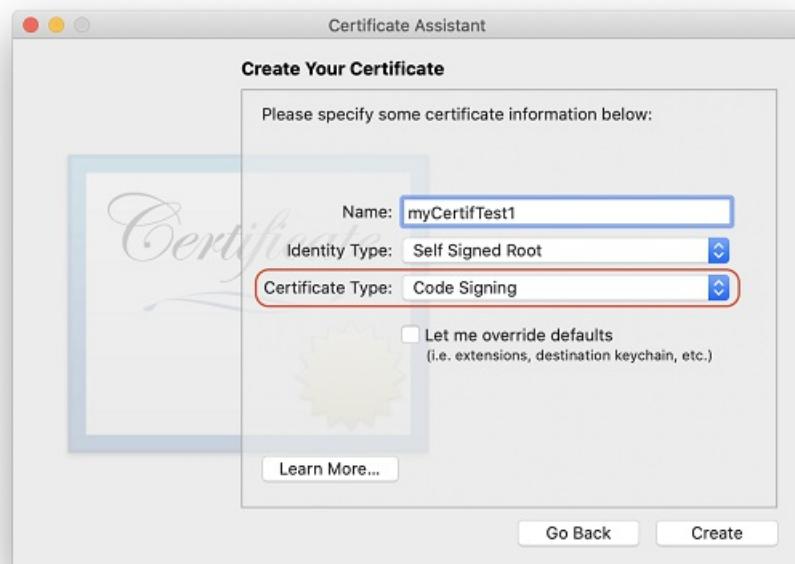


To obtain a developer certificate from Apple, Inc., you can use the commands of the Keychain Access menu or go here: <http://developer.apple.com/library/mac/#documentation/Security/Conceptual/CodeSigningGuide/Procedures/Procedures.html>.

This certificate requires the presence of the Apple codesign utility, which is provided by default and usually located in the "/usr/bin/" folder. If an error occurs, make sure that this utility is present on your disk.

- Generate self-signed certificate - runs the "Certificate Assistant" that allows you to generate a self-signed certificate. If you do not have an Apple developer certificate, you need to provide a self-signed certificate. With this certificate, no alert message is displayed if the application is deployed internally. If the application is deployed externally (i.e. through http or email), at launch macOS displays an alert message that the application's developer is unidentified. The user can "force" the opening of the application.

In the "Certificate Assistant", be sure to select the appropriate options:



In the "Certificate Assistant", be sure to select the appropriate options: > 4D recommends to subscribe to the Apple Developer Program to get access to Developer Certificates that are necessary to notarize applications (see below).

About Gatekeeper

About Gatekeeper Gatekeeper is a security feature of OS X that controls the execution of applications downloaded from the Internet. If a downloaded application does not come from the Apple Store or is not signed, it is rejected and cannot be launched.

On Apple Silicon machines, 4D [components](#components) need to be actually signed. An unsigned component will generate an error at application startup ("lib4d-arm64.dylib can't be opened...").

The Sign application option of the 4D application builder lets you generate applications and components that are

compatible with this option by default.

About Notarization

Application notarization is highly recommended by Apple as of macOS 10.14.5 (Mojave) and 10.15 (Catalina), since non-notarized applications deployed via the internet are blocked by default.

The 4D [built-in signing features](#os-x-signing-certificate) have been adapted to meet all of Apple's requirements to allow using the Apple notary service. The notarization itself must be conducted by the developer and is independent from 4D (note also that it requires installing Xcode). Please refer to [this 4D blog post](<https://blog.4d.com/how-to-notarize-your-merged-4d-application/>) that provides a step-by-step description of the notarization process.

For more information on the notarization concept, please refer to [this page on the Apple developer website](https://developer.apple.com/documentation/xcode/notarizing_your_app_before_distribution/customizing_the_notarization_workflow).

Customizing application icons

4D associates a default icon with stand-alone, server, and client applications, however you can customize the icon for each application.

- macOS - When building a double-clickable application, 4D handles the customizing of the icon. In order to do this, you must create an icon file (icns type), prior to building the application file, and place it next to the project folder.

Apple, Inc. provides a specific tool for building *icns* icon files (for more information, please refer to [Apple documentation](#)).

Your icon file must have the same name as the project file and include the **.icns** extension. 4D automatically takes this file into account when building the double-clickable application.

- Windows - When building a double-clickable application, 4D handles the customizing of its icon. In order to do this, you must create an icon file (*.ico* extension), prior to building the application file, and place it next to the project folder.

Your icon file must have the same name as the project file and include the *.ico* extension. 4D automatically takes this file into account when building the double-clickable application.

You can also set specific [XML keys](#) in the `buildApp.4DSettings` file to designate each icon to use. The following keys are available:

- `RuntimeVLIconWinPath`
- `RuntimeVLIconMacPath`
- `ServerIconWinPath`
- `ServerIconMacPath`
- `ClientMacIconForMacPath`
- `ClientWinIconForMacPath`
- `ClientMacIconForWinPath`
- `ClientWinIconForWinPath`

Management of data file(s)

Opening the data file

When a user launches a merged application or an update (single-user or client/server applications), 4D tries to select a valid data file. Several locations are examined by the application successively.

The opening sequence for launching a merged application is:

- 4D tries to open the last data file opened, [as described below](#) (not applicable during initial launch).

2. If not found, 4D tries to open the data file in a default data folder next to the .4DZ file in read-only mode.
3. If not found, 4D tries to open the standard default data file (same name and same location as the .4DZ file).
4. If not found, 4D displays a standard "Open data file" dialog box.

Last data file opened

Path of last data file

Any standalone or server applications built with 4D stores the path of the last data file opened in the application's user preferences folder.

The location of the application's user preferences folder corresponds to the path returned by the following statement:

```
userPrefs:=Get 4D folder(Active 4D Folder)
```

The data file path is stored in a dedicated file, named *lastDataPath.xml*.

Thanks to this architecture, when you provide an update of your application, the local user data file (last data file used) is opened automatically at first launch.

This mechanism is usually suitable for standard deployments. However, for specific needs, for example if you duplicate your merged applications, you might want to change the way that the data file is linked to the application (described below).

Configuring the data linking mode

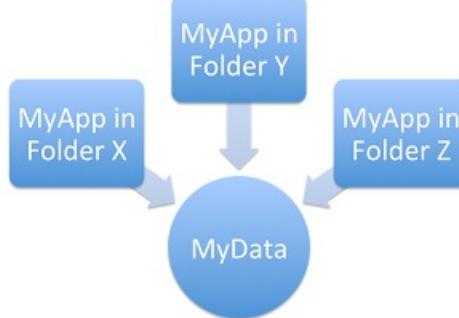
Configuring the data linking mode With your compiled applications, 4D automatically uses the last data file opened. By default, the path of the data file is stored in the application's user preferences folder and is linked to the application name.

This may be unsuitable if you want to duplicate a merged application intended to use different data files. Duplicated applications actually share the application's user preferences folder and thus, always use the same data file -- even if the data file is renamed, because the last file used for the application is opened.

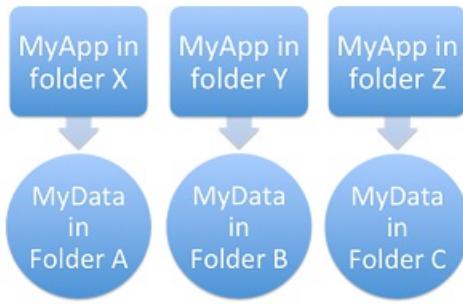
4D therefore lets you link the data file path to the application path. In this case, the data file will be linked using a specific path and will not just be the last file opened. You therefore link your data by application path.

This mode allows you to duplicate your merged applications without breaking the link to the data file. However, with this option, if the application package is moved on the disk, the user will be prompted for a data file, since the application path will no longer match the "executablePath" attribute (after a user has selected a data file, the *lastDataPath.xml* file is updated accordingly).

Duplication when data linked by application name:



Duplication when data linked by application path:



You can select the data linking mode during the build application process. You can either:

- Use the [Application page](#) or [Client/Server page](#) of the Build Application dialog box.
- Use the LastDataPathLookup XML key (single-user application or server application).

Defining a default data folder

Defining a default data folder 4D allows you to define a default data file at the application building stage. When the application is launched for the first time, if no local data file is found (see [opening sequence described above](#)), the default data file is automatically opened silently in read-only mode by 4D. When the application is launched for the first time, if no local data file is found (see [opening sequence described above](#)), the default data file is automatically opened silently in read-only mode by 4D. This gives you better control over data file creation and/or opening when launching a merged application for the first time.

More specifically, the following cases are covered:

- Avoiding the display of the 4D "Open Data File" dialog box when launching a new or updated merged application. This gives you better control over data file creation and/or opening when launching a merged application for the first time.

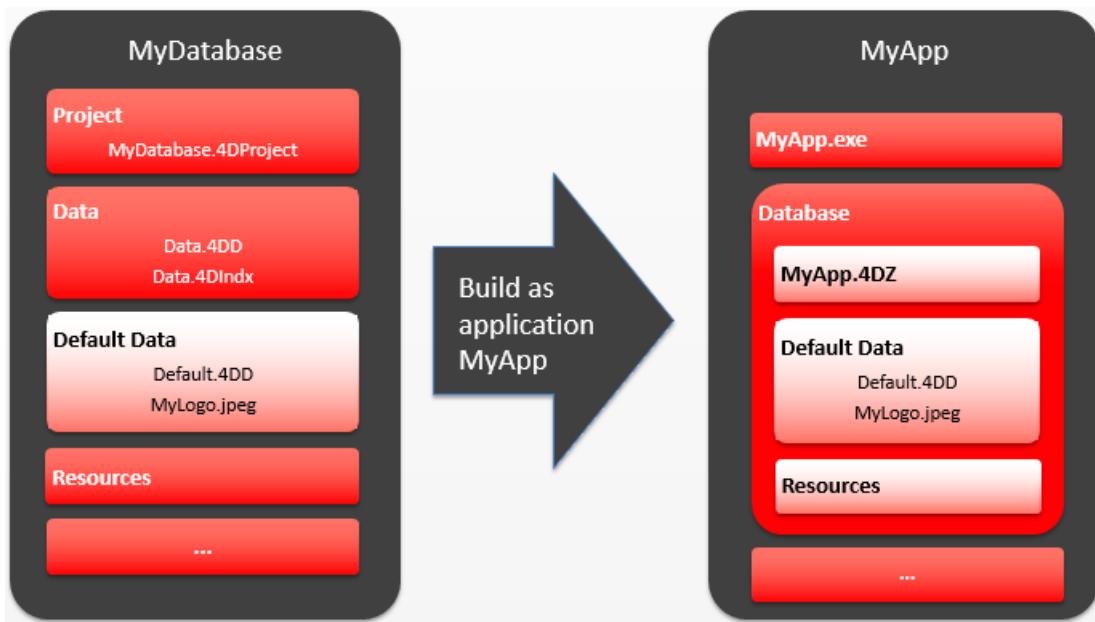
More specifically, the following cases are covered:

- Avoiding the display of the 4D "Open Data File" dialog box when launching a new or updated merged application. You can detect, for example at startup, that the default data file has been opened and thus execute your own code and/or dialogs to create or select a local data file.
- Allowing the distribution of merged applications with read-only data (for demo applications, for instance).

To define and use a default data file:

- You provide a default data file (named "Default.4DD") and store it in a default folder (named "Default Data") inside the application project folder. This file must be provided along with all other necessary files, depending on the project configuration: index (.4DIndx), external Blobs, journal, etc. It is your responsibility to provide a valid default data file. It is your responsibility to provide a valid default data file. Note however that since a default data file is opened in read-only mode, it is recommended to uncheck the "Use Log File" option in the original structure file before creating the data file.
- When the application is built, the default data folder is integrated into the merged application. All files within this default data folder are also embedded.

The following graphic illustrates this feature:



When the default data file is detected at first launch, it is silently opened in read-only mode, thus allowing you to execute any custom operations that do not modify the data file itself.

Management of client connection(s)

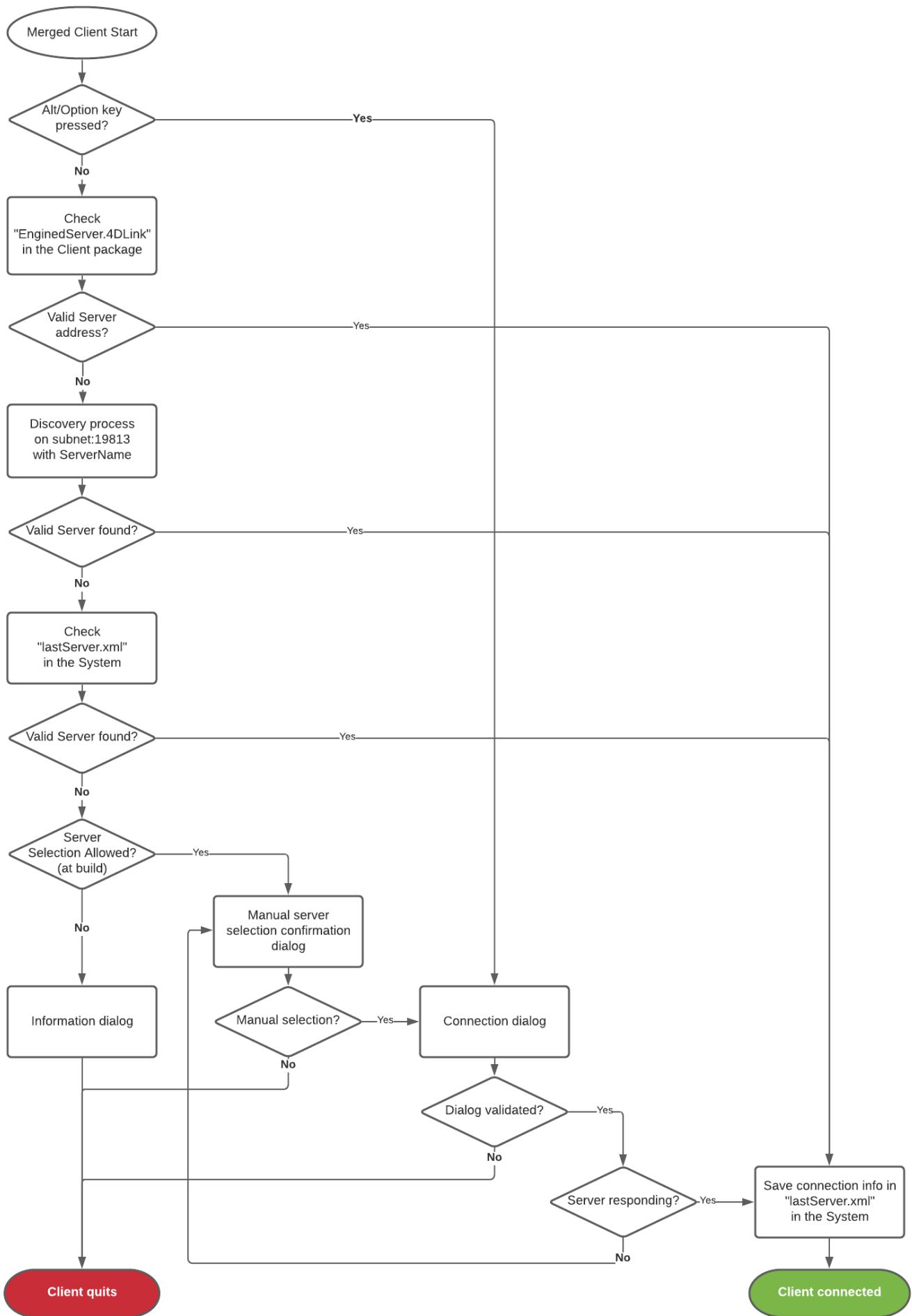
The management of connections by client applications covers the mechanisms by which a merged client application connects to the target server, once it is in its production environment.

Connection scenario

The connection procedure for merged client applications supports cases where the dedicated server is not available. The startup scenario for a 4D client application is the following:

1. If valid connection information is stored in the "EnginedServer.4DLink" file within the client application, the client application connects to the specified server address.
OR
The client application tries to connect to the server using the discovery service (based upon the server name, broadcasted on the same subnet).
2. If this fails, the client application tries to connect to the server using information stored in the application's user preferences folder ("lastServer.xml" file, see last step).
3. If this fails, the client application displays a connection error dialog box.
 - o If the user clicks on the Select... button (when allowed by the 4D developer at the build step, see below), the standard "Server connection" dialog box is displayed.
 - o If the user clicks on the Quit button, the client application quits.
4. If the connection is successful, the client application saves this connection information in the application's user preferences folder for future use.

The whole procedure is described in the following diagram:



Storing the last server path

The last used and validated server path is automatically saved in a file named "lastServer.xml" in the application's user

preferences folder. This folder is stored at the following location:

```
userPrefs:=Get 4D folder(Active 4D Folder)
```

This mechanism addresses the case where the primary targeted server is temporary unavailable for some reason (maintenance mode for example). When this case occurs for the first time, the server selection dialog box is displayed (if allowed, see below) and the user can manually select an alternate server, whose path is then saved if the connection is successful. Any subsequent unavailability would be handled automatically through the "lastServer.xml" path information.

- When client applications cannot permanently benefit from the discovery service, for example because of the network configuration, it is recommended that the developer provide a host name at build time using the [IPAddress](#) key in the "BuildApp.4DSettings" file. The mechanism addresses cases of temporary unavailability.
- Pressing the Alt/Option key at startup to display the server selection dialog box is still supported in all cases.

Availability of the server selection dialog box in case of error

You can choose whether or not to display the standard server selection dialog box on merged client applications when the server cannot be reached. The configuration depends on the value of the [ServerSelectionAllowed](#) XML key on the machine where the application was built:

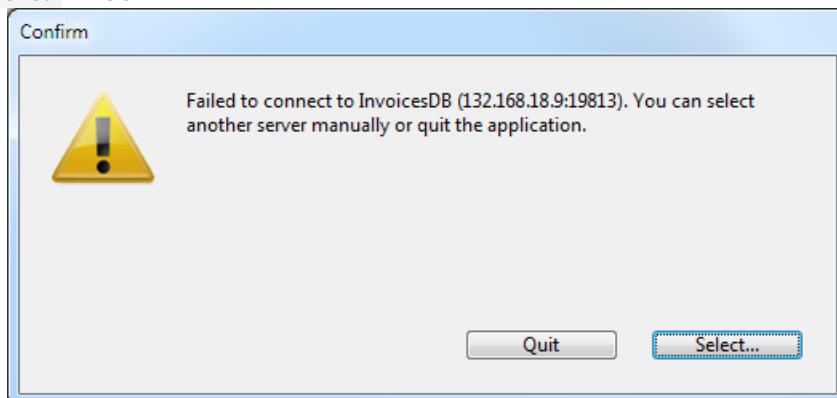
- Display of an error message with no access possible to the server selection dialog box . Default operation. The application can only quit.

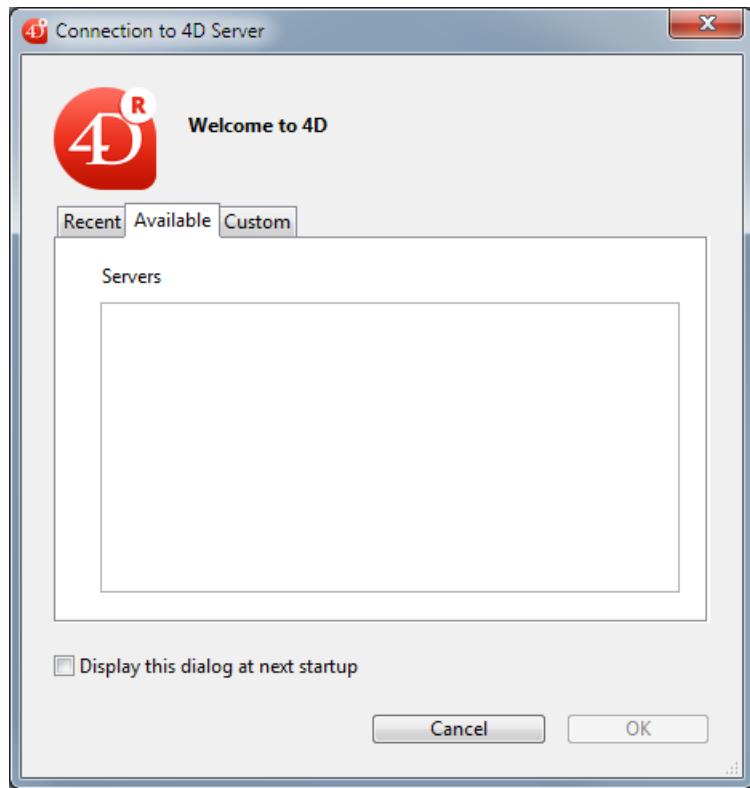
`ServerSelectionAllowed : False or key omitted`



- Display of an error message with access to the server selection dialog box possible . The user can access the server selection window by clicking on the Select... button.

`ServerSelectionAllowed : True`





Automatic updating of server or single-user applications

In principle, updating server applications or merged single-user applications require user intervention (or programming custom system routines): whenever a new version of the merged application is available, you have to exit the application in production and manually replace the old files with the new ones; then restart the application and select the current data file.

You can automate this procedure to a large extent using the following language commands: `SET UPDATE FOLDER`, `RESTART 4D`, and also `Get last update log path` for monitoring operations. The idea is to implement a function in your 4D application triggering the automatic update sequence described below. It can be a menu command or a process running in the background and checking at regular intervals for the presence of an archive on a server.

You also have XML keys to elevate installation privileges so that you can use protected files under Windows (see the [4D XML Keys BuildApplication manual](#)).

Here is the scenario for updating a server or merged single-user application:

1. You transfer, for example using an HTTP server, the new version of the server application or the merged single-user application onto the machine in production.
2. In the application in production, you call the `SET UPDATE FOLDER` command: this command designates the location of the folder where the "pending" update of the current application is found. Optionally, you can copy in this folder the custom elements of the version in production (user files).
3. In the application in production, call the `RESTART 4D` command: this command automatically triggers execution of a utility program named "updater" that exits the current application, replaces it using the "pending" update if one is specified, and restarts the application with the current data file. The former version is renamed.

This sequence is compatible with Windows server applications run as a Service.

Update log

The installation procedure produces a log file detailing the update operations of merged applications (client, server or single-user) on the target machines. This file is useful for analyzing any errors that occur during the installation process.

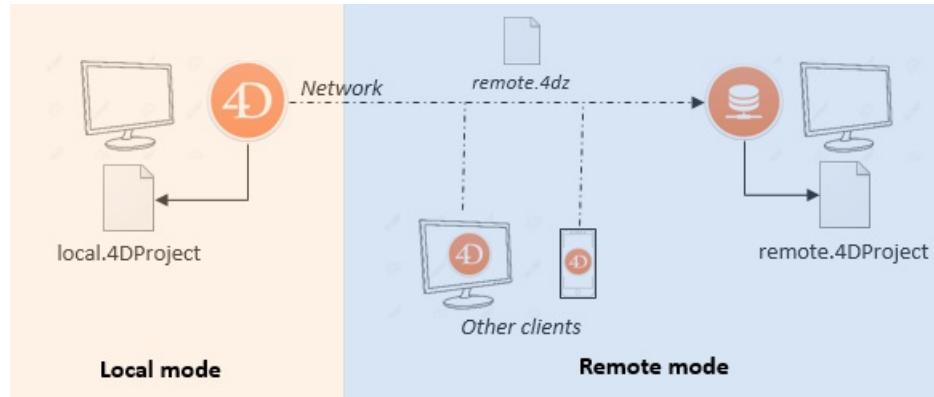
The update log is named `YYYY-MM-DD_HH-MM-SS_log_X.txt`, for example, `2021-08-25_14-23-00_log_1.txt` for a file created on August 25, 2021 at 14:23.

This file is created in the "Updater" application folder, within the system user folder. You can find out the location of this file at any time using the [Get last update log path](#) command.

Client/Server Management

4D Desktop applications can be used in a Client/Server configuration, either as merged client/server applications or as remote projects.

- merged client/server applications are generated by the [Build Application manager](#). They are used for application deployments.
- remote projects are [.4DProject](#) files opened by 4D Server and accessed with 4D in remote mode. The server sends a [.4dz](#) version of the project ([compressed format](#)) to the remote 4D, thus structure files are read-only. This configuration is usually used for application testing.



Connecting to a remote project from the same machine as 4D Server allows modifying the project files. This [specific feature](#) allows to develop a client/server application in the same context as the deployment context.

Opening a merged client/server application

A merged client/server application is customized and its starting is simplified:

- To launch the server portion, the user simply double-clicks on the server application. The project file does not need to be selected.
- To launch the client portion, the user simply double-clicks the client application, which connects directly to the server application.

These principles are detailed in the [Build Application](#) page.

Opening a remote project

The first time you connect to a 4D Server project via a remote 4D, you will usually use the standard connection dialog. Thereafter, you will be able to connect directly using the Open Recent Projects menu or a 4DLink shortcut file.

To connect remotely to a 4D Server project:

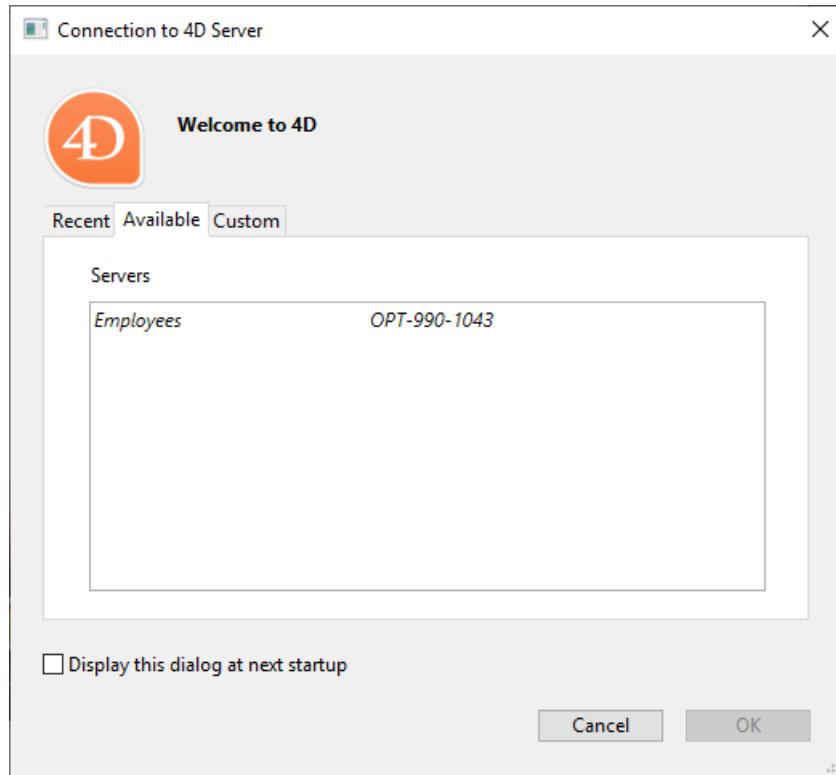
1. Select Connect to 4D Server in the Welcome Wizard dialog,

ODER

Select Open/Remote Project... from the File menu or the Open toolbar button.

The 4D Server connection dialog appears. This dialog has three tabs: Recent, Available, and Custom.

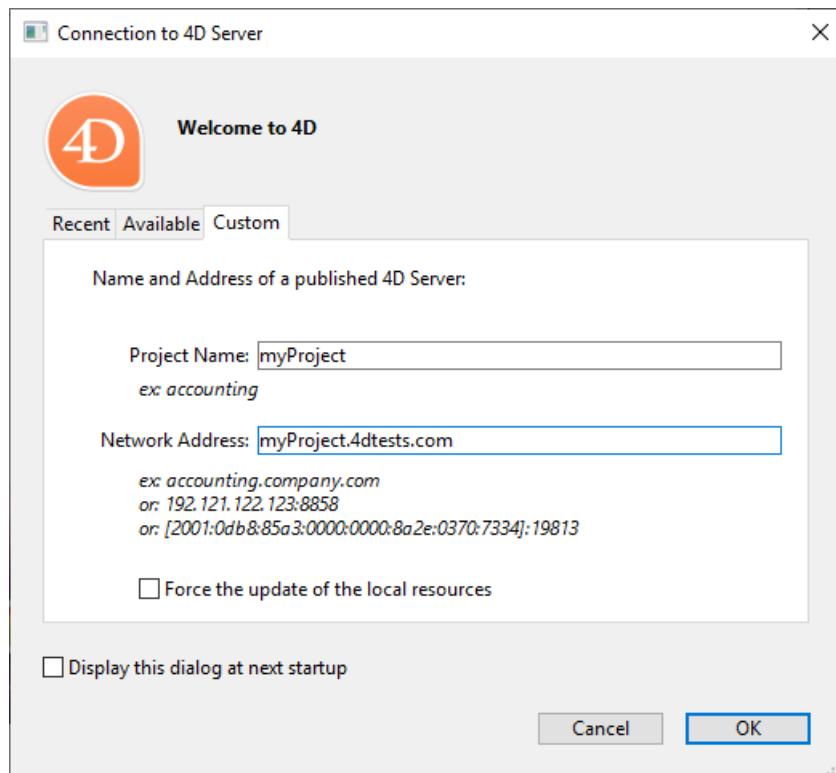
If 4D Server is connected to the same network as the remote 4D, select Available. 4D Server includes a built-in TCP/IP broadcasting system that, by default, publishes the name of the 4D Server projects available over the network. The list is sorted by order of appearance and updated dynamically.



To connect to a server from the list, double-click on its name or select it and click the OK button.

A circumflex accent (^) is placed before the name of projects published with the encryption option enabled.

If the published project is not displayed in the Available list, select Custom. The Custom page allows you to connect to a published server on the network using its network address and assigning it a customized name.



- Project name: Defines the local name of the 4D Server project. This name will be used in the Recent page when referring to the project.
- Network address: The IP address of the machine where the 4D Server was launched.

If two servers are executed simultaneously on the same machine, the IP address must be followed by a colon and port number, for example: 192.168.92.104:19814 .

By default, the publishing port of a 4D Server is 19813. This number can be modified in the Project settings.

Once this page assigns a server, clicking the OK button will allow you to connect to the server.

If the project is published with the encryption option enabled, you must add a circumflex accent (^) before the name, otherwise the connection will be refused. For more information, refer to the [Encrypting Client/Server Connections](#) section.

Once a connection to the server has been established, the remote project will be listed on the Recent tab.

Updating project files on the server

4D Server automatically creates and sends the remote machines a [.4dz version](#) of the [.4DProject](#) project file (not compressed) in interpreted mode.

- An updated .4dz version of the project is automatically produced when necessary, *i.e.* when the project has been modified and reloaded by 4D Server. The project is reloaded:
 - automatically, when the 4D Server application window comes to the front of the OS or when the 4D application on the same machine saves a modification (see below).
 - when the `RELOAD PROJECT` command is executed. Calling this command is necessary for example when you have pulled a new version of the project from the source control platform.

Updating project files on remote machines

When an updated .4dz version of the project has been produced on 4D Server, connected remote 4D machines must log out and reconnect to 4D Server in order to benefit from the updated version.

Using 4D and 4D Server on the same machine

When 4D connects to a 4D Server on the same machine, the application behaves as 4D in single user mode and the design environment allows you to edit project files. This feature allows you to develop a client/server application in the same context as the deployment context.

Each time 4D performs a Save all action from the design environment (explicitly from File menu or implicitly by switching to application mode for example), 4D Server synchronously reloads project files. 4D waits for 4D Server to finish reloading the project files before it continues.

However, you need to pay attention to the following behavior differences compared to [standard project architecture](#):

- the `userPreferences.{username}` folder used by 4D is not the same folder used by 4D Server in the project folder. Instead, it is a dedicated folder, named "userPreferences", stored in the project system folder (*i.e.*, the same location as when opening a .4dz project).
- the folder used by 4D for derived data is not the folder named "DerivedData" in the project folder. Instead it is a dedicated folder named "DerivedDataRemote" located in the project system folder.
- the `catalog.4DCatalog` file is not edited by 4D but by 4D Server. Catalog information is synchronised using client/server requests
- the `directory.json` file is not edited by 4D but by 4D Server. Directory information is synchronised using client/server requests
- 4D uses its own internal components and plug-ins instead of those in 4D Server.

It is not recommended to install plug-ins or components at the 4D or 4D Server application level.

Developing Components

A 4D component is a set of 4D functions, methods, and forms representing one or more functionalities that can be [installed and used in 4D applications](#). Sie können z. B. eine 4D E-Mail Komponente entwickeln, die alle Aspekte von Senden, Empfangen und Speichern von E-Mails in 4D Anwendungen verwaltet.

You can develop 4D components for your own needs and keep them private. You can also [share your components with the 4D community](#).

Definitionen

- Matrix Projekt: 4D Projekt zum Entwickeln der Komponente. Das Matrix Projekt ist ein Standardprojekt ohne spezifische Attribute. Es bildet eine einzelne Komponente.
- Host Projekt: Anwendungsprojekt, in dem eine Komponente installiert und verwendet wird.
- Component: Matrix project that can be compiled or [built](#), copied into the `Components` folder of the host application and whose contents are used in the host application.

Basics

Creating and installing 4D components is carried out directly from 4D:

- To install a component, you simply need to copy the component files into the `Components` folder of the project. You can use aliases or shortcuts.
- A project can be both a matrix and a host, in other words, a matrix project can itself use one or more components. However, a component cannot use "sub-components" itself.
- A component can call on most of the 4D elements: classes, functions, project methods, project forms, menu bars, choice lists, and so on. Sie kann keine Datenbankmethoden und Trigger aufrufen.
- You cannot use the datastore, standard tables, or data files in 4D components. Eine Komponente kann jedoch Tabellen, Felder und Datendateien über Operationen externer Anwendungen erstellen bzw. verwenden. Dies sind separate 4D Anwendungen, in denen Sie mit SQL Befehlen arbeiten.
- A host project running in interpreted mode can use either interpreted or compiled components. A host project running in compiled mode cannot use interpreted components. In this case, only compiled components can be used.

Reichweite der Befehle der Programmiersprache

Eine Komponente kann jeden Befehl der 4D Programmiersprache verwenden, außer er gehört zur Liste [nicht verwendbare Befehle](#).

When commands are called from a component, they are executed in the context of the component, except for the `EXECUTE METHOD` or `EXECUTE FORMULA` command that use the context of the method specified by the command. Eine Komponente kann auch die Lesebefehle des Kapitels "Benutzer und Gruppen" verwenden. Die Befehle lesen jedoch die Benutzer und Gruppen des Host Projekts, da eine Komponente keine eigenen Benutzer und Gruppen hat.

Die Befehle `SET DATABASE PARAMETER` und `Get database parameter` bilden hier eine Ausnahme. Sie gelten global für die Anwendung. Ruft eine Komponente diese Befehle auf, werden sie auf das Host Anwendungsprojekt angewendet.

Darüberhinaus wurden spezifische Maßnahmen für die 4D Funktionen `Structure file` und `Get 4D folder` definiert, wenn sie im Rahmen von Komponenten verwendet werden.

Über den Befehl `COMPONENT LIST` erhalten Sie die Liste der Komponenten, die vom Host Projekt geladen werden.

Nicht verwendbare Befehle

Die folgenden Befehle eignen sich nicht zur Verwendung in einer Komponenten, da sie die Strukturdatei verändern — die im Nur-Lesen Modus geöffnet ist. Their execution in a component will generate the error -10511, "The

CommandName command cannot be called from a component":

- ON EVENT CALL
- In einem Ereignis aufgerufene Methode
- SET PICTURE TO LIBRARY
- REMOVE PICTURE FROM LIBRARY
- SAVE LIST
- ARRAY TO LIST
- EDIT FORM
- CREATE USER FORM
- DELETE USER FORM
- CHANGE PASSWORD
- EDIT ACCESS
- Set group properties
- Set user properties
- DELETE USER
- CHANGE LICENSES
- BLOB TO USERS
- SET PLUGIN ACCESS

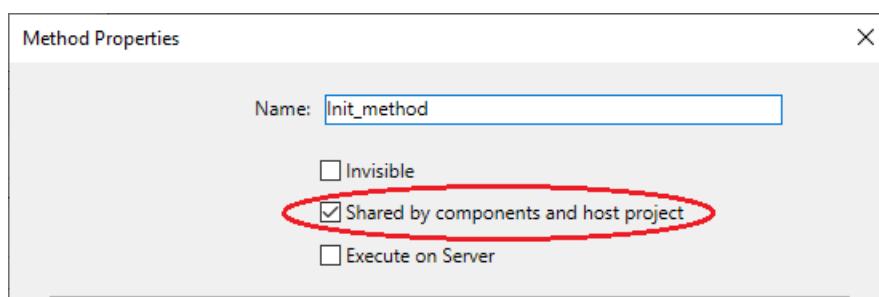
Hinweise:

- Der Befehl `Current form table` gibt `Nil` zurück, wenn er in einem Projektformular aufgerufen wird. Folglich lässt er sich nicht in einer Komponente verwenden.
- In einem Komponentenprojekt lassen sich keine Befehle zur Definition von SQL Daten, wie `CREATE TABLE`, `DROP TABLE`, etc., verwenden. Sie werden jedoch mit externen Anwendungen unterstützt (siehe SQL Befehl `CREATE DATABASE`).

Projektmethoden gemeinsam nutzen

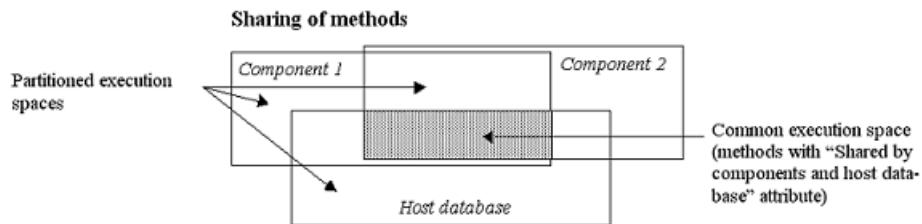
All the project methods of a matrix project are by definition included in the component (the project is the component), which means that they can be called and executed within the component.

On the other hand, by default these project methods will not be visible, and they can't be called in the host project. In the matrix project, you must explicitly designate the methods that you want to share with the host project by checking the Shared by components and host project box in the method properties dialog box:



Shared project methods can be called in the code of the host project (but they cannot be modified in the Method editor of the host project). These methods are entry points of the component.

Conversely, for security reasons, by default a component cannot execute project methods belonging to the host project. In manchen Fällen müssen Sie jedoch zulassen, dass eine Komponente auf die Projektmethoden Ihres Host Projekts zugreifen kann. To do this, you must explicitly designate which project methods of the host project you want to make accessible to the components (in the method properties, check the Shared by components and host project box).



Once the project methods of the host projects are available to the components, you can execute a host method from inside a component using the `EXECUTE FORMULA` or `EXECUTE METHOD` commands. Beispiel:

```
// Host Method
component_method("host_method_name")
```

```
// component_method
C_TEXT($1)
EXECUTE METHOD($1)
```

An interpreted host database that contains interpreted components can be compiled or syntax checked if it does not call methods of the interpreted component. Otherwise, a warning dialog box appears when you attempt to launch the compilation or a syntax check and it will not be possible to carry out the operation. Keep in mind that an interpreted method can call a compiled method, but not the reverse, except via the use of the `EXECUTE METHOD` and `EXECUTE FORMULA` commands.

Sharing of classes and functions

By default, component classes and functions cannot be called from the 4D method editor of the host project. If you want your component classes and functions to be exposed in the host projects, you need to declare a component namespace. Additionally, you can control how component classes and functions are suggested in the host method editor.

Declaring the component namespace

To allow classes and functions of your component to be exposed in the host projects, enter a value in the [Component namespace in the class store option in the General page](#) of the matrix project Settings. By default, the area is empty: component classes are not available outside of the component context.

Component

Component namespace in the class store: `cs.`

Generate syntax file for code completion when compiled

A namespace ensures that no conflict emerges when a host project uses different components that have classes or functions with identical names. A component namespace must be compliant with [property naming rules](#).

When you enter a value, you declare that component classes and functions will be available in the [user class store \(cs\)](#) of the host project's code, through the `cs.<value>` namespace. For example, if you enter "eGeometry" as component namespace, assuming that you have created a `Rectangle` class containing a `getArea()` function, once your project is installed as a component, the developer of the host project can write:

```
//in host project
var $rect: cs.eGeometry.Rectangle
$rect:=cs.eGeometry.Rectangle.new(10;20)
$area:=$rect.getArea()
```

Of course, it is recommended to use a distinguished name to avoid any conflict. If a user class with the same name as a component already exists in the project, the user class is taken into account and the component classes are ignored.

A component's ORDA classes are not available in its host project. For example, if there is a dataclass called Employees in your component, you will not be able to use a "cs.Mycomponent.Employee" class in the host project.

Hidden classes

Just like in any project, you can create hidden classes and functions in the component by prefixing names with an underscore ("_"). When a [component namespace is defined](#), hidden classes and functions of the component will not appear as suggestions when using code completion.

Note however that they can still be used if you know their names. For example, the following syntax is valid even if the `_Rectangle` class is hidden:

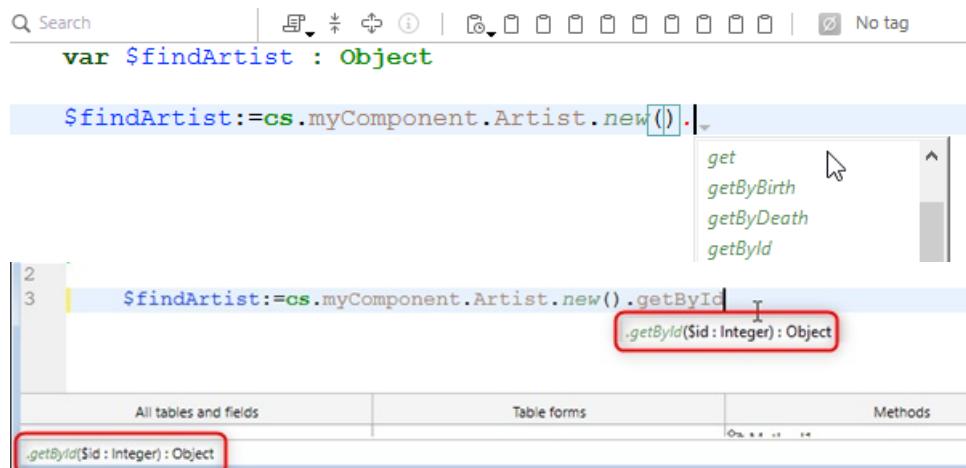
```
$rect:=cs.eGeometry._Rectangle.new(10;20)
```

Non-hidden functions inside a hidden class appear as suggestions when you use code completion with a class that [inherits](#) from it. For example, if a component has a `Teacher` class that inherits from a `_Person` class, code completion for `Teacher` suggests non-hidden functions from `_Person`.

Code completion for compiled components

To make your component easier to use for developers, you can check the [Generate syntax file for code completion when compiled](#) option in the [General page](#) of the matrix project Settings.

A syntax file (JSON format) is then automatically created during the compilation phase, filled with the syntax of your component's classes, functions, and [exposed methods](#), and placed in the `¥Resources¥en.lproj` folder of the component project. 4D uses the contents of that syntax file to generate contextual help in the code editor, such as code completion and function syntax:



If you don't enter a [component namespace](#), the resources for the classes and exposed methods are not generated even if the syntax file option is checked.

Variablen übergeben

Lokale, Prozess- und Interprozess Variablen werden nicht von Komponenten und Host Projekten gemeinsam genutzt.

The only way to modify component variables from the host project and vice versa is using pointers.

Beispiel mit Array:

```
//In the host project:  
ARRAY INTEGER(MyArray;10)  
AMethod(->MyArray)  
  
//In the component, the AMethod project method contains:  
APPEND TO ARRAY($1->;2)
```

Beispiele mit Variablen:

```
C_TEXT(myvariable)  
component_method1(->myvariable)  
  
C_POINTER($p)  
$p:=component_method2(...)
```

Without a pointer, a component can still access the value of a host database variable (but not the variable itself) and vice versa:

```
//In the host database  
C_TEXT($input_t)  
$input_t:="DoSomething"  
component_method($input_t)  
// component_method gets "DoSomething" in $1 (but not the $input_t variable)
```

Über Zeiger können Komponenten und Host Projekt miteinander kommunizieren. Dabei müssen Sie folgendes berücksichtigen:

- Der 4D Befehl `Get pointer` gibt keinen Zeiger auf eine Variable des Host Projekts zurück, wenn sie von einer Komponenten aus aufgerufen wird und umgekehrt.
- Die Architektur für Komponenten lässt zu, dass dasselbe interpretierte Projekt sowohl interpretierte als auch kompilierte Komponenten enthalten kann. In einem kompilierten Projekt können dagegen nur kompilierte Komponenten verwendet werden. Für diesen Fall gilt folgende Regelung für Zeiger: Der Interpreter kann einen im kompilierten Modus erstellten Zeiger auflösen. Er kann jedoch im kompilierten Modus keinen Zeiger auflösen, der im interpretierten Modus erstellt wurde. Dieses Prinzip wollen wir an folgendem Beispiel erläutern: Es gibt die beiden Komponenten C (kompiliert) und I (interpretiert), die im selben Host Projekt installiert sind.
- Definiert Komponente C die Variable `myCvar`, kann Komponente I über den Zeiger `->myCvar` auf diese Variable zugreifen.
- Definiert Komponente I die Variable `myIvar` variable, kann Komponente C über den Zeiger `->myIvar` nicht auf diese Variable zugreifen. Diese Syntax verursacht einen Ausführungsfehler.
- Wir raten davon ab, Zeiger bei Komponenten über den 4D Befehl `RESOLVE POINTER` miteinander zu vergleichen, da durch die Partitionierung von Variablen gleichnamige Variablen nebeneinander existieren können, die jedoch in einer Komponente ganz anderen Inhalt haben können als im Host Projekt bzw. einer anderen Komponente. Auch der Variablentyp kann in beiden Kontexten unterschiedlich sein. Zeigen z. B. `myptr1` und `myptr2` jeweils auf eine Variable, kann der folgende Vergleich ein inkorrektres Ergebnis zurückgeben:

```
RESOLVE POINTER(myptr1;vVarName1;vtablenum1;vfieldnum1)  
RESOLVE POINTER(myptr2;vVarName2;vtablenum2;vfieldnum2)  
If(vVarName1=vVarName2)  
//This test returns True even though the variables are different
```

In diesem Fall müssen Sie die Zeiger miteinander vergleichen:

```
If(myPtr1==myPtr2) //This test returns False
```

Fehlerverwaltung

Eine Fehlerverwaltungsmethode, die über den Befehl `ON ERR CALL` eingerichtet wurde, gilt nur für die laufende Anwendung. Erzeugt eine Komponente einen Fehler, wird nicht die Fehlerverwaltungsmethode `ON ERR CALL` des Host Projekts aufgerufen, und umgekehrt.

Auf Tabellen des Host Projekts zugreifen

Although components cannot use tables, pointers can allow host projects and components to communicate with each other. Hier sehen Sie beispielsweise eine Methode, die sich in einer Komponente aufrufen lässt:

```
// calling a component method
methCreateRec(>[PEOPLE];>[PEOPLE]Name;"Julie Andrews")
```

Der Code von `methCreateRec` in der Komponente lautet:

```
C_POINTER($1) //Pointer on a table in host project
C_POINTER($2) //Pointer on a field in host project
C_TEXT($3) // Value to insert

$tablepointer:=$1
$fieldpointer:=$2
CREATE RECORD($tablepointer->

$fieldpointer->:=$3
SAVE RECORD($tablepointer->)
```

In the context of a component, 4D assumes that a reference to a table form is a reference to the host table form (as components can't have tables.)

Tabellen und Felder verwenden

Eine Komponente kann keine Tabellen und Felder verwenden, die in der 4D Struktur des Matrix Projekts definiert wurden. Sie können jedoch externe Datenbanken erstellen und dann gemäß Ihren Anforderungen deren Tabellen und Felder verwenden. Sie können externe Datenbanken mit SQL erstellen und verwalten. Eine externe Datenbank ist vom 4D Hauptprojekt unabhängig, Sie können aber vom 4D Hauptprojekt aus damit arbeiten. Der Einsatz einer externen Datenbank bedeutet, dass sie temporär die aktuelle Datenbank ist, d. h. die Zieldatenbank für die von 4D ausgeführten SQL Anfragen. Sie erstellen externe Datenbanken mit dem SQL Befehl `CREATE DATABASE`.

Beispiel

Nachfolgender Code ist in einer Komponente enthalten, er führt drei Grundaktionen mit einer externen Datenbank aus:

- Er erstellt die externe Datenbank, wenn sie noch nicht existiert,
- Er fügt in der externen Datenbank Daten hinzu,
- Er liest Daten aus der externen Datenbank aus.

Externe Datenbank erstellen:

```

<>MyDatabase:=Get 4D folder+"\MyDB" // (Windows) stores the data in an authorized directory
Begin SQL
    CREATE DATABASE IF NOT EXISTS DATAFILE :[<>MyDatabase];
    USE DATABASE DATAFILE :[<>MyDatabase];
    CREATE TABLE IF NOT EXISTS KEEPIT
    (
        ID INT32 PRIMARY KEY,
        kind VARCHAR,
        name VARCHAR,
        code TEXT,
        sort_order INT32
    );

    CREATE UNIQUE INDEX id_index ON KEEPIT (ID);

    USE DATABASE SQL_INTERNAL;

End SQL

```

In der externen Datenbank schreiben:

```

$Ptr_1:=$2 // retrieves data from the host project through pointers
$Ptr_2:=$3
$Ptr_3:=$4
$Ptr_4:=$5
$Ptr_5:=$6
Begin SQL

    USE DATABASE DATAFILE :[<>MyDatabase];

    INSERT INTO KEEPIT
    (ID, kind, name, code, sort_order)
    VALUES
    (:[$Ptr_1], :[$Ptr_2], :[$Ptr_3], :[$Ptr_4], :[$Ptr_5]);

    USE DATABASE SQL_INTERNAL;

End SQL

```

Daten aus der externen Datenbank auslesen:

```

$Ptr_1:=$2 // accesses data of the host project through pointers
$Ptr_2:=$3
$Ptr_3:=$4
$Ptr_4:=$5
$Ptr_5:=$6

Begin SQL

    USE DATABASE DATAFILE :[<>MyDatabase];

    SELECT ALL ID, kind, name, code, sort_order
    FROM KEEPIT
    INTO :$Ptr_1, :$Ptr_2, :$Ptr_3, :$Ptr_4, :$Ptr_5;

    USE DATABASE SQL_INTERNAL;

End SQL

```

Formulare verwenden

- In einer Komponente lassen sich nur "Projektformulare" (d. h. sie sind keiner bestimmten Tabelle zugeordnet) verwenden. Eine Komponente kann alle Projektformulare des Matrix Projekts verwenden.
- Eine Komponente kann Tabellenformulare des Host Projekts aufrufen. Beachten Sie, dass Sie dann Zeiger anstelle von Tabellennamen zwischen eckigen Klammern [] verwenden müssen, um Formulare im Code der Komponente anzugeben.

If a component uses the `ADD RECORD` command, the current Input form of the host project will be displayed, in the context of the host project. Consequently, if the form includes variables, the component will not have access to them.

- Sie können Formulare von Komponenten als Unterformulare in Host Projekten veröffentlichen. Das bedeutet vor allem, dass Sie Komponenten mit grafischen Objekten entwickeln können. Zum Beispiel nutzen Widgets, die 4D liefert, Unterformulare in Komponenten.

In the context of a component, any referenced project form must belong to the component. For example, inside a component, referencing a host project form using `DIALOG` or `Open form window` will throw an error.

Ressourcen verwenden

Components can use resources located in the Resources folder of the component.

Automatische Mechanismen greifen: Die Komponente lädt automatisch die XLIFF Dateien, die in ihrem Ordner Resources gefunden werden.

In einem Host Projekt mit einer oder mehreren Komponenten haben jede Komponente sowie die Host Projekte ihren eigenen "Ressourcen String." Ressourcen sind auf die verschiedenen Projekte verteilt: Sie können nicht von Komponente B oder dem Host Projekt aus auf die Ressourcen von Komponente A zugreifen.

Executing initialization code

A component can execute 4D code automatically when opening or closing the host database, for example in order to load and/or save the preferences or user states related to the operation of the host database.

Executing initialization or closing code is done by means of the `On Host Database Event` database method.

For security reasons, you must explicitly authorize the execution of the `On Host Database Event` database method in the host database in order to be able to call it. For security reasons, you must explicitly authorize the execution of the `On Host Database Event` database method in the host database in order to be able to call it.

Komponenten durch Kompilieren schützen

By default, all the code of a matrix project installed as a component is potentially visible from the host project. Das bedeutet im einzelnen:

- Gemeinsam verwendete Projektmethoden erscheinen im Explorer auf der Seite Methoden und lassen sich in den Methoden des Host Projekts aufrufen. Ihr Inhalt lässt sich auswählen und aus der Vorschau des Explorers kopieren. Sie sind auch im Debugger sichtbar. However, it's not possible to open them in the Method editor or modify them.
- Andere Projektmethoden des Matrix Projekts erscheinen nicht im Explorer, sind jedoch ebenfalls im Debugger des Host Projekts sichtbar.
- The non-hidden classes and functions can be viewed in the debugger *if a namespace is declared*.

To protect the code of a component effectively, simply [compile and build](#) the matrix project and provide it in the form of a .4dz file. Wird ein kompiliertes Matrix Projekt als Komponente installiert, gilt folgendes:

- The shared project methods, classes and functions can be called in the methods of the host project. Shared project

methods are also visible on the Methods Page of the Explorer. However, their contents will not appear in the preview area and in the debugger.

- Die anderen Projektmethoden des Matrix Projekts erscheinen nie.

Sharing components

We encourage you to support the 4D developer community by sharing your components, preferably on the [GitHub platform](#). We recommend that you use the `4d-component` topic to be correctly referenced.

Developing Plug-ins

Wofür wird ein Plug-In benötigt?

Auch wenn 4D hunderte von Methoden zum Verwalten von Objekten, Datensätzen und Steuern von Benutzeroberflächen enthält, wird für manche Fälle eine spezielle Verwendung oder Funktionalität (abhängig von der Plattform) benötigt: Einer benötigt ODBC unter Windows, ein anderer Apple-Dienste auf MacOS, und weitere möchten spezielle Statistik-Tools, bestimmte Zahlungsmodalitäten einbauen, Login für soziale Netzwerke oder Dateizugriff über das Netzwerk gewähren, eine branchenspezifische Benutzeroberfläche oder eine eigene Bildstruktur hinzufügen.

Würden all diese Bereiche für die beiden Betriebssysteme macOS und Windows über 4D Befehle abgedeckt, hätten wir als Effekt ein Produkt mit tausenden von Befehlen und gleichzeitig viele Benutzer, die solch einen Funktionsumfang gar nicht benötigen. Solch ein allumfassendes Tool würde die 4D Umgebung unglaublich komplex machen, so dass die meisten Anwender erst ein paar Monate studieren müssten, bevor sie brauchbare Ergebnisse liefern könnten.

Der modulare Aufbau der 4D Umgebung ermöglicht die Erstellung von Basisanwendungen, schließt aber die Entwicklung hochkomplexer Systeme nicht aus. Die 4D Plug-in Architektur öffnet die 4D Umgebung für jede Art von Anwendung oder Benutzer. 4D Plug-Ins vervielfachen die Leistung und Produktivität der Anwendung oder des Benutzers.

Was ist ein Plug-In und was kann es leisten?

Ein Plug-In ist ein Stück Code, den 4D beim Starten aufruft. Es rüstet 4D mit zusätzlichen Funktionalitäten aus und macht es leistungsstärker.

In der Regel macht ein Plug-In Dinge, die:

- 4D nicht ausführen kann (z. B. spezifische Technologie einer Plattform)
- äußerst schwierig mit 4D zu bewerkstelligen wären
- nur als Einstieg über Plug-In verfügbar sind

Ein Plug-In enthält in der Regel einen Satz Routinen für den 4D Entwickler. Es kann einen externen Bereich verwalten und einen externen Prozess steuern.

- Eine Plug-In Routine ist eine Routine, die in native Programmiersprache (im allgemeinen C oder C++) geschrieben ist und die eine Aktion auslöst.
- Ein externer Bereich ist Teil eines Formulars, der fast alles anzeigen und bei Bedarf mit dem Benutzer interagieren kann.
- Ein externer Prozess ist ein eigenständiger Prozess, der normalerweise in einer Schleife läuft und so ziemlich alles Gewünschte ausführen kann. Der gesamte Prozess-Code gehört zum Plug-In. 4D dient nur dazu, Ereignisse vom Prozess zu empfangen und an ihn zu senden.

Wichtiger Hinweis:

Ein Plug-In kann sehr einfach sein, mit nur einer Routine zum Ausführen einer kleinen Aufgabe, oder sehr komplex mit hunderten von Routinen und Bereichen. Es gibt virtuell kein Limit, was ein Plug-In tun kann. Jeder Plug-in-Entwickler sollte jedoch bedenken, dass ein Plug-in ein Musterteil von Code ist. Es ist das Plug-In, das in 4D läuft, und nicht andersherum. Als ein Code-Teil ist es der Host von 4D und keine eigenständige Anwendung. Es nutzt CPU Zeit und Speicher gemeinsam mit 4D und anderen Plug-Ins. Es sollte also ein freundlicher Code sein, der nur das enthält, was zur Ausführung notwendig ist. Beispielsweise sollte ein Plug-In in langen Schleifen `PA_Yield()` aufrufen, um dem 4D Planungssystem Zeit zu geben, es sei denn, seine Aufgabe ist sowohl für dieses als auch für die Datenbank kritisch.

Ein Plug-In erstellen

4D bietet auf GitHub ein open-source [Plug-In SDK](#) mit dem 4D Plugin API und dem 4D Plugin Wizard:

- Das [4D Plugin API](#), geschrieben in C, fügt über 400 Funktionen hinzu, mit denen Sie leicht eigene Plug-Ins erstellen

und den Funktionsumfang Ihrer 4D Anwendung ergänzen können. 4D Plug-In API Funktionen verwalten alle Interaktionen zwischen der 4D Applikation und Ihrem Plug-In.

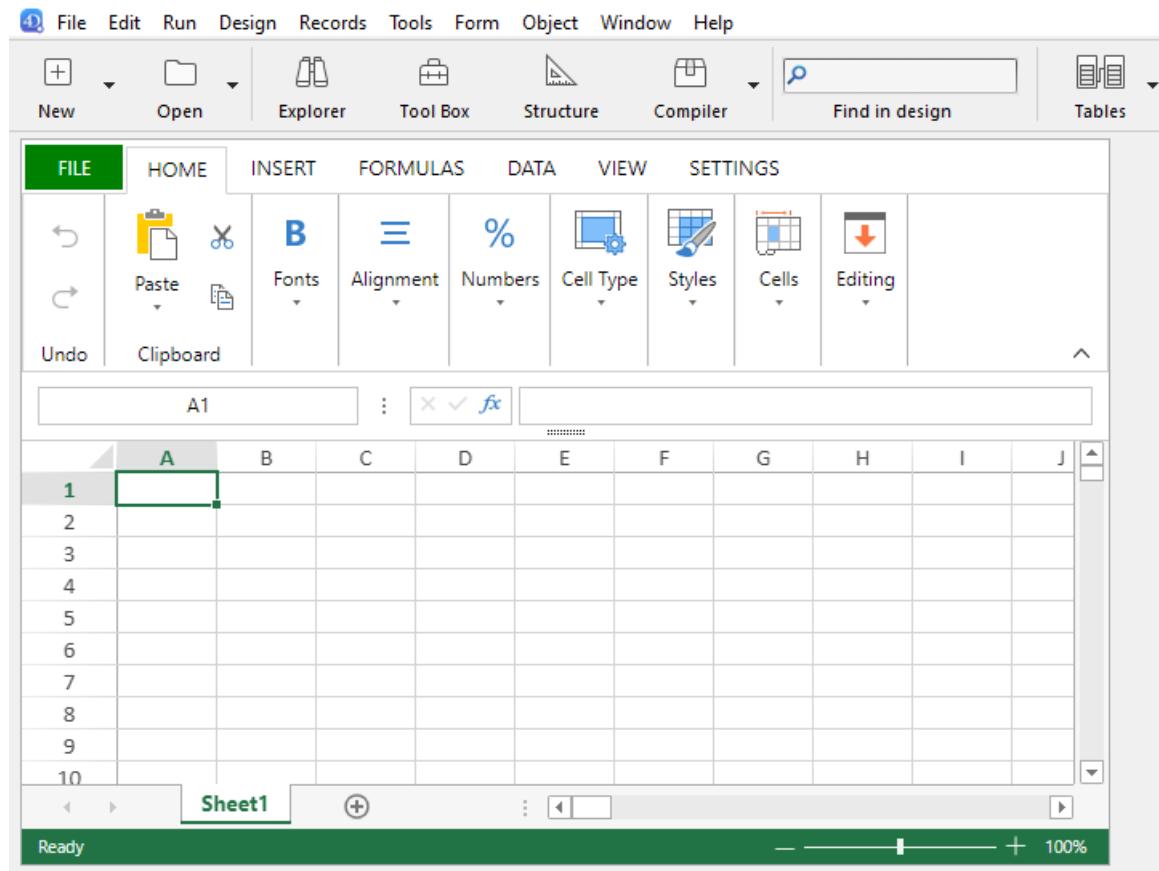
- Der [4D Plugin Wizard](#) ist ein wichtiges Tool, das die Entwicklung von 4D Plug-Ins vereinfacht. Er schreibt den für 4D erforderlichen Code, um das Plug-In korrekt zu laden und damit zu interagieren. So können Sie sich auf Ihren eigenen Code konzentrieren.

Sharing plug-ins

We encourage you to support the 4D developer community by sharing your plug-ins, preferably on the [GitHub platform](#). We recommend that you use the `4d-plugin` topic to be correctly referenced.

Getting Started

4D View Pro is a [4D component](#) that includes a [4D form area](#) and specific [methods](#). It allows you to embed advanced spreadsheet features in your projects.



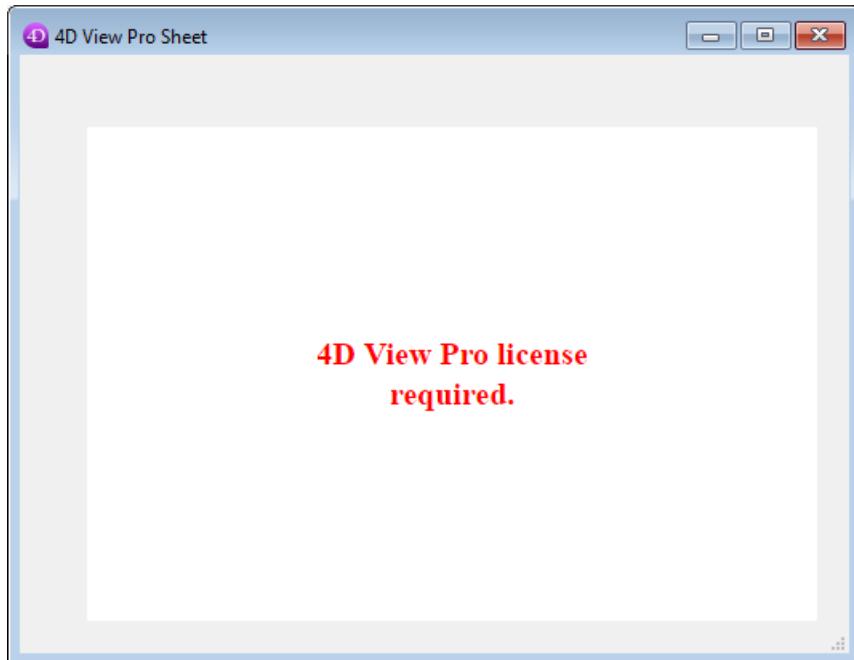
A spreadsheet is an application containing a grid of cells into which you can enter information, execute calculations, or display pictures. 4D View Pro is powered by the [SpreadJS spreadsheet solution](#) integrated in 4D.

Embedding 4D View Pro areas in your forms allows you to import and export spreadsheets documents using the 4D View Pro commands.

Installation and activation

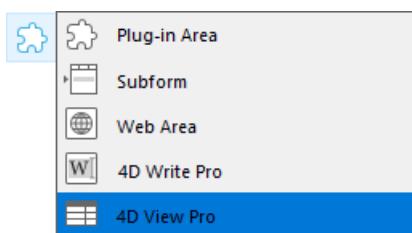
4D View Pro features are directly included in 4D, making it easy to deploy and manage. No additional installation is required.

However, 4D View Pro requires a license. You need to activate this license in your application in order to use its features. When using this component without a license, the contents of an object that requires a 4D View Pro feature are not displayed at runtime, an error message is displayed instead:



Inserting a 4D View Pro area

4D View Pro documents are displayed and edited manually in a [4D form object](#) named 4D View Pro. To select this object, click on the last tool in the object bar:



You can also select a preconfigured 4D View Pro area in the [Object library](#).

4D View Pro areas can also be [created and used offscreen](#).

You can [configure the area](#) using the Property List and 4D View Pro methods.

Selection, Input and Navigation Basics

Spreadsheets are composed of rows and columns. A number is associated with each row. A letter (or group of letters once the number of columns surpasses the number of letters in the alphabet) is associated with each column. The intersection of a row and a column makes a cell. Cells can be selected and their contents edited.

Selecting cells, columns and rows

- To select a cell, simply click on it or use the direction arrows on the keyboard. Its content (or formula) is displayed within the cell.
- To select several continuous cells, drag the mouse from one end of the selection to the other. You can also click on the two ends of the selection while holding down the Shift key.
- To select all cells in the spreadsheet, click on the cell at the top left of the area:



- To select a column, click on the corresponding letter (or set of letters).
- To select a row, click on the corresponding number.

- To select a group of cells that are not continuous, hold down the Ctrl key (Windows) or Command key (Mac) and click on each cell to be selected.
- To deselect cells, simply click anywhere within the spreadsheet.

Entering data

Double-clicking on a cell allows passing into input mode in the relevant cell. If the cell is not empty, the insertion cursor is placed after the content of the cell.



Data can be entered directly once a cell is already selected, even if the insertion cursor is not visible. The input then replaces the content of the cell.

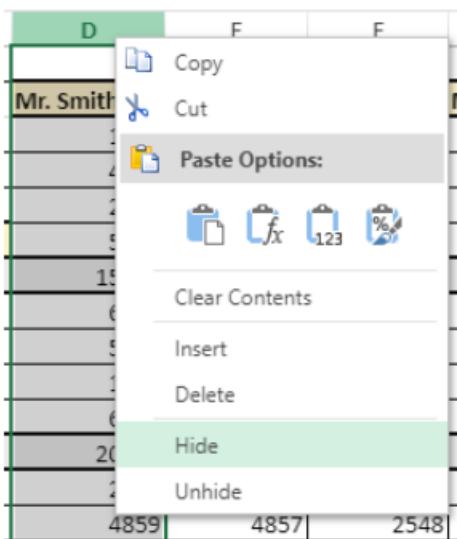
The Tab key validates the cell input and selects the cell to its right. Combining the Shift + Tab keys validates the cell input and selects the cell to its left.

The Carriage return key validates the cell input and selects the cell below it. Combining the Shift + Carriage return keys validates the cell input and selects the cell above it.

The direction keys (arrows) allow you to move a cell in the direction indicated by the arrow.

Using the Context Menu

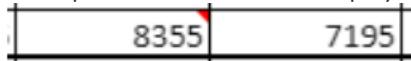
4D View Pro areas benefit from an automatic context menu that offers standard editing features such as copy and paste, but also basic spreadsheet features:



The Copy/Cut and Paste features of the context menu only work within the spreadsheet area, they do not have access to the system pasteboard. System shortcuts such as Ctrl+c/Ctrl+v works however and can be used to exchange data between the area and other applications.

Depending on the clicked area, the following options are also available:

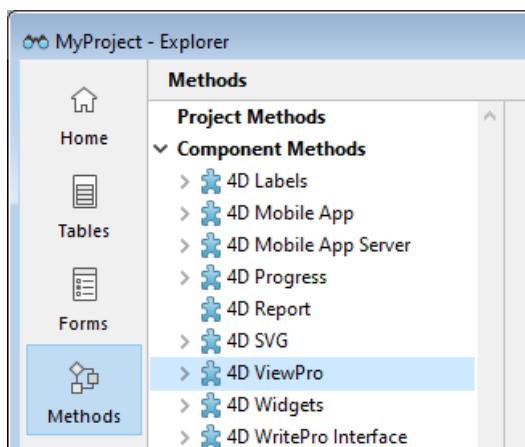
- click on a column or row header: Insert, Delete, Hide, or Unhide the contents
- click on a cell or a cell range:
 - Filter: allows hiding row through filters (see [Filtering rows](#) in the SpreadJS documentation).
 - Sort: sorts the column contents.
 - Insert Comment: allows user to enter a comment for an area. When a comment has been entered for an area, the top left cell of the area displays a small red triangle:



Using 4D View Pro methods

4D View Pro methods can be used in the 4D Method editor, just like 4D language commands.

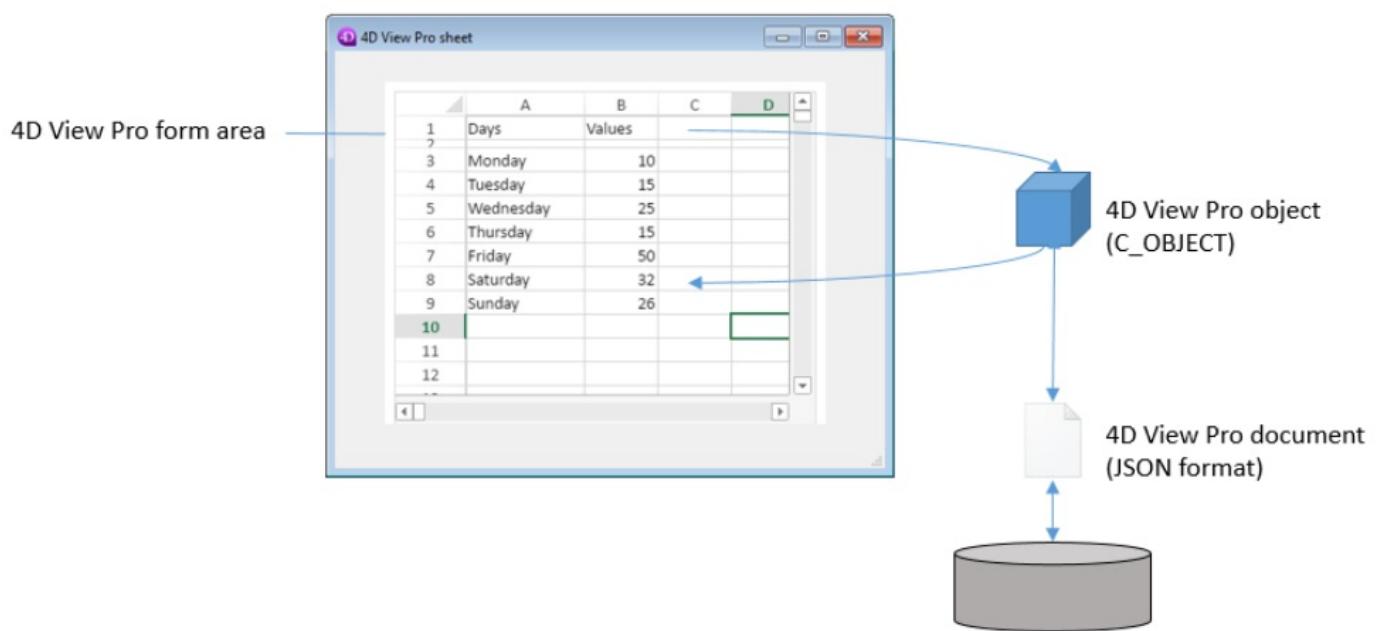
Since 4D View Pro is a built-in 4D component, you can access its list of methods from the Explorer, in the Component Methods section:



For a detailed list of component methods, see [Method list](#).

Addressing a 4D View Pro area

A 4D View Pro area handles several objects and elements.



Most of 4D View Pro methods require a `vpAreaName` parameter, which is the **4D View Pro form area name** (4D form object). This name is the [object name](#) property.

For example, if you want to set the total number of columns of an area named "myVpArea", you write:

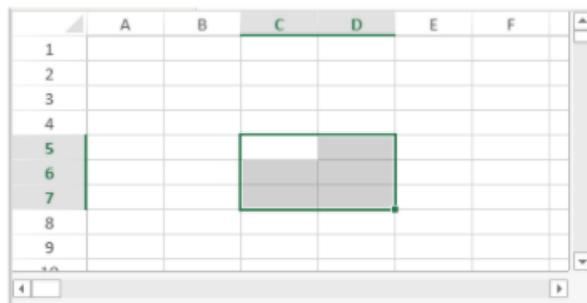
```
VP SET COLUMN COUNT("myVpArea";5)
```

When loading a 4D View Pro object in a form area, 4D generates the [On VP Ready](#) form event once the whole area is loaded. You must execute any 4D View Pro code handling the area in this event, otherwise an error is returned.

Using range objects

Some 4D View Pro methods require a *rangeObj* parameter. In 4D View Pro, a range is an object that references an area in a spreadsheet. This area can be composed of one or several cells. Using 4D View Pro methods, you can create ranges and pass them to other methods to read from or write to specific locations in your document.

For example, to create a range object for the following cells:



You can use the [VP Cells](#) method:

```
var $myRange : Object  
$myRange:=VP Cells("ViewProArea";2;4;2;3) // C5 to D7
```

You can then pass `$myRange` to another 4D View Pro method to modify these cells (for example add a border to the set of cells with [VP SET BORDER](#)).

4D View Pro range objects are composed of several properties:

- area - The name of the 4D View Pro area
- ranges - A collection of range object(s). Available properties within each range object depend on the range object type. For example, a column range object will only include the `.column` and `.sheet` properties.

Property		Typ	Beschreibung	Available for
area		Text	4D View Pro area form object name	always available
ranges		collection	Collection of range(s)	always available
	[].name	Text	Range name	name
	[].sheet	number	Sheet index (current sheet index by default) (counting begins at 0)	cell, cells, row, rows, column, columns, all, name
	[].row	number	Row index (counting begins at 0)	cell, cells, row, rows
	[].rowCount	number	Row count	cells, rows
	[].column	number	Column index (counting begins at 0)	cell, cells, column, columns
	[].columnCount	number	Column count	cells, columns

Importing and exporting documents

4D View Pro supports the import and export of several document formats:

- .4vp
- .xlsx
- .txt and .csv
- .pdf (for export only)

For more details, check out the description of [VP IMPORT DOCUMENT](#) and [VP EXPORT DOCUMENT](#).

Configuring 4D View Pro Areas

The 4D View Pro area properties can be configured using the Property list. Spreadsheet properties are available through the language.

Form area properties

Using the area's property list, you can set [4D View Pro object properties](#) such as Object Name, [Variable or Expression](#), Appearance, Action, and Events.

Selecting a user interface

You can select the interface to use with your 4D View Pro form areas in the [Property List](#), under Appearance:



You can also use the `userInterface` and `withFormulaBar` (only with the "toolbar" interface) JSON properties.

Interfaces allow for basic modifications and data manipulation. User-defined modifications are saved in the 4D View Pro object when the user saves the document.

Ribbon

Toolbar

Enabling the Toolbar interface displays the [Show Formula Bar](#) option. When selected, the formula bar is visible below the Toolbar interface.

With visible formula bar:

Features

Both the Ribbon and the Toolbar interfaces group related features into tabs:

Tab	Aktionen	Ribbon Interface	Toolbar Interface
File	File manipulation	X	
Home	Text appearance	X	X
Insert	Add items	X	X
Formulas	Formula calculation and library	X	X
Daten	Data manipulation	X	X
View	Visual presentation	X	X
Settings	Sheet presentation reference	X	

Form Events

The following form events are available in the Property List for 4D View Pro areas.

Some of the events are standard form events (available to all active objects) and some are specific 4D View Pro form events. Some standard form events provide extended information in the object returned by the [FORM Event](#) command when they are generated for 4D View Pro areas. The following table shows which events are standard and which are specific or provide additional information to 4D View Pro areas:

Standard 4D events	Specific and extended 4D View Pro events
On Load	On VP Ready
On Getting Focus	On Clicked
On Losing Focus	On Double Clicked
On Unload	On Header Click
	On After Edit
	On Selection Change
	On Column Resize
	On Row Resize
	On VP Range Changed

Sheet Options

The 4D View Pro sheet options object allows you to control various options of your 4D View Pro areas. This object is handled by the following commands:

- [VP SET SHEET OPTIONS](#)
- [VP Get sheet options](#)

Sheet appearance

Property		Typ	Beschreibung
allowCellOverflow		Boolean	Specifies whether data can overflow into adjacent empty cells.
sheetTabColor		string	A color string used to represent the sheet tab color, such as "red", "#FFFF00", "rgb(255,0,0)", "Accent 5", and so on.
frozenlineColor		string	A color string used to represent the frozen line color, such as "red", "#FFFF00", "rgb(255,0,0)", "Accent 5", and so on.
clipBoardOptions		Lange Ganzzahl	The clipboard option. Available values: <code>vk clipboard paste options all</code> , <code>vk clipboard paste options formatting</code> , <code>vk clipboard paste options formulas</code> , <code>vk clipboard paste options formulas and formatting</code> , <code>vk clipboard paste options values</code> , <code>vk clipboard paste options values and formatting</code>
gridline		object	The grid line's options.
	color	string	A color string used to represent the grid line color, such as "red", "#FFFF00", "rgb(255,0,0)", "Accent 5", and so on.
	showVerticalGridline	Boolean	Specifies whether to show the vertical grid line.
	showHorizontalGridline	Boolean	Specifies whether to show the horizontal grid line.
rowHeaderVisible		Boolean	Specifies whether the row header is visible.
colHeaderVisible		Boolean	Specifies whether the column header is visible.
rowHeaderAutoText		Lange Ganzzahl	Specifies whether the row header displays letters or numbers or is blank. Available values: <code>vk header auto text blank</code> , <code>vk header auto text letters</code> , <code>vk header auto text numbers</code>
colHeaderAutoText		Lange Ganzzahl	Specifies whether the column header displays letters or numbers or is blank. Available values: <code>vk header auto text blank</code> , <code>vk header auto text letters</code> , <code>vk header auto text numbers</code>
selectionBackColor		string	The selection's background color for the sheet. (preferred RGBA format)
selectionBorderColor		string	The selection's border color for the sheet.
sheetAreaOffset		object	The sheetAreaOffset's options.
	left	Lange Ganzzahl	The offset left of sheet from host.
	top	Lange Ganzzahl	The offset top of sheet from host.

All properties are optional.

Sheet protection

To lock the whole sheet, you only need to set the `isProtected` property to true. You can then unlock cells individually by setting the `locked` cell style property.

Property		Typ	Beschreibung
isProtected		Boolean	Specifies whether cells on this sheet that are marked as protected cannot be edited.
protectionOptions		object	A value that indicates the elements that you want users to be able to change. If null : the protectionOptions parameter is reset.
	allowSelectLockedCells	Boolean	Specifies whether the user can select locked cells, optional. True by default.
	allowSelectUnlockedCells	Boolean	Specifies whether the user can select unlocked cells, optional. True by default.
	allowSort	Boolean	Specifies whether the user can sort ranges, optional. False by default.
	allowFilter	Boolean	Specifies whether the user can filter ranges, optional. False by default.
	allowEditObjects	Boolean	Specifies whether the user can edit floating objects, optional. False by default.
	allowResizeRows	Boolean	Specifies whether the user can resize rows, optional. False by default.
	allowResizeColumns	Boolean	Specifies whether the user can resize columns, optional. False by default.
	allowDragInsertRows	Boolean	Specifies whether the user can perform the drag operation to insert rows, optional. False by default.
	allowDragInsertColumns	Boolean	Specifies whether the user can perform the drag operation to insert columns, optional. False by default.
	allowInsertRows	Boolean	Specifies whether the user can insert rows, optional. False by default.
	allowInsertColumns	Boolean	Specifies whether the user can insert columns, optional. False by default.
	allowDeleteRows	Boolean	Specifies whether the user can delete rows, optional. False by default.
	allowDeleteColumns	Boolean	Specifies whether the user can delete columns, optional. False by default.

All properties are optional.

Cell Format

Defining a format pattern ensures that the content of your 4D View Pro documents is displayed the way you intended. Formats can be set using the selected 4D View Pro [interface](#), or using the [VP SET VALUE](#) or [VP SET NUM VALUE](#) methods.

4D View Pro has built-in formats for numbers, dates, times, and text, but you can also create your own patterns to format the contents of cells using special characters and codes.

For example, when using the [VP SET VALUE](#) or [VP SET NUM VALUE](#) methods to enter amounts in an invoice, you may want the currency symbols (\$, €, ¥, etc.) to be aligned regardless of the space required by the number (i.e., whether the amount is \$5.00 or \$5,000.00). You could use formatting characters and specify the pattern (\$* #,##0.00) which would display amounts as shown:

\$ 4,180.00
\$ 15.00
\$ 200.00
\$ 15,600.00
\$ 1,672.00

Note that when creating your own format patterns, only the display of the data is modified. The value of the data remains unchanged.

Number and text formats

Number formats apply to all number types (e.g., positive, negative, and zeros).

Character	Beschreibung	Beispiel
0	Placeholder that displays zeros.	#.00 will display 1.1 as 1.10
.	Displays a decimal point	0.00 will display 1999 as 1999.00
,	Displays the thousands separator in a number. Thousands are separated by commas if the format contains a comma enclosed by number signs "#" or by zeros. A comma following a digit placeholder scales the number by 1,000.	#,0 will display 12200000 as 12,200,000
_	Skips the width of the next character.	Usually used in combination with parentheses to add left and right indents, _(and _) respectively.
@	Formatter for text. Applies the format to all text in the cell	"[Red]@" applies the red font color for text values.
*	Repeats the next character to fill the column width.	0*- will include enough dashes after a number to fill the cell, whereas *0 before any format will include leading zeros.
" "	Displays the text within the quotes without interpreting it.	"8%" will display as: 8%
%	Displays numbers as a percentage of 100.	8% will be displayed as .08
#	Digit placeholder that does not display extra zeros. If a number has more digits to the right of the decimal than there are placeholders, the number is rounded up.	#.# will display 1.54 as 1.5
?	Digit placeholder that leaves space for extra zeros, but does not display them. Typically used to align numbers by decimal point.	\$?? displays a maximum of 2 decimals and causes dollar signs to line up for varying amounts.
¥	Displays the character following it.	#.00? will display 123 as 123.00?
/	When used with numbers, displays them as fractions. When used with text, date or time codes, displayed "as-is".	#/# will display .75 as 3/4
[]	Creates conditional formats.	[>100][GREEN]#,##0;[<=-100][YELLOW]#,##0;[BLUE]#,##0
E	Scientific notation format.	#E+# - will display 1,500,500 as 2E+6
[color]	Formats the text or number in the color specified	[Green]####.[Red]-####.####

Beispiel

```
//Set the cell value as $125,571.35
VP SET VALUE(VP Cell("ViewProArea";3;2);New object("value";125571.35;"format";"$_(* #,##0.00_)")
```

Date and time formats

4D View Pro provides the following constants for ISO 8601 date and time patterns:

Constant	Wert	Kommentar
vk pattern full date time	"fullDateTimePattern"	ISO 8601 format for the full date and time in current localization. USA default pattern: "ddd, dd MMMM yyyy HH:mm:ss"
vk pattern long date	"longDatePattern"	ISO 8601 format for the full date in current localization. USA default pattern: "ddd, dd MMMM yyyy"
vk pattern long time	"longTimePattern"	ISO 8601 format for the time in current localization. USA default pattern: "HH:mm:ss"
vk pattern month day	"monthDayPattern"	ISO 8601 format for the month and day in current localization. USA default pattern: "MMM dd"
vk pattern short date	"shortDatePattern"	Abbreviated ISO 8601 format for the date in current localization. USA default pattern: "MM/dd/yyyy"
vk pattern short time	"shortTimePattern"	Abbreviated ISO 8601 format for the time in current localization. USA default pattern: "HH:mm"
vk pattern sortable date time	"sortableDateTimePattern"	ISO 8601 format for the date and time in current localization which can be sorted. USA default pattern: "yyyy-MM-dd'T'HH:mm:ss"
vk pattern universal sortable date time	"universalSortableDateTimePattern"	ISO 8601 format for the date and time in current localization using UTC which can be sorted. USA default pattern: "yyyy-MM-dd HH:mm:ss'Z'"
vk pattern year month	"yearMonthPattern"	ISO 8601 format for the month and year in current localization. USA default pattern: "yyyy MMMM"

Beispiel

```
//Set the cell value as specific date and time
VP SET VALUE(VP Cell("ViewProArea";3;9);New object("value";!2024-12-18!);"time";?14:30:10?;"format";vk p
```

Custom date and time formats

To create your own date and time patterns, in your current localization, you can use combinations of the following codes:

	Code (not case-sensitive)	Beschreibung	Beispiel
Datum			(January 1, 2019)
	m	Month number without leading zero	1
	mm	Month number with leading zero	01
	mmm	Month name, short	Jan
	mmmm	Month name, long	January
	d	Day number without leading zero	1
	dd	Day number with leading zero	01
	ddd	Day of week, short	Tue
	ddd	Day of week, long	Tuesday
	yy	Year, short	19
	yyyy	Year, long	2019
Zeit			(2:03:05 PM)
	h	Hour without leading zero. 0-23	2
	hh	Hour with leading zero. 00-23	02
	m	Minutes without leading zero. 0-59	3
	mm	Minutes with leading zero. 00-59	03
	s	Seconds without leading zero. 0-59	5
	ss	Seconds with leading zero. 00-59	05
	[h]	Elapsed time in hours	14 (can exceed 24)
	[mm]	Elapsed time in minutes	843
	[ss]	Elapsed time in seconds	50585
	AM/PM	Periods of day. 24 hour fomat used if omitted.	PM

The code 'm' is interpreted depending on its position in the pattern. If it's immediately after 'h' or 'hh' or immediately before 's' or 'ss', it will be interpreted as minutes, otherwise it will be interpreted as months.

Additional symbols

In addition to the special characters and codes described in the previous sections, there are additional characters and symbols that can be used in your format patterns. These additional characters and symbols do not require a \$ or "" and do not impact the interpretation of the format pattern. They appear "as-is" within the pattern.

Character	Beschreibung	Beispiel
+	Plus and minus signs	### + ### = ###,###
()	Left and right parenthesis	(-###.##)
:	Colon	hh:mm:ss
^	Caret	#^#
'	Apostrophe	'#####
{ }	Curly brackets	{###,###,###}
< >	Less-than and greater than signs	## >##
=	Equal sign	#+#=##
/	Forward slash. When used with numbers, displays them as fractions.	mm/dd/yyyy
!	Exclamation point	\$###.00!
&	Ampersand	"Hello" & "Welcome"
~	Tilde	~##
	Space character	
€	Euro	€###.00
£	British Pound	£###.00
¥	Japanese Yen	¥###.00
\$	Dollar sign	\$###.00
¢	Cent sign	.00¢

Print Attributes

4D View Pro print attributes allow you to control all aspects of printing 4D View Pro areas. These attributes are handled by the following commands:

- [VP SET PRINT INFO](#)
- [VP Get print info](#)

Columns / Rows

Column and row attributes are used to specify the beginning, end, and repetition of columns and rows.

Property	Typ	Beschreibung
columnEnd	Lange Ganzzahl	The last column to print in a cell range. Default value = -1 (all columns)
columnStart	Lange Ganzzahl	The first column to print in a cell range. Default value = -1 (all columns)
repeatColumnEnd	Lange Ganzzahl	The last column of a range of columns to print on the left of each page. Default value = -1 (all columns)
repeatColumnStart	Lange Ganzzahl	The first column of a range of columns to print on the left of each page. Default value = -1 (all columns)
repeatRowEnd	Lange Ganzzahl	The last row of a range of rows to print on the top of each page. Default value = -1 (all rows)
repeatRowStart	Lange Ganzzahl	The first row of a range of rows to print at the top of each page. Default value = -1 (all rows)
rowEnd	Lange Ganzzahl	The last row to print in a cell range. Default value = -1 (all rows)
rowStart	Lange Ganzzahl	The first row to print in a cell range. Default value = -1 (all rows)

Headers / Footers

Header and footer attributes are used to specify text or images in the left, right, and center header/footer sections.

Property	Typ	Beschreibung
footerCenter	Text	The text and format of the center footer on printed pages.
footerCenterImage	picture text*	The image for the center section of the footer.
footerLeft	Text	The text and format of the left footer on printed pages.
footerLeftImage	picture text*	The image for the left section of the footer.
footerRight	Text	The text and format of the right footer on printed pages.
footerRightImage	picture text*	The image for the right section of the footer.
headerCenter	Text	The text and format of the center header on printed pages.
headerCenterImage	picture text*	The image for the center section of the header.
headerLeft	Text	The text and format of the left header on printed pages.
headerLeftImage	picture text*	The image for the left section of the header.
headerRight	Text	The text and format of the right header on printed pages.
headerRightImage	picture text*	The image for the right section of the header.

* If using text type, pass the filepath (absolute or relative) of the image. If you pass a relative path, the file should be located next to the database structure file. In Windows, the file extension must be indicated. No matter the type used to set an image, the image itself (not a reference) is stored in the 4D View Pro area and is returned by [VP Get print info](#).

Special Characters

The following special characters allow the automatic addition or formatting of information in the header and footer when the 4D View Pro area is printed.

Character	Beschreibung	Beispiel	Ergebnis
&	Escape character	printInfo.headerLeft:="This is page &P."	
P	Current page	printInfo.headerLeft:="This is page &P."	This is page 5.
N	Page count	printInfo.headerLeft:="There are &N pages."	There are 10 pages.
D	Current date (yyyy/mm/dd format)	printInfo.headerLeft:="It is &D."	It is 2015/6/19.
T	Current time	printInfo.headerLeft:="It is &T."	It is 16:30:36.
G	Image	printInfo.headerLeftImage:=smiley printInfo.headerLeft:="&G"	
S	Strikethrough	printInfo.headerLeft:="&SThis is text."	This is text.
U	Underline	printInfo.headerLeft:="&UThis is text."	<u>This is text.</u>
B	Bold	printInfo.headerLeft:="&BThis is text."	This is text.
I	Italic	printInfo.headerLeft:="&IThis is text."	<i>This is text.</i>
"	Font prefix	printInfo.headerLeft:="&"Lucida Console"&14This is text."	This is text.
K	Text Color prefix	printInfo.headerLeft:="&KFF0000This is text."	This is text.
F	Workbook name	printInfo.headerLeft:="&F"	2019 Monthly Revenue Forecasts
A	Spreadsheet name	printInfo.headerLeft:="&A"	June 2019 revenue forecast

Margins

Margin attributes are used to specify the 4D View Pro area margins for printing. Expressed in hundreds of an inch.

Property		Typ	Beschreibung
margin		object	The print margins
	top	Lange Ganzzahl	Top margin, in hundredths of an inch. Default value = 75
	bottom	Lange Ganzzahl	Bottom margin, in hundredths of an inch. Default value = 75
	left	Lange Ganzzahl	Left margin, in hundredths of an inch. Default value = 70
	right	Lange Ganzzahl	Right margin, in hundredths of an inch. Default value = 70
	header	Lange Ganzzahl	Header offset, in hundredths of an inch. Default value = 30
	footer	Lange Ganzzahl	Footer offset, in hundredths of an inch. Default value = 30

Orientation

Orientation attributes are used to specify the direction the printed page layout.

This attribute defines rendering information only.

Property	Typ	Beschreibung
orientation	Lange Ganzzahl	Page orientation. Available values: <code>vk print page orientation landscape</code> , <code>vk print page orientation portrait</code> (default)

Page

Page attributes are used to specify general document print settings.

Property	Typ	Beschreibung
blackAndWhite	Boolean	Printing in black and white only. Default value = false Note: PDFs are not affected by this attribute. Colors in PDFs remain.
centering	Lange Ganzzahl	How the contents are centered on the printed page. Available values: <code>vk print centering both</code> , <code>vk print centering horizontal</code> , <code>vk print centering none</code> (default), <code>vk print centering vertical</code>
firstPageNumber	Lange Ganzzahl	The page number to print on the first page. Default value = 1
pageOrder	Lange Ganzzahl	The order pages are printed. Available values: <code>vk print page order auto</code> (default), <code>vk print page order down then over</code> , <code>vk print page order over then down</code> .
pageRange	Text	The range of pages for printing
qualityFactor	Lange Ganzzahl	The quality factor for printing (1 - 8). The higher the quality factor, the better the printing quality, however printing performance may be affected. Default value = 2
useMax	Boolean	Only columns and rows with data are printed. Default value = true
zoomFactor	Zahl	The amount to enlarge or reduce the printed page. Default value = 1

Paper Size

Paper size attributes are used to specify the dimensions or model of paper to use for printing. There are two ways to define paper size:

- Custom size - height and width attributes
- Standard size - kind attribute

Property		Typ	Beschreibung
paperSize		object	Paper dimensions (height, width) or specific format (kind) for printing.
	height	Lange Ganzzahl	Height of the paper, in hundredths of an inch.
	width	Lange Ganzzahl	Width of the paper, in hundredths of an inch.
	kind	Text	Name of standard paper size (e.g., A2, A4, legal, etc.) returned by <code>Get Print Option</code> . Default value = "letter"

Scale

Scale attributes are used to specify printing optimization and adjustments.

Property	Typ	Beschreibung
bestFitColumns	Boolean	Column width is adjusted to fit the largest text width for printing. Default value = "false"
bestFitRows	Boolean	Row height is adjusted to fit the tallest text height for printing. Default value = "false"
fitPagesTall	Lange Ganzzahl	The number of vertical pages (portrait orientation) to check when optimizing printing. Default value = -1
fitPagesWide	Lange Ganzzahl	The number of horizontal pages (landscape orientation) to check when optimizing printing. Default value = -1

Show / Hide

Show / Hide attributes are used to specify the visibility (printing) of 4D View Pro area elements.

Property	Typ	Beschreibung
showBorder	Boolean	Prints the outline border. Default value = "true"
show.ColumnHeader	Lange Ganzzahl	Column header print settings. Available values: <code>vk print visibility hide</code> , <code>vk print visibility inherit</code> (default), <code>vk print visibility show</code> , <code>vk print visibility show once</code>
show.GridLine	Boolean	Prints the gridlines. Default value = "false"
show.RowHeader	Lange Ganzzahl	Row headers print settings. Available values: <code>vk print visibility hide</code> , <code>vk print visibility inherit</code> (default), <code>vk print visibility show</code> , <code>vk print visibility show once</code>

Watermark

Watermark attributes are used to superimpose text or an image onto the 4D View Pro area.

Property		Typ	Beschreibung
watermark		collection	Collection of watermark settings. Default value: undefined
	[].height	Lange Ganzzahl	The height of the watermark text / image.
	[].imageSrc	picture text*	The watermark text / image.
	[].page	Text	The page(s) where the watermark is printed. For all pages: "all". For specific pages: page numbers or page ranges separated by commas. Ex.: "1,3,5-12"
	[].width	Lange Ganzzahl	The width of the watermark text / image.
	[].x	Lange Ganzzahl	The horizontal coordinate of the top left point of the watermark text / image.
	[].y	Lange Ganzzahl	The vertical coordinate of the top left point of the watermark text / image.

* If using text type, pass the filepath (absolute or relative) of the image. If you pass a relative path, the file should be located next to the database structure file. In Windows, the file extension must be indicated. No matter the type used to set an image, the image itself (not a reference) is stored in the 4D View Pro area and is returned by [VP Get print info](#).

Style Objects

4D View Pro style objects and style sheets allow you to control the graphical aspects and the look of your 4D View Pro documents.

Style objects & Style sheets

Style objects contain the style settings. They can be used either in a style sheet or on their own. Style objects can also be used in addition to a style sheet so that different settings can be specified for individual cell ranges without affecting the rest of the document. You can use style objects directly with the [VP SET CELL STYLE](#) and [VP SET DEFAULT STYLE](#) commands.

A style sheet groups together a combination of properties in a style object to specify the look of all of the cells in your 4D View Pro documents. Style sheets saved with the document can be used to set the properties for a single sheet, multiple sheets, or an entire workbook. When created, a 4D View Pro style sheet is given a name which is saved within the style sheet in the "name" property. This allows a style sheet to be easily used and, if thoughtfully selected, can facilitate its identification and purpose (e.g., Letterhead_internal, Letterhead_external).

Style sheets are created with the [VP ADD STYLESHEET](#) command and applied with the the [VP SET DEFAULT STYLE](#) or [VP SET CELL STYLE](#) commands. You can remove a style sheet with the [VP REMOVE STYLESHEET](#) command.

The [VP Get stylesheet](#) command can be used to return the style object of a single style sheet or you can use the [VP Get stylesheets](#) command to retrieve a collection of style objects for multiple style sheets.

Style object properties

Beispiel:

```

$style:=New object
$style.hAlign:=vk horizontal align left
$style.font:="12pt papyrus"
$style.backColor:="#E6E6FA" //light purple color

VP SET DEFAULT STYLE("myDoc";$style)

```

Background & Foreground

Property	Typ	Beschreibung	Possible values
backColor	Text	Defines the color of the background.	CSS color "#rrggb" syntax (preferred syntax), CSS color "rgb(r,g,b)" syntax (alternate syntax), CSS color name (alternate syntax)
backgroundImage	picture, text	Specifies a background image.	Can be specified directly or via the image path (full path or file name only). If the file name only is used, the file must be located next to the database structure file. No matter how set (picture or text), a picture is saved with the document. This could impact the size of a document if the image is large. Note for Windows: File extension must be included.
backgroundImageLayout	Lange Ganzzahl	Defines the layout for the background image.	vk image layout center, vk image layout none, vk image layout stretch, vk image layout zoom
foreColor	Text	Defines the color of the foreground.	CSS color "#rrggb" syntax (preferred syntax), CSS color "rgb(r,g,b)" syntax (alternate syntax), CSS color name (alternate syntax)

Borders

Property		Typ	Beschreibung	Possible values
borderBottom, borderLeft, borderRight, borderTop, diagonalDown, diagonalUp		object	Defines the corresponding border line	
	color	Text	Defines the color of the border. Default = black.	CSS color "#rrggb" syntax (preferred syntax), CSS color "rgb(r,g,b)" syntax (alternate syntax), CSS color name (alternate syntax)
	style	Lange Ganzzahl	Defines the style of the border. Default = empty. Cannot be null or undefined.	vk line style dash dot, vk line style dash dot dot, vk line style dashed, vk line style dotted, vk line style double, vk line style empty, vk line style hair, vk line style medium, vk line style medium dash dot, vk line style medium dashed, vk line style slanted dash dot, vk line style thick

Fonts and text

Property		Typ	Beschreibung	Possible values

fontProperty		Text Typ	Specifies the font characteristics in CSS Beschreibung font shorthand ("font-style font-variant font-weight font-size/line-height font-family"). Example: "14pt Century Gothic". The font-size and font-family values are mandatory. If one of the other values is missing, their default values are used. Note: If a font name contains a space, the name must be within quotes.	A CSS font shorthand. Possible values 4D provides utility commands to handle font characteristics as objects: VP Font to object and VP Object to font
formatter		Text	Pattern for value/time property.	Number/text/date/time formats, special characters. See Cell Format .
isVerticalText		Boolean	Specifies text direction.	True = vertical text, False = horizontal text.
labelOptions		object	Defines cell label options (watermark options).	
	alignment	Lange Ganzzahl	Specifies the position of the cell label. Optional property.	<code>vk_label alignment top left, vk_label alignment bottom left, vk_label alignment top center, vk_label alignment bottom center, vk_label alignment top right, vk_label alignment bottom right</code>
	visibility	Lange Ganzzahl	Specifies the visibility of the cell label. Optional property.	<code>vk_label visibility auto, vk_label visibility hidden, vk_label visibility visible</code>
	foreColor	Text	Defines the color of the foreground. Optional property.	CSS color "#rrggbb" syntax (preferred syntax), CSS color "rgb(r,g,b)" syntax (alternate syntax), CSS color name (alternate syntax)
	font	Text	Specifies the font characteristics with CSS font shorthand ("font-style font-variant font-weight font-size/line-height font-family"). The font-size and font-family values are mandatory.	
textDecoration		Lange Ganzzahl	Specifies the decoration added to text.	<code>vk_text decoration double underline, vk_text decoration line through, vk_text decoration none, vk_text decoration overline, vk_text decoration underline</code>
textIndent		Lange Ganzzahl	Defines the unit of text indentation. 1 = 8 pixels	
textOrientation		Länge	Defines the rotation angle of the text in °	

textOrientation Property		Lange Typ Ganzzahl	Beschreibung Bem. Nummering between -90 and 90	Possible values
watermark		Text	Defines the watermark (cell label) content	
wordWrap		Boolean	Specifies if text should be wrapped.	True = wrapped text, False = unwrapped text

Layout

Property	Typ	Beschreibung	Possible values
cellPadding	Text	Defines the cell padding	
hAlign	Lange Ganzzahl	Defines the horizontal alignment of cell contents.	<code>vk_horizontal_align_center</code> , <code>vk_horizontal_align_general</code> , <code>vk_horizontal_align_left</code> , <code>vk_horizontal_align_right</code>
locked	Boolean	Specifies cell protection status. Note, this is only available if sheet protection is enabled.	True = locked, False = unlocked.
shrinkToFit	Boolean	Specifies if the contents of the cell should be reduced.	True = reduced content, False = no reduction.
tabStop	Boolean	Specifies if the focus to the cell can be set using the Tab key.	True = Tab key sets focus, False = Tab key does not set focus.
vAlign	Lange Ganzzahl	Specifies the vertical alignment of cell contents.	<code>vk_vertical_align_bottom</code> , <code>vk_vertical_align_center</code> , <code>vk_vertical_align_top</code>

Style information

Property	Typ	Beschreibung
name	Text	Defines the name of the style
parentName	Text	Specifies the style that the current style is based on. Values from the parent style will be applied, then any values from the current style are applied. Changes made in the current style will not be relected in the parent style. Only available when using a style sheet.

4D View Pro Object

The 4D View Pro [object](#) stores the whole spreadsheet contents. It is automatically handled by 4D View Pro. You can set or get this object using the [VP IMPORT FROM OBJECT](#) or [VP Export to object](#) methods.

It contains the following properties:

Property	Value type	Beschreibung
version	Lange Ganzzahl	Internal component version
dateCreation	Timestamp	Creation date
dateModified	Timestamp	Last modification date
meta	Objekt	Free contents, reserved for the 4D developer
spreadJS	Objekt	Reserved for the 4D View Pro component

4D View Pro Form Object Variable

The 4D View Pro form object variable is the [object](#) variable associated to the 4D View Pro form area. It manages information used by the 4D View Pro object.

The 4D View Pro form object variable is for information purposes only (i.e., debugging). Under no circumstances should it be modified.

It contains the following properties:

Property	Value type	Beschreibung
ViewPro.area	Text	4D View Pro area name
ViewPro.callbacks	Objekt	Stores temporary information necessary for commands requiring callbacks such as importing and exporting.
ViewPro.commandBuffers	Collection	Stores sequentially the commands called by the method and executes them as a batch (rather than individually) upon exiting the method, or if a command returns a value or the VP FLUSH COMMANDS is called. This mechanism increases performance by reducing the number of requests sent.
ViewPro.events	Objekt	Event list.
ViewPro.formulaBar	Boolean	Indicates whether or not the formula bar is displayed. Available only for the "toolbar" interface.
ViewPro.initiated	Boolean	Indicates whether or not the 4D View Pro area has been initialized (see On VP Ready event).
ViewPro.interface	Text	Specifies the type of user interface:"ribbon", "toolbar", "none".

Formulas and Functions

Using formulas

A spreadsheet formula is an expression that calculates the value of a cell.

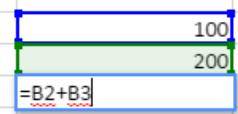
Entering formulas

To enter a formula in a 4D View Pro area:

1. Select the cell into which you will enter the formula or function.
2. Enter = (the equal sign).
3. Type the formula and hit the Enter key.

When writing a formula, you can use different shortcuts:

- click on a cell to enter its reference in the formula:



- type the first letter of a function to enter. A pop-up menu listing the available functions and references appears, allowing you to select the desired elements:

You can also create named formulas that can be called via their name. To do so, enter these formulas using the [VP ADD FORMULA NAME](#) command.

Operators and Operands

All formulas have operands and operators:

- Operators: see [Values and operators](#) below.
- Operands include several categories:
 - [values](#) (5 data types are supported)
 - [references to other cells](#) (relative, absolute, mixed or by name)
 - [standard spreadsheet functions](#)
 - [4D functions](#) based upon 4D formulas and providing access to 4D variables, fields, methods, commands, or expressions.

Values and operators

4D View Pro supports five types of data. For each data type, specific literal values and operators are supported.

Data types	Values	Operatoren
Zahl	1.2 1.2 E3 1.2E-3 10.3x	+ (addition) - (subtraction) * (multiplication) / (division) ^ (exponent, the number of times to multiply a number by itself) % (percentage -- divide the number before the operator by one hundred)
Datum	10/24/2017	+ (date + number of days -> date) + (date + time -> date + time of day) - (date - number of days -> date) - (date - date -> number of days between the two)
Zeit	10:12:10	Duration operators: + (addition) - (subtraction) * (duration * number -> duration) / (duration / number -> duration)
String	'Sophie' or "Sophie"	& (concatenation)
Boolean	TRUE or FALSE	-

Comparison operators

The following operators can be used with two operands of the same type:

Operator	Comparison
=	equal to
<>	different than
>	greater than
<	less than
>=	greater than or equal to
<=	less than or equal to

Operator precedence

List of operators from most to least important:

Operator	Beschreibung
()	Parenthesis (for grouping)
-	Negate
+	Plus
%	Percent
^	Exponent
* and /	Multiply and divide
+ and -	Add and Subtract
&	Concatenate
= > < >= <= <>	Compare

Cell references

Formulas often refer to other cells by cell addresses. You can copy these formulas into other cells. For example, the following formula, entered in cell C8, adds the values in the two cells above it and displays the result.

= C6 + C7

This formula refers to cells C6 and C7. That is, 4D View Pro is instructed to refer to these other cells for values to use in the formula.

When you copy or move these formulas to new locations, each cell address in that formula will either change or stay the same, depending on how it is typed.

- A reference that changes is called a relative reference, and refers to a cell by how far left/right and up/down it is from the cell with the formula.
- A reference that always points to a particular cell is called an absolute reference.
- You can also create a mixed reference which always points to a fixed row or column.

Reference Notation

If you use only cell coordinates, for example, `C5`, 4D View Pro interprets the reference as relative. You may make the reference an absolute reference by putting a dollar sign in front of the letter and the number, as in `C5`.

You can mix absolute and relative references by inserting a dollar sign in front of the letter or the number alone, for example, `$C5` or `C$5`. A mixed reference allows you to specify either the row or the column as absolute, while allowing the other portion of the address to refer relatively.

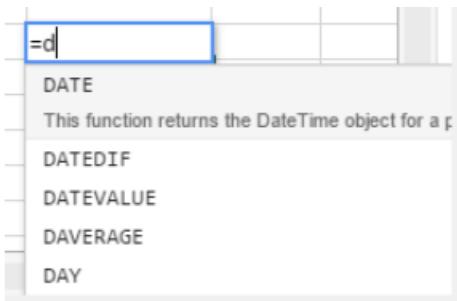
A convenient, fast and accurate way to specify an absolute reference is to name the cell and use that name in place of the cell address. A reference to a named cell is always absolute. You can create or modify named cells or named cell ranges using the `VP ADD RANGE NAME` method.

The following table shows the effect of the different notations:

Beispiel	Type of reference	Beschreibung
C5	Relative	Reference is to the relative location of cell C5, depending on the location of the cell in which the reference is first used
\$C\$5	Absolute	Reference is absolute. Will always refer to cell C5 no matter where it is used.
\$C5	Mixed	Reference is always to column C, but the row reference is relative to the location of the cell in which the reference is first used.
C\$5	Mixed	Reference is always to row 5, but the column reference is relative to the location of the cell in which the reference is first used
Cell name	Absolute	Reference is absolute. Will always refer to the named cell or range no matter where the reference is used.

Built-in functions

Spreadsheet functions are preset formulas used to calculate cell values. When you type the first letter of the function to enter, a pop-up menu listing the available functions and references appears, allowing you to select the desired elements:



See [SpreadJS's extended list of functions](#) for details and examples.

4D functions

4D View Pro allows you to define and call 4D custom functions, which execute [4D formulas](#). Using 4D custom functions extends the possibilities of your 4D View Pro documents and allows powerful interactions with the 4D database.

4D custom functions provide access, from within your 4D View Pro formulas, to:

- 4D process variables,
- fields,
- project methods,
- 4D language commands,
- or any valid 4D expression.

4D custom functions can receive [parameters](#) from the 4D View Pro area, and return values.

You declare all your functions using the [VP SET CUSTOM FUNCTIONS](#) method. Beispiele:

```
o:=New object

//Name of the function in 4D View Pro: "DRIVERS_LICENCE"
$o.DRIVERS_LICENCE:=New object

//process variable
$o.DRIVERS_LICENCE.formula:=Formula(DriverLicence)

//table field
$o.DRIVERS_LICENCE.formula:=Formula([Users]DriverLicence)

//project method
$o.DRIVERS_LICENCE.formula:=Formula(DriverLicenceState)

//4D command
$o.DRIVERS_LICENCE:=Formula(Choose(DriverLicence; "Obtained"; "Failed"))

//4D expression and parameter
$o.DRIVERS_LICENCE.formula:=Formula(ds.Users.get($1).DriverLicence)
$o.DRIVERS_LICENCE.parameters:=New collection
$o.DRIVERS_LICENCE.parameters.push(New object("name"; "ID"; "type"; Is longint))
```

See also [4D View Pro: Use 4D formulas in your spreadsheet \(blog post\)](#)

Hello World example

We want to print "Hello World" in a 4D View Pro area cell using a 4D project method:

1. Create a "myMethod" project method with the following code:

```
#DECLARE->$hw Text  
$hw:="Hello World"
```

2. Execute the following code before opening any form that contains a 4D View Pro area:

```
Case of  
:(Form event code=On Load)  
  var $o : Object  
  $o:=New object  
  // Define "vpHello" function from the "myMethod" method  
  $o.vpHello:=New object  
  $o.vpHello.formula:=Formula(myMethod)  
  VP SET CUSTOM FUNCTIONS("ViewProArea";$o)  
End case
```

3. Edit the content of a cell in a 4D View Pro area and type:



"myMethod" is then called by 4D and the cell displays:



Parameter

Parameters can be passed to 4D functions that call project methods using the following syntax:

```
=METHODNAME(param1,param2,...,paramN)
```

These parameters are received in *methodName* in \$1, \$2...\$N.

Note that the () are mandatory, even if no parameters are passed:

```
=METHODWITHOUTNAME()
```

You can declare the name, type, and number of parameters through the *parameters* collection of the function you declared using the [VP SET CUSTOM FUNCTIONS](#) method. Optionally, you can control the number of parameters passed by the user through *minParams* and *maxParams* properties.

For more information on supported incoming parameter types, please refer to the [VP SET CUSTOM FUNCTIONS](#) method description.

If you do not declare parameters, values can be sequentially passed to methods (they will be received in \$1, \$2...) and their type will be automatically converted. Dates in *jstype* will be passed as [object](#) in 4D code with two properties:

Property	Type	Description	--- --- ---	value	Date	Date value	time	Real	Time in seconds
----------	------	-------------	-------------	-------	------	------------	------	------	-----------------

4D project methods can also return values in the 4D View Pro cell formula via \$0. The following data types are supported for returned parameters:

- [text](#) (converted to string in 4D View Pro)
- [real/longint](#) (converted to number in 4D View Pro)
- [date](#) (converted to JS Date type in 4D View Pro - hour, minute, sec = 0)

- **time** (converted to JS Date type in 4D View Pro - date in base date, i.e. 12/30/1899)
- **boolean** (converted to bool in 4D View Pro)
- **picture** (jpg,png,gif,bmp,svg other types converted into png) creates a URI (data:image/png;base64,xxxx) and then used as the background in 4D View Pro in the cell where the formula is executed
- **object** with the following two properties (allowing passing a date and time):

Property	Typ	Beschreibung
value	Datum	Datumswert
time	Zahl	Time in seconds

If the 4D method returns nothing, an empty string is automatically returned.

An error is returned in the 4D View Pro cell if:

- the 4D method returns another type other than those listed above,
- an error occurred during 4D method execution (when user clicks on "abort" button).

Beispiel

```
var $o : Object

$o.BIRTH_INFORMATION:=New object
$o.BIRTH_INFORMATION.formula:=Formula(BirthInformation)
$o.BIRTH_INFORMATION.parameters:=New collection
$o.BIRTH_INFORMATION.parameters.push(New object("name";"First name";"type";Is text))
$o.BIRTH_INFORMATION.parameters.push(New object("name";"Birthday";"type";Is date))
$o.BIRTH_INFORMATION.parameters.push(New object("name";"Time of birth";"type";Is time))
$o.BIRTH_INFORMATION.summary:="Returns a formatted string from given information"

VP SET CUSTOM FUNCTIONS("ViewProArea"; $o)
```

□

Compatibility

Alternate solutions are available to declare fields or methods as functions in your 4D View Pro areas. These solutions are maintained for compatibility reasons and can be used in specific cases. However, using the `VP SET CUSTOM FUNCTIONS` method is recommended.

Referencing fields using the virtual structure

4D View Pro allows you to reference 4D fields using the virtual structure of the database, i.e. declared through the `SET TABLE TITLES` and/or `SET FIELD TITLES` commands with the * parameter. This alternate solution could be useful if your application already relies on a virtual structure (otherwise, using `VP SET CUSTOM FUNCTIONS` is recommended).

WARNING: You cannot use the virtual structure and `VP SET CUSTOM FUNCTIONS` simultaneously. As soon as `VP SET CUSTOM FUNCTIONS` is called, the functions based upon `SET TABLE TITLES` and `SET FIELD TITLES` commands are ignored in the 4D View Pro area.

Requirements

- The field must belong to the virtual structure of the database, i.e. it must be declared through the `SET TABLE TITLES` and/or `SET FIELD TITLES` commands with the * parameter (see example),
- Table and field names must be ECMA compliant (see [ECMA Script standard](#)),
- The field type must be supported by 4D View Pro (see above).

An error is returned in the 4D View Pro cell if the formula calls a field which is not compliant.

Calling a virtual field in a formula

To insert a reference to a virtual field in a formula, enter the field with the following syntax:

```
TABLENAME_FIELDNAME()
```

For example, if you declared the "Name" field of the "People" table in the virtual structure, you can call the following functions:

```
=PEOPLE_NAME()  
=LEN(PEOPLE_NAME())
```

If a field has the same name as a [4D method], it takes priority over the method.

Beispiel

We want to print the name of a person in a 4D View Pro area cell using a 4D virtual field:

1. Create an "Employee" table with a "L_Name" field:

Employee	
ID	2 ³²
L_Name	A
F_Name	A

2. Execute the following code to initialize a virtual structure:

```
ARRAY TEXT($tableTitles;1)  
ARRAY LONGINT($tableNum;1)  
$tableTitles{1}:="Emp"  
$tableNum{1}:=2  
SET TABLE TITLES($tableTitles;$tableNum;*)  
  
ARRAY TEXT($fieldTitles;1)  
ARRAY LONGINT($fieldNum;1)  
$fieldTitles{1}:="Name"  
$fieldNum{1}:=2 //last name  
SET FIELD TITLES([Employee];$fieldTitles;$fieldNum;*)
```

3. Edit the content of a cell in the 4D View Pro area and enter "=e":

	A	B	C	D	E
1	=e				
2	EDATE				
3	EFFECT				
4	EMP_NAME				
5	ENCODEURL				

4. Select EMP_NAME (use the Tab key) and enter the closing).

	A	B
1	=EMP_NAME()	

5. Validate the field to display the name of the current employee:

	A	B
1	Smith	

The [Employee] table must have a current record.

Declaring allowed methods

You can call directly 4D project methods from within your 4D View Pro formulas. For security reasons, you must declare explicitly methods that can be called by the user with the [VP SET ALLOWED METHODS](#) method.

Requirements

To be called in a 4D View Pro formula, a project method must be:

- Allowed: it was explicitly declared using the [VP SET ALLOWED METHODS](#) method.
- Runnable: it belongs to the host project or a loaded component with the "Shared by components and host project" option enabled (see [Sharing of project methods](#)).
- Not in conflict with an existing 4D View Pro spreadsheet function: if you call a project method with the same name as a 4D View Pro built-in function, the function is called.

If neither the [VP SET CUSTOM FUNCTIONS](#) nor the [VP SET ALLOWED METHODS](#) method has been executed during the session, 4D View Pro custom functions rely on allowed methods defined by 4D's generic `SET ALLOWED METHODS` command. In this case, the project method names must comply with JavaScript Identifier Grammar (see [ECMA Script standard](#)). The global filtering option in the Settings dialog box (see *Data Access*) is ignored in all cases.

Method List

Warning: The commands on this page are not thread-safe.

A - C - D - E - F - G - I - M - N - O - P - R - S

A

VP ADD FORMULA NAME

VP ADD FORMULA NAME (*vpAreaName* : Text ; *vpFormula* : Text ; *name* : Text { ; *options* : Object })

Parameter	Typ		Beschreibung
<i>vpAreaName</i>	Text	->	4D View Pro area form object name
<i>vpFormula</i>	Text	->	4D View Pro formula
<i>name</i>	Text	->	Name for the formula
<i>options</i>	Objekt	->	Options for the named formula

Beschreibung

The `VP ADD FORMULA NAME` command creates or modifies a named formula in the open document.

Named formulas created by this command are saved with the document.

In *vpAreaName*, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

Pass the 4D View Pro formula that you want to name in *vpFormula*. For detailed information about formula syntax, see [Formulas and Functions](#) page.

Pass the new name for the formula in *name*. If the name is already used within the same scope, the new named formula replaces the existing one. Note that you can use the same name for different scopes (see below).

You can pass an object with additional properties for the named formula in *options*. The following properties are supported:

Property	Typ	Beschreibung
<i>scope</i>	Zahl	Scope for the formula. You can pass the sheet index (counting begins at 0) or use the following constants: <ul style="list-style-type: none">• <code>vk current sheet</code>• <code>vk workbook</code> The scope determines whether a formula name is local to a given worksheet (<code>scope=sheet</code> index or <code>vk current sheet</code>), or global across the entire workbook (<code>scope= vk workbook</code>).
<i>comment</i>	Text	Comment associated to named formula

Beispiel

```
VP ADD FORMULA NAME("ViewProArea";"SUM($A$1:$A$10)";"Total2")
```

See also

[Cell references](#)

[VP ADD RANGE NAME](#)

[VP Get formula by name](#)

[VP Get names](#)

VP ADD RANGE NAME

[VP ADD RANGE NAME \(*rangeObj* : Object ; *name* : Text { ; *options* : Object } \)](#)

Parameter	Typ		Beschreibung
<i>rangeObj</i>	Text	->	Range object
<i>name</i>	Text	->	Name for the formula
<i>options</i>	Objekt	->	Options for the named formula

Beschreibung

The `VP ADD RANGE NAME` command creates or modifies a named range in the open document.

Named ranges created by this command are saved with the document.

In *rangeObj*, pass the range that you want to name and in *name*, pass the new name for the range. If the name is already used within the same scope, the new named range replaces the existing one. Note that you can use the same name for different scopes (see below).

You can pass an object with additional properties for the named range in *options*. The following properties are supported:

Property	Typ	Beschreibung
<i>scope</i>	Zahl	Scope for the range. You can pass the sheet index (counting begins at 0) or use the following constants: <ul style="list-style-type: none">• <code>vk current sheet</code>• <code>vk workbook</code> The scope determines whether a range name is local to a given worksheet (<code>scope=sheet</code> index or <code>vk current sheet</code>), or global across the entire workbook (<code>scope= vk workbook</code>).
<i>comment</i>	Text	Comment associated to named range

- A named range is actually a named formula containing coordinates. `VP ADD RANGE NAME` facilitates the creation of named ranges, but you can also use the `VP ADD FORMULA NAME` method to create named ranges.
- Formulas defining named ranges can be retrieved with the `VP Get formula by name` method.

Beispiel

You want to create a named range for a cell range:

```
$range:=VP Cell("ViewProArea";2;10)
VP ADD RANGE NAME($range;"Total1")
```

See also

[VP ADD FORMULA NAME](#)

[VP Get formula by name](#)

[VP Get names](#)

[VP Name](#)

VP ADD SELECTION

VP ADD SELECTION (*rangeObj* : Object)

Parameter	Typ		Beschreibung
rangeObj	Text	->	Range object

Beschreibung

The **VP ADD SELECTION** command adds the specified cells to the currently selected cells.

In *rangeObj*, pass a range object of cells to add to the current selection.

The active cell is not modified.

Beispiel

You have cells currently selected:

	A	B	C	D	E	F	G
1							
2		A	B	C	D	E	F
3	January	Month	Area	Mr. Smith	Ms. Johnson	Ms. Williams	Mr. Jones
4		January	South	1898	1857	1651	1448
5		January	East	4859	4857	2548	4876
6		January	North	2458	1524	6150	4987
7		Total		15002	9818	14324	16189
8	February	February	South	6668	4374	17495	9999
9		February	East	5955	1677	7944	9400
10		February	North	1000	6722	2195	2777
11		February	West	6896	8355	7195	2058
12		Total		20519	21128	34829	24234
13	March	March	South	2577	2000	6185	2704
14		March	East	4859	4857	2548	4876
15		March	North	2458	1524	6150	4987
16		March	West	5787	1580	3975	4878
17		Total		15621	9961	18858	17115

The following code will add cells to your selection:

```
$currentSelection:=VP_Cells("myVPArea";3;4;2;3)  
VP_ADD_SELECTION($currentSelection)
```

Result:

A	B	C	D	E	F	G
1						
2	Month	Area	Mr. Smith	Ms. Johnson	Ms. Williams	Mr. Jones
3	January	South	1898	1857	1651	1448
		East	4859	4857	2548	4876
		North	2458	1524	6150	4987
		West	5787	1580	3975	4878
7	Total		15002	9818	14324	16189
8	February	South	6668	4374	17495	9999
9		East	5955	1677	7944	9400
10		North	1000	6722	2195	2777
11		West	6896	8355	7195	2058
12	Total		20519	21128	34829	24234
13	March	South	2577	2000	6185	2704
14		East	4859	4857	2548	4876
15		North	2458	1524	6150	4987
16		West	5787	1580	3975	4878
17	Total		15681	9961	19858	17415

See also

[VP Get active cell](#)

[VP Get selection](#)

[VP RESET SELECTION](#)

[VP SET ACTIVE CELL](#)

[VP SET SELECTION](#)

[VP SHOW CELL](#)

VP ADD SHEET

`VP ADD SHEET (vpAreaName : Text)`

`VP ADD SHEET (vpAreaName : Text ; index : Integer)`

`VP ADD SHEET (vpAreaName : Text ; index : Integer ; name : Text)`

Parameter	Typ		Beschreibung
vpAreaName	Text	->	4D View Pro area form object name
index	Ganzzahl	->	Index of the new sheet
name	Text	->	Sheet name

Beschreibung

The `VP ADD SHEET` command inserts a sheet in the document loaded in `vpAreaName`. In `vpAreaName`, pass the name of the 4D View Pro area.

In `index`, you can pass an index for the new sheet. If the passed `index` is inferior to or equal to 0, the command inserts the new sheet at the beginning. If `index` exceeds the number of sheets, the command inserts the new sheet after the existing ones.

Indexing starts at 0.

In `name`, you can pass a name for the new sheet. The new name cannot contain the following characters: `*`, `:`, `[`, `]`, `? , \ , /`

Beispiel

The document currently has 3 sheets:



To insert a sheet at the third position (index 2) and name it "March":

```
VP ADD SHEET("ViewProArea";2;"March")
```



See also

[VP REMOVE SHEET](#)

VP ADD SPAN

VP ADD SPAN (*rangeObj* : Object)

Parameter	Typ		Beschreibung
rangeObj	Objekt	->	Range object

Beschreibung

The `VP ADD SPAN` command combines the cells in *rangeObj* as a single span of cells.

In *rangeObj*, pass a range object of cells. The cells in the range are joined to create a larger cell extending across multiple columns and/or rows. You can pass multiple cell ranges to create several spans at the same time. Note that if cell ranges overlap, only the first cell range is used.

- Only the data in the upper-left cell is displayed. Data in the other combined cells is hidden until the span is removed.
- Hidden data in spanned cells is accessible via formulas (beginning with the upper-left cell).

Beispiel

To span the First quarter and Second quarter cells across the two cells beside them, and the South area cell across the two rows below it:

		First quart			Second qu	
		Jan	Feb	Mar	Apr	May
South area	John					
	Sahra					
	Dixie					

```
// First quarter range  
$q1:=VP Cells("ViewProArea";2;3;3;1)  
  
// Second quarter range  
$q2:=VP Cells("ViewProArea";5;3;3;1)  
  
// South area range  
$south:=VP Cells("ViewProArea";0;5;1;3)  
  
VP ADD SPAN(VP Combine ranges($q1;$q2;$south))
```

	First quarter			Second quarter		
	Jan	Feb	Mar	Apr	May	Jun
South area	John					
	Sahra					
	Dixie					

See also

[4D View Pro Range Object Properties](#)

[VP Get spans](#)

[VP REMOVE SPAN](#)

VP ADD STYLESHEET

`VP ADD STYLESHEET (vpAreaName : Text ; styleName : Text ; styleObj : Object { ; scope : Integer })`

Parameter	Typ		Beschreibung
vpAreaName	Text	->	4D View Pro area form object name
styleName	Text	->	Name of style
styleObj	Objekt	->	Object defining attribute settings
scope	Ganzzahl	->	Target scope (default = current sheet)

Beschreibung

The `VP ADD STYLESHEET` command creates or modifies the `styleName` style sheet based upon the combination of the properties specified in `styleObj` in the open document. If a style sheet with the same name and scope already exists in the document, this command will overwrite it with the new values.

Style sheets created by this command are saved with the document.

In `vpAreaName`, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

The `styleName` parameter lets you assign a name to the style sheet. If the name is already used within the same scope, the new style sheet replaces the existing one. Note that you can use the same name for different scopes (see below).

Within the `styleObj`, designate the settings for the style sheet (e.g., font, text decoration, alignment, borders, etc.). For the full list of style properties, see [Style object properties](#).

You can designate where to define the style sheet in the optional `scope` parameter using the sheet index (counting begins at 0) or with the following constants:

- `vk current sheet`
- `vk workbook`

If a `styleName` style sheet is defined at the workbook level and at a sheet level, the sheet level has priority over the workbook level when the style sheet is set.

To apply the style sheet, use the `VP SET DEFAULT STYLE` or `VP SET CELL STYLE` commands.

Beispiel

The following code:

```

$styles:=New object
$styles.backColor:="green"

//Line Border Object
$borders:=New object("color";"green";"style";vk line style medium dash dot)

$styles.borderBottom:=$borders
$styles.borderLeft:=$borders
$styles.borderRight:=$borders
$styles.borderTop:=$borders

VP ADD STYLESHEET("ViewProArea";"GreenDashDotStyle";$styles)

//To apply the style
VP SET CELL STYLE(VP Cells("ViewProArea";1;1;2;2);New object("name";"GreenDashDotStyle"))

```

will create and apply the following style object named *GreenDashDotStyle*:

```

{
  backColor:green,
  borderBottom:{color:green,style:10},
  borderLeft:{color:green,style:10},
  borderRight:{color:green,style:10},
  borderTop:{color:green,style:10}
}

```

See also

[4D View Pro Style Objects and Style Sheets](#)

[VP Get stylesheet](#)

[VP Get stylesheets](#)

[VP REMOVE STYLESHEET](#)

[VP SET CELL STYLE](#)

[VP SET DEFAULT STYLE](#)

VP All

VP All (*vpAreaName* : Text { ; *sheet* : Integer }) : Object

Parameter	Typ	Beschreibung
<i>vpAreaName</i>	Text	-> 4D View Pro area form object name
<i>sheet</i>	Ganzzahl	-> Sheet index (current sheet if omitted)
Ergebnis	Objekt	<- Range object of all cells

Beschreibung

The `VP ALL` command returns a new range object referencing all cells.

In *vpAreaName*, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

In the optional *sheet* parameter, you can designate a specific spreadsheet where the range will be defined (counting begins at 0). If omitted or if you pass `vk current sheet`, the current spreadsheet is used.

Beispiel

You want to define a range object for all of the cells of the current spreadsheet:

```
$all:=VP All("ViewProArea") // all cells of the current sheet
```

See also

[VP Cell](#)
[VP Cells](#)
[VP Column](#)
[VP Combine ranges](#)
[VP Name](#)
[VP Row](#)

C

VP Cell

VP Cell (*vpAreaName* ; *column* : Integer ; *row* : Integer ; Text { ; *sheet* : Integer }) : Object

Parameter	Typ		Beschreibung
<i>vpAreaName</i>	Text	->	4D View Pro area form object name
<i>column</i>	Lange Ganzzahl	->	Sheet index (current sheet if omitted)
<i>row</i>	Lange Ganzzahl	->	Sheet index (current sheet if omitted)
<i>sheet</i>	Ganzzahl	->	Sheet index (current sheet if omitted)
Ergebnis	Objekt	<-	Range object of all cells

Beschreibung

The `VP Cell` command returns a new range object referencing a specific cell.

This command is intended for ranges of a single cell. To create a range object for multiple cells, use the [VP Cells](#) command.

In *vpAreaName*, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

The *column* parameter defines the column of the cell range's position. Pass the column index in this parameter.

The *row* parameter defines the row of the cell range's position. Pass the row index in this parameter.

In the optional *sheet* parameter, you can indicate the index of the sheet where the range will be defined. If omitted or if you pass `vk current sheet`, the current spreadsheet is used by default.

indexing starts at 0.

Beispiel

You want to define a range object for the cell shown below (on the current spreadsheet):

1	A	B	C	D	E	F
2						
3						
4						
5						
6						
7						
8						
9						
10						

The code would be:

```
$cell:=VP Cell("ViewProArea";2;4) // C5
```

See also

[VP All](#)
[VP Cells](#)
[VP Column](#)
[VP Combine ranges](#)
[VP Name](#)
[VP Row](#)

VP Cells

`VP Cells (vpAreaName : Text ; column: Integer ; row: Integer ; columnCount : Integer ; rowCount : Integer { ; sheet : Integer }) : Object`

► History

Parameter	Typ		Beschreibung
vpAreaName	Text	->	4D View Pro area form object name
column	Ganzzahl	->	Column index
row	Ganzzahl	->	Row index
columnCount	Ganzzahl	->	Number of columns
rowCount	Ganzzahl	->	Number of rows
sheet	Ganzzahl	->	Sheet index (current sheet if omitted)
Ergebnis	Objekt	<-	Range object of cells

Beschreibung

The `VP Cells` command returns a new range object referencing specific cells.

In `vpAreaName`, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

The `column` parameter defines the first column of the cell range. Pass the column index (counting begins at 0) in this parameter. If the range is within multiple columns, you should also use the `columnCount` parameter.

In the `row` parameter, you can define the row(s) of the cell range's position. Pass the row index (counting begins at 0) in this parameter. If the range is within multiple rows, you should also use the `rowCount` parameter.

The `columnCount` parameter allows you to define the total number of columns the range is within. `columnCount` must be greater than 0.

The `rowCount` parameter allows you to define the total number of rows the range is within. `rowCount` must be greater

than 0.

In the optional *sheet* parameter, you can designate a specific spreadsheet where the range will be defined (counting begins at 0). If omitted or if you pass `vk current sheet`, the current spreadsheet is used by default.

Beispiel

You want to define a range object for the following cells (on the current sheet):

	A	B	C	D	E	F
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						

The code would be:

```
$cells:=VP Cells("ViewProArea";2;4;2;3) // C5 to D7
```

See also

[VP All](#)
[VP Cells](#)
[VP Column](#)
[VP Combine ranges](#)
[VP Name](#)
[VP Row](#)

VP Column

`VP Column (vpAreaName : Text ; column: Integer ; columnCount : Integer { ; sheet : Integer }) : Object`

Parameter	Typ		Beschreibung
vpAreaName	Text	->	4D View Pro area form object name
column	Ganzzahl	->	Column index
columnCount	Ganzzahl	->	Number of columns
sheet	Ganzzahl	->	Sheet index (current sheet if omitted)
Ergebnis	Objekt	<-	Range object of cells

Beschreibung

The `VP Column` command returns a new range object referencing a specific column or columns.

In *vpAreaName*, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

The *column* parameter defines the first column of the column range. Pass the column index (counting begins at 0) in this parameter. If the range contains multiple columns, you should also use the optional *columnCount* parameter.

The optional *columnCount* parameter allows you to define the total number of columns of the range. *columnCount* must be greater than 0. If omitted, the value will be set to 1 by default and a column type range is created.

In the optional *sheet* parameter, you can designate a specific spreadsheet where the range will be defined (counting begins at 0). If omitted or if you pass `vk current sheet`, the current spreadsheet is used by default.

Beispiel

You want to define a range object for the column shown below (on the current spreadsheet):

	A	B	C	D	E	F
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						

The code would be:

```
$column:=VP_Column("ViewProArea";3) // column D
```

See also

[VP All](#)
[VP Cells](#)
[VP Column](#)
[VP Combine ranges](#)
[VP Name](#)
[VP Row](#)
[VP SET COLUMN ATTRIBUTES](#)

VP COLUMN AUTOFIT

VP COLUMN AUTOFIT (*rangeObj* : Object)

Parameter	Typ		Beschreibung
<i>rangeObj</i>	Objekt	->	Range object

Beschreibung

The `VP COLUMN AUTOFIT` command automatically sizes the column(s) in *rangeObj* according to their contents.

In *rangeObj*, pass a range object containing a range of the columns whose size will be automatically handled.

Beispiel

The following columns are all the same size and don't display some of the text:

	A	B	C	D	E
1					
2					
3					
4					
5					

Cells B1-D1 contain the text "Hello Wor The quick TGIF". Cells B2-D2 contain the text "Hello World The quick brown fox jumped over the lazy dog. TGIF".

Selecting the columns and running this code:

```
VP_COLUMN_AUTOFIT(VP_Get_selection("ViewProarea"))
```

... resizes the columns to fit the size of the contents:

	A	B	C	D	E
1					
2					
3					
4					
5					

Cells B1-D1 now contain the text "Hello Wor The quick TGIF". Cells B2-D2 now contain the text "Hello World The quick brown fox jumped over the lazy dog. TGIF".

See also

[VP ROW AUTOFIT](#)

VP Combine Ranges

VP Combine Ranges (*rangeObj* : Object ; *otherRangeObj* : Object {...*otherRangeObjN* : Object }) : Object

Parameter	Typ	Beschreibung
<i>rangeObj</i>	Objekt	-> Range object
<i>otherRangeObj</i>	Objekt	-> Range object
Ergebnis	Objekt	<- Object containing a combined range

Beschreibung

The `VP Combine Ranges` command returns a new range object that incorporates two or more existing range objects. All of the ranges must be from the same 4D View Pro area.

In *rangeObj*, pass the first range object.

In *otherRangeObj*, pass another range object(s) to combine with *rangeObj*.

The command incorporates *rangeObj* and *otherRangeObj* objects by reference.

Beispiel

You want to combine cell, column, and row range objects in a new, distinct range object:

```
$cell:=VP Cell("ViewProArea";2;4) // C5  
$column:=VP Column("ViewProArea";3) // column D  
$row:=VP Row("ViewProArea";9) // row 10  
  
$combine:=VP Combine ranges($cell;$column;$row)
```

See also

[VP All](#)
[VP Cells](#)
[VP Column](#)
[VP Combine ranges](#)
[VP Name](#)
[VP Row](#)
[VP SET COLUMN ATTRIBUTES](#)

VP Convert from 4D View

VP Convert from 4D View (*4DViewDocument* : Blob) : Object

Parameter	Typ		Beschreibung
<i>4DViewDocument</i>	Blob	->	4D View document
Ergebnis	Objekt	<-	4D View Pro object

Beschreibung

The `VP Convert from 4D View` command allows you to convert a legacy 4D View document into a 4D View Pro object.

This command does not require that the legacy 4D View plug-in be installed in your environment.

In the *4DViewDocument* parameter, pass a BLOB variable or field containing the 4D View document to convert. The command returns a 4D View Pro object into which all the information originally stored within the 4D View document is converted to 4D View Pro attributes.

Beispiel

You want to get a 4D View Pro object from a 4D View area stored in a BLOB:

```
C_OBJECT($vpObj)  
$vpObj:=VP Convert from 4D View($pvblob)
```

VP Convert to picture

VP Convert to picture (*vpObject* : Object {; *rangeObj* : Object}) : Picture

Parameter	Typ		Beschreibung
vpObject	Objekt	->	4D View Pro object containing the area to convert
rangeObj	Objekt	->	Range object
Ergebnis	Objekt	<-	SVG picture of the area

Beschreibung

The `VP Convert to picture` command converts the *vpObject* 4D View Pro object (or the *rangeObj* range within *vpObject*) to a SVG picture.

This command is useful, for example:

- to embed a 4D View Pro document in an other document such as a 4D Write Pro document
- to print a 4D View Pro document without having to load it into a 4D View Pro area.

In *vpObject*, pass the 4D View Pro object that you want to convert. This object must have been previously parsed using [VP Export to object](#) or saved using [VP EXPORT DOCUMENT](#).

SVG conversion process requires that expressions and formats (cf. [Cell Format](#)) included in the 4D View Pro area be evaluated at least once, so that they can be correctly exported. If you convert a document that was not evaluated beforehand, expressions or formats may be rendered in an unexpected way.

In *rangeObj*, pass a range of cells to convert. By default, if this parameter is omitted, the whole document contents are converted.

Document contents are converted with respect to their viewing attributes, including formats (see note above), visibility of headers, columns and rows. The conversion of the following elements is supported:

- Text : style / font / size / alignment / orientation / rotation / format
- Cell background : color / image
- Cell borders : thickness / color / style
- Cell merge
- Bilder
- Row height
- Column width
- Hidden columns / rows.

Gridline visibility depends on document attribute defined with [VP SET PRINT INFO](#).

Function result

The command returns a picture in SVG format.

Beispiel

You want to convert a 4D View Pro area in SVG, preview the result, and send it to a picture variable:

```
C_OBJECT($vpAreaObj)
C_PICTURE($vPict)
$vpAreaObj:=VP Export to object("ViewProArea")
$vPict:=VP Convert to picture($vpAreaObj) //export the whole area
```

See also

[VP EXPORT DOCUMENT](#)

[VP Export to object](#)

[VP SET PRINT INFO](#)

VP Copy to object

► History

VP Copy to object (*rangeObj* : Object {; *options* : Object}) : Object

Parameter	Typ		Beschreibung
rangeObj	Objekt	->	Range object
options	Objekt	->	Additional options
Ergebnis	Objekt	<-	Object returned. Contains the copied data

Beschreibung

The `VP Copy to object` command copies the contents, style and formulas from *rangeObj* to an object.

In *rangeObj*, pass the cell range with the values, formatting, and formulas to copy. If *rangeObj* is a combined range, only the first one is used.

You can pass an optional *options* parameter with the following properties:

Property	Type	Beschreibung														
copy	Boolean	<i>True</i> (default) to keep the copied values, formatting and formulas after the command executes. <i>False</i> to remove them.														
copyOptions	Lange Ganzzahl	<p>Specifies what is copied or moved. Possible values:</p> <table border="1"> <thead> <tr> <th>Wert</th> <th>Beschreibung</th> </tr> </thead> <tbody> <tr> <td><code>vk clipboard options all</code> (default)</td> <td>Copies all data objects, including values, formatting, and formulas.</td> </tr> <tr> <td><code>vk clipboard options formatting</code></td> <td>Copies only the formatting.</td> </tr> <tr> <td><code>vk clipboard options formulas</code></td> <td>Copies only the formulas.</td> </tr> <tr> <td><code>vk clipboard options formulas and formatting</code></td> <td>Copies the formulas and formatting.</td> </tr> <tr> <td><code>vk clipboard options values</code></td> <td>Copies only the values.</td> </tr> <tr> <td><code>vk clipboard options value and formatting</code></td> <td>Copies the values and formatting.</td> </tr> </tbody> </table>	Wert	Beschreibung	<code>vk clipboard options all</code> (default)	Copies all data objects, including values, formatting, and formulas.	<code>vk clipboard options formatting</code>	Copies only the formatting.	<code>vk clipboard options formulas</code>	Copies only the formulas.	<code>vk clipboard options formulas and formatting</code>	Copies the formulas and formatting.	<code>vk clipboard options values</code>	Copies only the values.	<code>vk clipboard options value and formatting</code>	Copies the values and formatting.
Wert	Beschreibung															
<code>vk clipboard options all</code> (default)	Copies all data objects, including values, formatting, and formulas.															
<code>vk clipboard options formatting</code>	Copies only the formatting.															
<code>vk clipboard options formulas</code>	Copies only the formulas.															
<code>vk clipboard options formulas and formatting</code>	Copies the formulas and formatting.															
<code>vk clipboard options values</code>	Copies only the values.															
<code>vk clipboard options value and formatting</code>	Copies the values and formatting.															

The paste options defined in the [workbook options](#) are taken into account.

The command returns an object that contains the copied data.

Beispiel

This code sample first stores the contents, values, formatting and formulas from a range to an object, and then pastes them in another range:

```
var $originRange; $targetRange; $dataObject; $options : Object

$originRange:=VP Cells("ViewProArea"; 0; 0; 2; 5)

$options:=New object
$options.copy:=True
$options.copyOptions:=vk clipboard options all

$dataObject:=VP Copy to object($originRange; $options)

$targetRange:=VP Cell("ViewProArea"; 4; 0)
VP PASTE FROM OBJECT($targetRange; $dataObject; vk clipboard options all)
```

See also

[VP PASTE FROM OBJECT](#)
[VP MOVE CELLS](#)
[VP Get workbook options](#)
[VP SET WORKBOOK OPTIONS](#)

D

VP DELETE COLUMNS

`VP DELETE COLUMNS (rangeObj : Object)`

Parameter	Typ		Beschreibung
rangeObj	Objekt	->	Range object

Beschreibung

The `VP DELETE COLUMNS` command removes the columns in the *rangeObj*.

In *rangeObj*, pass an object containing a range of columns to remove. If the passed range contains:

- both columns and rows, only the columns are removed.
- only rows, the command does nothing.

Columns are deleted from right to left.

Beispiel

To delete columns selected by the user (in the image below columns B, C, and D):

1	A	B	C	D	E	F	G	H	I
2									
3									
4	The	quick	brown	fox	jumped	over	the	lazy	dog
c									

use the following code:

```
VP DELETE COLUMNS(VP Get selection("ViewProArea"))
```

See also

[VP All](#)
[VP Cells](#)
[VP Column](#)

VP DELETE ROWS

`VP DELETE ROWS (rangeObj : Object)`

Parameter	Typ		Beschreibung
rangeObj	Objekt	->	Range object

Beschreibung

The `VP DELETE ROWS` command removes the rows in the *rangeObj*.

In *rangeObj*, pass an object containing a range of rows to remove. If the passed range contains:

- both columns and rows, only the rows are removed.
- only columns, the command does nothing.

Rows are deleted from bottom to top.

Beispiel

To delete rows selected by the user (in the image below rows 1, 2, and 3):

	A	B	C	D	E	F	G	H	I
1									
2									
3									
4	The	quick	brown	fox	jumped	over	the	lazy	dog

use the following code:

```
VP DELETE ROWS(VP Get selection("ViewProArea"))
```

See also

[VP All](#)

[VP Cells](#)

[VP Column](#)

E

VP EXPORT DOCUMENT

`VP EXPORT DOCUMENT (vpAreaName : Text ; filePath : Text {; paramObj : Object})`

Parameter	Typ		Beschreibung
vpAreaName	Text	->	4D View Pro area form object name
filePath	Text	->	Pathname of the document
paramObj	Objekt	->	Export options

Beschreibung

The `VP EXPORT DOCUMENT` command exports the 4D View Pro object attached to the 4D View Pro area `vpAreaName` to a document on disk according to the `filePath` and `paramObj` parameters.

In `vpAreaName`, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

In `filePath`, pass the destination path and name of the document to be exported. If you don't specify a path, the document will be saved at the same level as the Project folder.

You can specify the exported file's format by including an extension after the document's name:

- 4D View Pro ("4vp")
- Microsoft Excel ("xlsx")
- PDF ("pdf")
- CSV ("txt", or "csv")

If the extension is not included, but the format is specified in `paramObj`, the exported file will have the extension that corresponds to the format, except for the CSV format (no extension is added in this case).

The optional `paramObj` parameter allows you to define multiple properties for the exported 4D View Pro object, as well as launch a callback method when the export has completed.

Property	Typ	Beschreibung																		
format	Text	<p>(optional) When present, designates the exported file format: ".4vp" (default), ".csv", ".xlsx", or ".pdf". You can use the following constants:</p> <ul style="list-style-type: none"> • <code>vk 4D View Pro format</code> • <code>vk csv format</code> • <code>vk MS Excel format</code> • <code>vk pdf format</code> <p>4D adds the appropriate extension to the file name if needed. If the format specified doesn't correspond with the extension in <code>filePath</code>, it will be added to the end of <code>filePath</code>. If a format is not specified and no extension is provided in <code>filePath</code>, the default file format is used.</p>																		
password	Text	Microsoft Excel only (optional) - Password used to protect the MS Excel document																		
formula	object	Callback method to be launched when the export has completed. Using a callback method is necessary when the export is asynchronous (which is the case for PDF and Excel formats) if you need some code to be executed after the export. The callback method must be used with the Formula command (see below for more information).																		
valuesOnly	Boolean	Specifies that only the values from formulas (if any) will be exported.																		
includeFormatInfo	Boolean	True to include formatting information, false otherwise (default is true). Formatting information is useful in some cases, e.g. for export to SVG. On the other hand, setting this property to false allows reducing export time.																		
includeBindingSource	Boolean	4DVP only. True (default) to export the current data context values as cell values in the exported document (data contexts themselves are not exported). False otherwise. Cell binding is always exported. For data context and cell binding management, see VP SET DATA CONTEXT and VP SET BINDING PATH .																		
sheetIndex	number	PDF only (optional) - Index of sheet to export (starting from 0). -2=all visible sheets (default), -1=current sheet only																		
pdfOptions	object	PDF only (optional) - Options for pdf export																		
		<table border="1"> <thead> <tr> <th>Property</th><th>Typ</th><th>Beschreibung</th></tr> </thead> <tbody> <tr> <td>creator</td><td>Text</td><td>name of the application that created the original document from which it was converted.</td></tr> <tr> <td>title</td><td>Text</td><td>title of the document.</td></tr> <tr> <td>author</td><td>Text</td><td>name of the person who created that document.</td></tr> <tr> <td>keywords</td><td>Text</td><td>keywords associated with the document.</td></tr> <tr> <td>subject</td><td>Text</td><td>subject of the document.</td></tr> </tbody> </table>	Property	Typ	Beschreibung	creator	Text	name of the application that created the original document from which it was converted.	title	Text	title of the document.	author	Text	name of the person who created that document.	keywords	Text	keywords associated with the document.	subject	Text	subject of the document.
Property	Typ	Beschreibung																		
creator	Text	name of the application that created the original document from which it was converted.																		
title	Text	title of the document.																		
author	Text	name of the person who created that document.																		
keywords	Text	keywords associated with the document.																		
subject	Text	subject of the document.																		
CSV only (optional) - Options for csv export																				
<table border="1"> <thead> <tr> <th>Property</th><th>Typ</th><th>Beschreibung</th></tr> </thead> <tbody> <tr> <td>range</td><td>object</td><td>Range object of cells</td></tr> <tr> <td>rowDelimiter</td><td>Text</td><td>Row delimiter. Default: "¥r¥n"</td></tr> <tr> <td>columnDelimiter</td><td>Text</td><td>Column delimiter. Default: ","</td></tr> </tbody> </table>	Property	Typ	Beschreibung	range	object	Range object of cells	rowDelimiter	Text	Row delimiter. Default: "¥r¥n"	columnDelimiter	Text	Column delimiter. Default: ","								
Property	Typ	Beschreibung																		
range	object	Range object of cells																		
rowDelimiter	Text	Row delimiter. Default: "¥r¥n"																		
columnDelimiter	Text	Column delimiter. Default: ","																		
<customProperty>	any	Any custom property that will be available through the \$3 parameter in the callback method.																		

Notes about Excel format :

- When exporting a 4D View Pro document into a Microsoft Excel-formatted file, some settings may be lost. For

example, 4D methods and formulas are not supported by Excel. You can verify other settings with [this list from GrapeCity](#).

- Exporting in this format is run asynchronously, use the *formula* property of the *paramObj* for code to be executed after the export.

Notes about PDF format :

- When exporting a 4D View Pro document in PDF, the fonts used in the document are automatically embedded in the PDF file. Only OpenType fonts (.OTF or .TTF files) having a Unicode map can be embedded. If no valid font file is found for a font, a default font is used instead.
- Exporting in this format is run asynchronously, use the *formula* property of the *paramObj* for code to be executed after the export.

Notes about CSV format :

- When exporting a 4D View Pro document to CSV, some settings may be lost, as only the text and values are saved.
- All the values are saved as double-quoted strings. For more information on delimiter-separated values, see [this article on Wikipedia](#).

Once the export operation is finished, `VP EXPORT DOCUMENT` automatically triggers the execution of the method set in the *formula* property of the *paramObj*, if used.

Passing a callback method (*formula*)

When including the optional *paramObj* parameter, the `VP EXPORT DOCUMENT` command allows you to use the `Formula` command to call a 4D method which will be executed once the export has completed. The callback method will receive the following values in local variables:

Variable		Typ	Beschreibung
\$1		Text	The name of the 4D View Pro object
\$2		Text	The filepath of the exported 4D View Pro object
\$3		object	A reference to the command's <i>paramObj</i>
\$4		object	An object returned by the method with a status message
	.success	Boolean	True if export with success, False otherwise.
	.errorCode	integer	Error code. May be returned by 4D or JavaScript.
	.errorMessage	Text	Error message. May be returned by 4D or JavaScript.

Beispiel 1

You want to export the contents of the "VPArea" area to a 4D View Pro document on disk:

```
var $docPath: Text  
  
$docPath:="C:\\Bases\\ViewProDocs\\MyExport.4VP"  
VP EXPORT DOCUMENT("VPArea";$docPath)  
//MyExport.4VP is saved on your disk
```

Beispiel 2

You want to export the current sheet in PDF:

```
var $params: Object  
$params:=New object  
$params.format:=vk pdf format  
$params.sheetIndex:=-1  
$params.pdfOptions:=New object("title";"Annual Report";"author";Current user)  
VP EXPORT DOCUMENT("VPArea";"report.pdf";$params)
```

Example 3

You want to export a 4D View Pro document in ".xlsx" format and call a method that will launch Microsoft Excel with the document open once the export has completed:

```
$params:=New object
$params.formula:=Formula(AfterExport)
$params.format:=vp MS Excel format //".xlsx"
$params.valuesOnly:=True

VP EXPORT DOCUMENT("ViewProArea";"c:\\tmp\\convertedfile";$params)
```

AfterExport method:

```
C_TEXT($1;$2)
C_OBJECT($3;$4)
$areaName:=$1
$filePath:=$2
$params:=$3
$status:=$4

If($status.success=False)
    ALERT($status.errorMessage)
Else
    LAUNCH EXTERNAL PROCESS("C:\\\\Program Files\\\\Microsoft Office\\\\Office15\\\\excel "+$filePath)
End_if
```

Example 4

You want to export the current sheet to a `.txt` file with pipe-separated values:

```

var $params : Object
$params:=New object
$params.range:=VP Cells("ViewProArea";0;0;2;5)
$params.rowDelimiter:="\n"
$params.columnDelimiter:="|"
VP EXPORT DOCUMENT("ViewProArea";"c:\\tmp\\data.txt";New object("format";vk csv format;"csvOptions";$par

```

Here's the result:

```

"Clark"|"Kent"
"Bruce"|"Wayne"
"Barry"|"Allen"
"Peter"|"Parker"
"Tony"|"Stark"

```

See also

[VP Convert to picture](#)
[VP Export to object](#)
[VP Column](#)
[VP Print](#)

VP Export to object

VP Export to object (*vpAreaName* : Text {; *options* : Object}) : Object

Parameter	Typ	Beschreibung
vpAreaName	Text	-> 4D View Pro area form object name
options	Objekt	-> Export options
Ergebnis	Objekt	<- 4D View Pro object

Beschreibung

The `VP Export to object` command returns the 4D View Pro object attached to the 4D View Pro area `vpAreaName`. You can use this command for example to store the 4D View Pro area in a 4D database object field.

In `vpAreaName`, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

In the `options` parameter, you can pass the following export options, if required:

Property	Typ	Beschreibung
includeFormatInfo	Boolean	True (default) to include formatting information, false otherwise. Formatting information is useful in some cases, e.g. for export to SVG. On the other hand, setting this property to False allows reducing export time.
includeBindingSource	Boolean	True (default) to export the current data context values as cell values in the exported object (data contexts themselves are not exported). False otherwise. Cell binding is always exported.

For more information on 4D View Pro objects, please refer to the [4D View Pro object](#) paragraph.

Beispiel 1

You want to get the "version" property of the current 4D View Pro area:

```

var $vpAreaObj : Object
var $vpVersion : Number
$vpAreaObj:=VP Export to object("vpArea")
// $vpVersion:=OB Get($vpAreaObj;"version")
$vpVersion:=$vpAreaObj.version

```

Beispiel 2

You want to export the area, excluding formatting information:

```

var $vpObj : Object
$vpObj:=VP Export to object("vpArea";New object("includeFormatInfo";False))

```

See also

[VP Convert to picture](#)
[VP EXPORT DOCUMENT](#)
[VP IMPORT FROM OBJECT](#)

F

VP Find

VP Find (*rangeObj* : Object ; *searchValue* : Text) : Object
 VP Find (*rangeObj* : Object ; *searchValue* : Text ; *searchCondition* : Object }) : Object
 VP Find (*rangeObj* : Object ; *searchValue* : Text ; *searchCondition* : Object ; *replaceValue* : Text) : Object

Parameter	Typ		Beschreibung
<i>rangeObj</i>	Objekt	->	Range object
<i>searchValue</i>	Text	->	Search value
<i>searchCondition</i>	Objekt	->	Object containing search condition(s)
<i>replaceValue</i>	Text	->	Replacement value
Ergebnis	Objekt	<-	Range object

Beschreibung

The `VP Find` command searches the *rangeObj* for the *searchValue*. Optional parameters can be used to refine the search and/or replace any results found.

In the *rangeObj* parameter, pass an object containing a range to search.

The *searchValue* parameter lets you pass the text to search for within the *rangeObj*.

You can pass the optional *searchCondition* parameter to specify how the search is performed. The following properties are supported:

Property	Type	Beschreibung									
afterColumn	Ganzzahl	The number of the column just before the starting column of the search. If the <i>rangeObj</i> is a combined range, the column number given must be from the first range. Default value: -1 (beginning of the <i>rangeObj</i>)									
afterRow	Ganzzahl	The number of the row just before the starting row of the search. If the <i>rangeObj</i> is a combined range, the row number given must be from the first range. Default value: -1 (beginning of the <i>rangeObj</i>)									
all	Boolean	<ul style="list-style-type: none"> True - All cells in <i>rangeObj</i> corresponding to <i>searchValue</i> are returned False - (default value) Only the first cell in <i>rangeObj</i> corresponding to <i>searchValue</i> is returned 									
flags	Ganzzahl	<table border="1"> <tr> <td><code>vk find flag exact match</code></td><td>The entire content of the cell must completely match the search value</td></tr> <tr> <td><code>vk find flag ignore case</code></td><td>Capital and lower-case letters are considered the same. Ex: "a" is the same as "A".</td></tr> <tr> <td><code>vk find flag none</code></td><td>no search flags are considered (default)</td></tr> <tr> <td><code>vk find flag use wild cards</code></td><td> Wildcard characters (*,?) can be used in the search string. Wildcard characters can be used in any string comparison to match any number of characters: <ul style="list-style-type: none"> * for zero or multiple characters (for example, searching for "bl*" can find "bl", "black", or "blob") ? for a single character (for example, searching for "h?t" can find "hot" or "hit") </td></tr> </table>	<code>vk find flag exact match</code>	The entire content of the cell must completely match the search value	<code>vk find flag ignore case</code>	Capital and lower-case letters are considered the same. Ex: "a" is the same as "A".	<code>vk find flag none</code>	no search flags are considered (default)	<code>vk find flag use wild cards</code>	Wildcard characters (*,?) can be used in the search string. Wildcard characters can be used in any string comparison to match any number of characters: <ul style="list-style-type: none"> * for zero or multiple characters (for example, searching for "bl*" can find "bl", "black", or "blob") ? for a single character (for example, searching for "h?t" can find "hot" or "hit") 	
<code>vk find flag exact match</code>	The entire content of the cell must completely match the search value										
<code>vk find flag ignore case</code>	Capital and lower-case letters are considered the same. Ex: "a" is the same as "A".										
<code>vk find flag none</code>	no search flags are considered (default)										
<code>vk find flag use wild cards</code>	Wildcard characters (*,?) can be used in the search string. Wildcard characters can be used in any string comparison to match any number of characters: <ul style="list-style-type: none"> * for zero or multiple characters (for example, searching for "bl*" can find "bl", "black", or "blob") ? for a single character (for example, searching for "h?t" can find "hot" or "hit") 										
		These flags can be combined. Beispiel:									
		<code>\$search.flags:=vk find flag use wild cards+vk find flag ignore case</code>									
order	Ganzzahl	<table border="1"> <tr> <td><code>vk find order by columns</code></td><td>The search is performed by columns. Each row of a column is searched before the search continues to the next column.</td></tr> <tr> <td><code>vk find order by rows</code></td><td>The search is performed by rows. Each column of a row is searched before the search continues to the next row (default)</td></tr> </table>	<code>vk find order by columns</code>	The search is performed by columns. Each row of a column is searched before the search continues to the next column.	<code>vk find order by rows</code>	The search is performed by rows. Each column of a row is searched before the search continues to the next row (default)					
<code>vk find order by columns</code>	The search is performed by columns. Each row of a column is searched before the search continues to the next column.										
<code>vk find order by rows</code>	The search is performed by rows. Each column of a row is searched before the search continues to the next row (default)										
target	Ganzzahl	<table border="1"> <tr> <td><code>vk find target formula</code></td><td>The search is performed in the cell formula</td></tr> <tr> <td><code>vk find target tag</code></td><td>The search is performed in the cell tag</td></tr> <tr> <td><code>vk find target text</code></td><td>The search is performed in the cell text (default)</td></tr> </table>	<code>vk find target formula</code>	The search is performed in the cell formula	<code>vk find target tag</code>	The search is performed in the cell tag	<code>vk find target text</code>	The search is performed in the cell text (default)			
<code>vk find target formula</code>	The search is performed in the cell formula										
<code>vk find target tag</code>	The search is performed in the cell tag										
<code>vk find target text</code>	The search is performed in the cell text (default)										
		These flags can be combined. Beispiel:									
		<code>\$search.target:=vk find target formula+vk find target text</code>									

In the optional *replaceValue* parameter, you can pass text to take the place of any instance of the text in *searchValue* found in the *rangeObj*.

Returned Object

The function returns a range object describing each search value that was found or replaced. An empty range object is

returned if no results are found.

Beispiel 1

To find the first cell containing the word "Total":

```
var $range;$result : Object  
  
$range:=VP All("ViewProArea")  
  
$result:=VP Find($range;"Total")
```

Beispiel 2

To find "Total" and replace it with "Grand Total":

```
var $range;$condition;$result : Object  
  
$range:=VP All("ViewProArea")  
  
$condition:=New object  
$condition.target:=vk find target text  
$condition.all:=True //Search entire document  
$condition.flags:=vk find flag exact match  
  
// Replace the cells containing only 'Total' in the current sheet with "Grand Total"  
$result:=VP Find($range;"Total";$condition;"Grand Total")  
  
// Check for empty range object  
If($result.ranges.length=0)  
    ALERT("No result found")  
Else  
    ALERT($result.ranges.length+" results found")  
End if
```

VP FLUSH COMMANDS

VP FLUSH COMMANDS (*vpAreaName* : Text)

Parameter	Typ		Beschreibung
vpAreaName	Text	->	4D View Pro area form object name

Beschreibung

The `VP FLUSH COMMANDS` command immediately executes stored commands and clears the command buffer.

In *vpAreaName*, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

In order to increase performance and reduce the number of requests sent, the 4D View Pro commands called by the developer are stored in a command buffer. When called, `VP FLUSH COMMANDS` executes the commands as a batch when leaving the method and empties the contents of the command buffer.

Beispiel

You want to trace the execution of the commands and empty the command buffer:

```

VP SET TEXT VALUE(VP Cell("ViewProArea1";10;1);"INVOICE")
VP SET TEXT VALUE(VP Cell("ViewProArea1";10;2);"Invoice date: ")
VP SET TEXT VALUE(VP Cell("ViewProArea1";10;3);"Due date: ")

VP FLUSH COMMANDS(("ViewProArea1")
TRACE

```

VP Font to object

VP Font to object (*font* : Text) : Object

Parameter	Typ		Beschreibung
font	Text	->	Font shorthand string

Beschreibung

The `VP Font to object` utility command returns an object from a font shorthand string. This object can then be used to set or get font property settings via object notation.

In the *font* parameter, pass a font shorthand string to specify the different properties of a font (e.g., "12 pt Arial"). You can learn more about font shorthand strings [in this page](#) for example.

The returned object contains defined font attributes as properties. For more information about the available properties, see the [VP Object to font](#) command.

Beispiel 1

This code:

```
$font:=VP Font to object("16pt arial")
```

will return the following \$font object:

```
{
  family:arial
  size:16pt
}
```

Beispiel 2

See example for [VP Object to font](#).

See also

[4D View Pro Style Objects and Style Sheets](#)
[VP Object to font](#)
[VP SET CELL STYLE](#)
[VP SET DEFAULT STYLE](#)

G

VP Get active cell

VP Get active cell (*vpAreaName* : Text { ; *sheet* : Integer }) : Object

Parameter	Typ		Beschreibung
vpAreaName	Text	->	4D View Pro area form object name
sheet	Ganzzahl	->	Sheet index (current sheet if omitted)
Ergebnis	Objekt	<-	Range object of single cell

Beschreibung

The `VP Get active cell` command returns a new range object referencing the cell which has the focus and where new data will be entered (the active cell).

In `vpAreaName`, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

In the optional `sheet` parameter, you can designate a specific spreadsheet where the range will be defined (counting begins at 0). If omitted or if you pass `vk current sheet`, the current spreadsheet is used.

Beispiel

A	B	C	D	E	F	G
1						
2	Month	Area	Mr. Smith	Ms. Johnson	Ms. Williams	Mr. Jones
3	January	South	1898	1857	1651	1448
4		East	4859	4857	2548	4876
5		North	2458	1524	6150	4987
6		West	5787	1580	3975	4878
7	Total		15002	9818	14324	16189
8	February	South	6668	4374	17495	9999
9		East	5955	1677	7944	9400
10		North	1000	6722	2195	2777
11		West	6896	8355	7195	2058
12	Total		20519	21128	34829	24234
13	March	South	2577	2000	6185	2704
14		East	4859	4857	2548	4876
15		North	2458	1524	6150	4987
16		West	5787	1580	3975	4878
17	Total		15681	9961	18858	17445

The following code will retrieve the coordinates of the active cell:

```
$activeCell:=VP Get active cell("myVPArea")

//returns a range object containing:
//$activeCell.ranges[0].column=3
//$activeCell.ranges[0].row=4
//$activeCell.ranges[0].sheet=0
```

See also

[VP ADD SELECTION](#)
[VP Get selection](#)
[VP RESET SELECTION](#)
[VP SET ACTIVE CELL](#)
[VP SET SELECTION](#)
[VP SHOW CELL](#)

VP Get binding path

► History

VP Get binding path (*rangeObj* : Object) : Text

Parameter	Typ		Beschreibung
rangeObj	Objekt	->	Range object
Ergebnis	Text	<-	Name of the attribute bound to the cell

Beschreibung

The `VP Get binding path` command returns the name of the attribute bound to the cell specified in `rangeObj`.

In `rangeObj`, pass an object that is either a cell range or a combined range of cells. Note that:

- If `rangeObj` is a range with several cells, the command returns the attribute name linked to the first cell in the range.
- If `rangeObj` contains several ranges of cells, the command returns the attribute name linked to the first cell of the first range.

Beispiel

```
var $p; $options : Object
var $myAttribute : Text

$p:=New object
$p.firstName:="Freehafer"
$p.lastName:="Nancy"

VP SET DATA CONTEXT("ViewProArea"; $p)

VP SET BINDING PATH(VP Cell("ViewProArea"; 0; 0); "firstName")
VP SET BINDING PATH(VP Cell("ViewProArea"; 1; 0); "lastName")

$myAttribute:=VP Get binding path(VP Cell("ViewProArea"; 1; 0)) // "lastName"
```

See also

[VP SET BINDING PATH](#)
[VP Get data context](#)
[VP SET DATA CONTEXT](#)

VP Get cell style

`VP Get cell style (rangeObj : Object) : Object`

Parameter	Typ		Beschreibung
rangeObj	Objekt	->	Range object
Ergebnis	Objekt	<-	Style object

Beschreibung

The `VP Get cell style` command returns a [style object](#) for the first cell in the `rangeObj`.

In `rangeObj`, pass a range containing the style to retrieve.

- If `rangeObj` contains a cell range, the cell style is returned.
- If `rangeObj` contains a range that is not a cell range, the style of the first cell in the range is returned.
- If `rangeObj` contains several ranges, only the style of the first cell in the first range is returned.

Beispiel

To get the details about the style in the selected cell (B2):

	A	B	C
1			
2		H e l l o	
3		W o r l d	

This code:

```
$cellStyle:=VP Get cell style(VP Get selection("myDoc"))
```

... will return this object:

```
{
  "backColor":"Azure",
  "borderBottom": {
    "color": "#800080",
    "style": 5
  },
  "font": "8pt Arial",
  "foreColor": "red",
  "hAlign": 1,
  "isVerticalText": "true",
  "vAlign": 0
}
```

See also

[VP GET DEFAULT STYLE](#)
[VP SET CELL STYLE](#)

VP Get column attributes

VP Get column attributes (*rangeObj* : Object) : Collection

Parameter	Typ		Beschreibung
<i>rangeObj</i>	Objekt	->	Range object
Ergebnis	Collection	<-	Collection of column properties

Beschreibung

The `VP Get column attributes` command returns a collection of properties for any column in the *rangeObj*.

In *rangeObj*, pass an object containing a range of the columns whose attributes will be retrieved.

The returned collection contains any properties for the columns, whether or not they have been set by the [VP SET COLUMN ATTRIBUTES](#) command.

Beispiel

The following code:

```

C_OBJECT($range)
C_COLLECTION($attr)

$range:=VP Column("ViewProArea";1;2)
$attr:=VP Get column attributes($range)

```

... will return a collection of the attributes within the given range:

length	2
\$attr[0]	{"width":150,"pageBreak":false,"visible":true,"resizable":false,"header":"Hello World"}
\$attr[0].header	"Hello World"
\$attr[0].pageBreak	False
\$attr[0].resizable	False
\$attr[0].visible	True
\$attr[0].width	150
\$attr[1]	{"width":62,"pageBreak":false,"visible":true,"resizable":true,"header":"C"}
\$attr[1].header	"C"
\$attr[1].pageBreak	False
\$attr[1].resizable	True
\$attr[1].visible	True
\$attr[1].width	62

See also

[VP Get row attributes](#)
[VP SET COLUMN ATTRIBUTES](#)
[VP SET ROW ATTRIBUTES](#)

VP Get column count

VP Get column count (*vpAreaName* : Text { ; *sheet* : Integer }) : Integer

Parameter	Typ		Beschreibung
vpAreaName	Text	->	4D View Pro area from object name
sheet	Ganzzahl	->	Sheet index (current sheet if omitted)
Ergebnis	Ganzzahl	<-	Total number of columns

Beschreibung

The `VP Get column count` command returns the total number of columns from the designated *sheet*.

In *vpAreaName*, pass the name property of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

You can define where to get the column count in the optional *sheet* parameter using the sheet index (counting begins at 0). If omitted or if you pass `vk current sheet`, the current spreadsheet is used.

Beispiel

The following code returns the number of columns in the 4D View Pro area:

```

C_Integer($colCount)
$colCount:=VP Get column count("ViewProarea")

```

See also

[VP Get row count](#)
[VP SET COLUMN COUNT](#)

[VP SET ROW COUNT](#)

VP Get current sheet

VP Get current sheet (*vpAreaName* : Text)

Parameter	Typ		Beschreibung
<i>vpAreaName</i>	Text	->	4D View Pro area form object name
Function result	Ganzzahl	<-	Index of the current sheet

Beschreibung

The `VP Get current sheet` command returns the index of the current sheet in *vpAreaName*. The current sheet is the selected sheet in the document.

In *vpAreaName*, pass the name of the 4D View Pro area.

Indexing starts at 0.

Beispiel

When the third sheet is selected:



The command returns 2:

```
$index:=VP Get current sheet("ViewProArea")
```

See also

[VP SET CURRENT SHEET](#)

VP Get data context

► History

VP Get data context (*vpAreaName* : Text {; *sheetIndex* : Integer }) : Object

VP Get data context (*vpAreaName* : Text {; *sheetIndex* : Integer }) : Collection

Parameter	Typ		Beschreibung
<i>vpAreaName</i>	Objekt	->	4D View Pro area form object name
<i>sheetIndex</i>	Ganzzahl	->	Index of the sheet to get the data context from
Ergebnis	Object Collection	<-	Data context

Beschreibung

The `VP Get data context` command returns the current data context of a worksheet. The returned context includes any modifications made to the contents of the data context.

In *sheetIndex*, pass the index of the sheet to get the data context from. If no index is passed, the command returns the data context of the current worksheet. If there is no context for the worksheet, the command returns `Null`.

The function returns an object or a collection depending on the type of data context set with [VP SET DATA CONTEXT](#).

Beispiel

To get the data context bound to the following cells:

	0	1	2	3
1	Freehafer	Nancy		
2				
3				

```
var $dataContext : Object  
  
$dataContext:=VP Get data context("ViewProArea") // {firstName:Freehafer,lastName:Nancy}
```

See also

[VP SET DATA CONTEXT](#)

[VP Get binding path](#)

[VP SET BINDING PATH](#)

VP Get default style

VP Get default style (*vpAreaName* : Text { ; *sheet* : Integer }) : Integer

Parameter	Typ		Beschreibung
<i>vpAreaName</i>	Text	->	4D View Pro area from object name
<i>sheet</i>	Ganzzahl	->	Sheet index (current sheet if omitted)
Ergebnis	Ganzzahl	<-	Total number of columns

Beschreibung

The `VP Get default style` command returns a default style object for a sheet. The returned object contains basic document rendering properties as well as the default style settings (if any) previously set by the [VP SET DEFAULT STYLE](#) method. For more information about style properties, see [Style Objects & Style Sheets](#).

In *vpAreaName*, pass the name property of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

You can define where to get the column count in the optional *sheet* parameter using the sheet index (counting begins at 0). If omitted or if you pass `vk current sheet`, the current spreadsheet is used.

Beispiel

To get the details about the default style for this document:

	A	B	C
1			
2		Hello World!	
3			
4			
5			
6			
7			
8			

This code:

```
$defaultStyle:=VP Get default style("myDoc")
```

will return this information in the `$defaultStyle` object:

```
{
    backColor:#E6E6FA,
    hAlign:0,
    vAlign:0,
    font:12pt papyrus
}
```

See also

[VP Get cell style](#)
[VP SET DEFAULT STYLE](#)

VP Get formula

VP Get formula (*rangeObj* : Object) : Text

Parameter	Typ		Beschreibung
<i>rangeObj</i>	Objekt	->	Range object
Ergebnis	Text	<-	Formula

Beschreibung

The `VP Get formula` command retrieves the formula from a designated cell range.

In *rangeObj*, pass a range whose formula you want to retrieve. If *rangeObj* designates multiple cells or multiple ranges, the formula of the first cell is returned. If *rangeObj* is a cell that does not contain a formula, the method returns an empty string.

Beispiel

```
//set a formula
VP SET FORMULA(VP Cell("ViewProArea";5;2);"SUM($A$1:$C$10)")

$result:=VP Get formula(VP Cell("ViewProArea";5;2)) // $result="SUM($A$1:$C$10)"
```

See also

[VP Get formulas](#)
[VP SET FORMULA](#)
[VP SET ROW COUNT](#)

VP Get formula by name

VP Get formula by name (*vpAreaName* : Text ; *name* : Text { ; *scope* : Number }) : Object

Parameter	Typ		Beschreibung
<i>vpAreaName</i>	Text	->	4D View Pro area form object name
<i>name</i>	Text	->	Name of the named range
<i>scope</i>	Zahl	->	Target scope (default=current sheet)
Ergebnis	Text	<-	Named formula or named range definition

Beschreibung

The `VP Get formula by name` command returns the formula and comment corresponding to the named range or

named formula passed in the `name` parameter, or null if it does not exist in the defined scope.

In `vpAreaName`, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

Pass the named range or named formula that you want to get in `name`. Note that named ranges are returned as formulas containing absolute cell references.

You can define where to get the formula in `scope` using either the sheet index (counting begins at 0) or the following constants:

- `vk current sheet`
- `vk workbook`

Returned Object

The returned object contains the following properties:

Property	Typ	Beschreibung
formula	Text	Text of the formula corresponding to the named formula or named range. For named ranges, the formula is a sequence of absolute coordinates.
comment	Text	Comment corresponding to the named formula or named range

Beispiel

```
$range:=VP Cell("ViewProArea";0;0)
VP ADD RANGE NAME("Total1";$range)

$formula:=VP Get formula by name("ViewProArea";"Total1")
//$formula.formula=Sheet1!$A$1

$formula:=VP Get formula by name("ViewProArea";"Total")
//$formula=null (if not existing)
```

See also

[VP ADD FORMULA NAME](#)

[VP ADD RANGE NAME](#)

[VP Get names](#)

VP Get formulas

`VP Get formulas (rangeObj : Object) : Collection`

Parameter	Typ		Beschreibung
rangeObj	Objekt	->	Range object
Ergebnis	Collection	<-	Collection of formula values

Beschreibung

The `VP Get formulas` command retrieves the formulas from a designated `rangeObj`.

In `rangeObj`, pass a range whose formulas you want to retrieve. If `rangeObj` designates multiple ranges, the formula of the first range is returned. If `rangeObj` does not contain any formulas, the command returns an empty string.

The returned collection is two-dimensional:

- The first-level collection contains subcollections of formulas. Each subcollection represents a row.
- Each subcollection defines cell values for the row. Values are text elements containing the cell formulas.

Beispiel

You want to retrieve the formulas in the Sum and Average columns from this document:

	A	B	C	D	E	F	G
1		Data			Sum	Average	
2		1	2	3		6	2
3		4	5	6		15	5
4		7	8	9		24	8.5
5							
e							

You can use this code:

```
$formulas:=VP Get formulas(VP Cells("ViewProArea";5;1;2;3))  
//$formulas[0]=[Sum(B2:D2),Average(B2:D2)]  
//$formulas[1]=[Sum(B3:D3),Average(B3:D3)]  
//$formulas[2]=[Sum(B4:D4),Average(C4:D4)]
```

See also

[VP Get formula](#)

[VP Get values](#)

[VP SET FORMULAS](#)

[VP SET VALUES](#)

VP Get frozen panes

`VP Get frozen panes (vpAreaName : Text { ; sheet : Integer }) : Object`

Parameter	Typ		Beschreibung
vpAreaName	Text	->	4D View Pro area form object name
sheet	Ganzzahl	->	Sheet index (current sheet if omitted)
Ergebnis	Objekt	<-	Object containing frozen column and row information

Beschreibung

The `VP Get frozen panes` command returns an object with information about the frozen columns and rows in `vpAreaName`.

In `vpAreaName`, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

In the optional `sheet` parameter, you can designate a specific spreadsheet where the range will be defined (counting begins at 0). If omitted or if you pass `vk current sheet`, the current spreadsheet is used.

Returned object

The command returns an object describing the frozen columns and rows. This object can contain the following properties:

Property	Typ	Beschreibung
columnCount	Ganzzahl	The number of frozen columns on the left of the sheet
trailingColumnCount	Ganzzahl	The number of frozen columns on the right of the sheet
rowCount	Ganzzahl	The number of frozen rows on the top of the sheet
trailingRowCount	Ganzzahl	The number of frozen rows on the bottom of the sheet

Beispiel

You want to retrieve information about the number of frozen columns and rows:

```
var $panesObj : Object  
$panesObj:=VP Get frozen panes("ViewProArea")
```

The returned object contains, for example:

Expression	Value
▀ \$paneObj	{"columnCount":3,"trailingColumnCount":0,"rowCount":1,"trailingRowCount":0}
▀ columnCount	3
▀ rowCount	1
▀ trailingColumnCount	0
▀ trailingRowCount	0

See also

[VP SET FROZEN PANES](#)

VP Get names

VP Get names (vpAreaName : Text { ; scope : Number }) : Collection

Parameter	Typ		Beschreibung
vpAreaName	Text	->	4D View Pro area form object name
scope	Zahl	->	Target scope (default= current sheet)
Ergebnis	Collection	<-	Existing names in the defined scope

Beschreibung

The `VP Get names` command returns a collection of all defined "names" in the current sheet or in the scope designated by the `scope` parameter.

In `vpAreaName`, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

You can define where to get the names in `scope` using either the sheet index (counting begins at 0) or the following constants:

- `vk current sheet`
- `vk workbook`

Returned collection

The returned collection contains one object per name. The following object properties can be returned:

Property	Typ	Beschreibung
<code>result[].name</code>	Text	cell or range name
<code>result[].formula</code>	Text	formula
<code>result[].comment</code>	Text	Comment associated to the name

Available properties depend on the type of the named element (named cell, named range, or named formula).

Beispiel

```
var $list : Collection  
$list:=VP Get names("ViewProArea";2) //names in 3rd sheet
```

See also

[VP ADD FORMULA NAME](#)
[VP ADD RANGE NAME](#)
[VP Get formula by name](#)
[VP Name](#)

VP Get print info

VP Get print info (vpAreaName : Text { ; sheet : Integer }) : Object

Parameter	Typ		Beschreibung
vpAreaName	Text	->	4D View Pro area form object name
sheet	Ganzzahl	->	Sheet index (current sheet if omitted)
Ergebnis	Objekt	<-	Object of printing information

Beschreibung

The `VP Get print info` command returns an object containing the print attributes of the `vpAreaName`.

Pass the the name of the 4D View Pro area in `vpAreaName`. If you pass a name that does not exist, an error is returned.

In the optional `sheet` parameter, you can designate a specific spreadsheet (counting begins at 0) whose printing attributes you want returned. If omitted or if you pass `vk current sheet`, the current spreadsheet is used.

Beispiel

This code:

```
$pinfo:=VP Get print info("ViewProArea")
```

... returns the print attributes of the 4D View Pro area set in the [VP SET PRINT INFO](#) command:

```
{  
bestFitColumns:false,  
bestFitRows:false,  
blackAndWhite:false,  
centering:0,  
columnEnd:8,  
columnStart:0,  
firstPageNumber:1,  
fitPagesTall:1,  
fitPagesWide:1,  
footerCenter:"&BS.H.I.E.L.D. &A Sales Per Region",  
footerCenterImage:,  
footerLeft:,  
footerLeftImage:,  
footerRight:"page &P of &N",  
footerRightImage:,  
headerCenter:,  
headerCenterImage:,  
headerLeft:"&G",  
headerLeftImage:logo.png,  
headerRight:,
```

```
headerRightImage:,  
margin:{top:75,bottom:75,left:70,right:70,header:30,footer:30},  
orientation:2,  
pageOrder:0,  
pageRange:,  
paperSize:{width:850,height:1100,kind:1},  
qualityFactor:2,  
repeatColumnEnd:-1,  
repeatColumnStart:-1,  
repeatRowEnd:-1,  
repeatRowStart:-1,  
rowEnd:24,  
rowStart:0,  
showBorder:false,  
showColumnHeader:0,  
showGridLine:false,  
showRowHeader:0,  
useMax:true,  
watermark:[],  
zoomFactor:1  
} &A Sales Per Region",  
footerCenterImage:,  
footerLeft:,  
footerLeftImage:,  
footerRight:"page &P of &N",  
footerRightImage:,  
headerCenter:,  
headerCenterImage:,  
headerLeft:"&G",  
headerLeftImage:logo.png,  
headerRight:,  
headerRightImage:,  
margin:{top:75,bottom:75,left:70,right:70,header:30,footer:30},  
orientation:2,  
pageOrder:0,  
pageRange:,  
paperSize:{width:850,height:1100,kind:1},  
qualityFactor:2,  
repeatColumnEnd:-1,  
repeatColumnStart:-1,  
repeatRowEnd:-1,  
repeatRowStart:-1,  
rowEnd:24,  
rowStart:0,  
showBorder:false,  
showColumnHeader:0,  
showGridLine:false,  
showRowHeader:0,  
useMax:true,  
watermark:[],  
zoomFactor:1  
} &A Sales Per Region",  
footerCenterImage:,  
footerLeft:,  
footerLeftImage:,  
footerRight:"page &P of &N",  
footerRightImage:,  
headerCenter:,  
headerCenterImage:,  
headerLeft:"&G",  
headerLeftImage:logo.png,  
headerRight:,  
headerRightImage:,  
margin:{top:75,bottom:75,left:70,right:70,header:30,footer:30},  
orientation:2,  
pageOrder:0
```

```

pageOrder:v,
pageRange:,  

paperSize:{width:850,height:1100,kind:1},  

qualityFactor:2,  

repeatColumnEnd:-1,  

repeatColumnStart:-1,  

repeatRowEnd:-1,  

repeatRowStart:-1,  

rowEnd:24,  

rowStart:0,  

showBorder:false,  

showColumnHeader:0,  

showGridLine:false,  

showRowHeader:0,  

useMax:true,  

watermark:[],  

zoomFactor:1  

}

```

See also

[4D View Pro Print Attributes](#)

[VP SET PRINT INFO](#)

VP Get row attributes

VP Get row attributes (rangeObj : Object) : Collection

Parameter	Typ		Beschreibung
rangeObj	Objekt	->	Range object
Ergebnis	Collection	<-	Collection of row properties

Beschreibung

The `VP Get row attributes` command returns a collection of properties for any row in the `rangeObj`.

In `rangeObj`, pass an object containing a range of the rows whose attributes will be retrieved.

The returned collection contains any properties for the rows, whether or not they have been set by the [VP SET ROW ATTRIBUTES](#) method.

Beispiel

The following code returns a collection of the attributes within the given range:

```

var $range : Object
var $attr : Collection

$range:=VP Column("ViewProArea";1;2)
$attr:=VP Get row attributes($range)

```

length	2
\$attr[0]	{"height":75,"pageBreak":false,"visible":true,"resizable":true,"header":"june"}
\$attr[0].header	"june"
\$attr[0].height	75
\$attr[0].pageBreak	False
\$attr[0].resizable	True
\$attr[0].visible	True
\$attr[1]	{"height":20,"pageBreak":false,"visible":true,"resizable":true,"header":"3"}
\$attr[1].header	"3"
\$attr[1].height	20
\$attr[1].pageBreak	False
\$attr[1].resizable	True
\$attr[1].visible	True

See also

[VP Get column attributes](#)
[VP SET COLUMN ATTRIBUTES](#)
[VP SET ROW ATTRIBUTES](#)

VP Get row count

VP Get row count (*vpAreaName* : Text {; *sheet* : Integer }) : Integer

Parameter	Typ		Beschreibung
vpAreaName	Text	->	4D View Pro area from object name
sheet	Ganzzahl	->	Sheet index (current sheet if omitted)
Ergebnis	Ganzzahl	<-	Total number of rows

Beschreibung

The `VP Get row count` command returns the total number of rows from the designated *sheet*.

In *vpAreaName*, pass the name property of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

You can define where to get the row count in the optional *sheet* parameter using the sheet index (counting begins at 0). If omitted or if you pass `vk current sheet`, the current spreadsheet is used.

Beispiel

The following code returns the number of rows in the 4D View Pro area:

```
var $rowCount : Integer
$rowCount:=VP Get row count("ViewProarea")
```

See also

[VP Get column count](#)
[VP SET COLUMN COUNT](#)
[VP SET ROW COUNT](#)

VP Get selection

VP Get selection (*vpAreaName* : Text {; *sheet* : Integer }) : Object

Parameter	Typ		Beschreibung
vpAreaName	Text	->	4D View Pro area from object name
sheet	Ganzzahl	->	Sheet index (current sheet if omitted)
Ergebnis	Objekt	<-	Range object of cells

Beschreibung

The `VP Get selection` command returns a new range object referencing the current selected cells.

In `vpAreaName`, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

In the optional `sheet` parameter, you can designate a specific spreadsheet where the range will be defined (counting begins at 0). If omitted or if you pass `vk current sheet`, the current spreadsheet is used.

Beispiel

	A	B	C	D	E	F	G
1							
2		Month	Area	Mr. Smith	Ms. Johnson	Ms. Williams	Mr. Jones
3	January	South	1898	1857	1651	1448	
4		East	4859	4857	2548	4876	
5		North	2458	1524	6150	4987	
6		West	5787	1580	3975	4878	
7		Total	15002	9818	14324	16189	
8	February	South	6668	4374	17495	9999	
9		East	5955	1677	7944	9400	
10		North	1000	6722	2195	2777	
11		West	6896	8355	7195	2058	
12		Total	20519	21128	34829	24234	
13	March	South	2577	2000	6185	2704	
14		East	4859	4857	2548	4876	
15		North	2458	1524	6150	4987	
16		West	5787	1580	3975	4878	
17		Total	15681	9961	18858	17445	

The following code will retrieve the coordinates of all the cells in the current selection:

```
$currentSelection:=VP Get selection("myVPArea")

//returns a range object containing:
//$currentSelection.ranges[0].column=5
//$currentSelection.ranges[0].columnCount=2
//$currentSelection.ranges[0].row=8
//$currentSelection.ranges[0].rowCount=6
```

See also

[VP ADD SELECTION](#)
[VP Get active cell](#)
[VP SET ACTIVE CELL](#)
[VP SET SELECTION](#)
[VP SHOW CELL](#)

VP Get sheet count

`VP Get sheet count (vpAreaName : Text) : Integer`

Parameter	Typ		Beschreibung
vpAreaName	Text	->	4D View Pro area form object name
Function result	Ganzzahl	<-	Number of sheets

Beschreibung

The `VP Get sheet count` command returns the number of sheets in the document loaded in `vpAreaName`.

In `vpAreaName`, pass the name of the 4D View Pro area.

Beispiel

In the following document:



Get the sheet count and set the current sheet to the last sheet:

```
$count:=VP Get sheet count("ViewProArea")
//set the current sheet to the last sheet (indexing starts at 0)
VP SET CURRENT SHEET("ViewProArea";$count-1)
```



See also

[VP Get sheet index](#)

[VP SET SHEET COUNT](#)

VP Get sheet index

`VP Get sheet index (vpAreaName : Text ; name : Text) : Integer`

Parameter	Typ		Beschreibung
vpAreaName	Text	->	4D View Pro area form object name
name	Text	->	Sheet name
Function result	Ganzzahl	<-	Sheet index

Beschreibung

The `VP Get sheet index` command returns the index of a sheet based on its name in `vpAreaName`.

In `vpAreaName`, pass the name of the 4D View Pro area.

In `name`, pass the name of the sheet whose index will be returned. If no sheet named `name` is found in the document, the method returns -1.

Indexing starts at 0.

Beispiel

In the following document:



Get the index of the sheet called "Total first quarter":

```
$index:=VP Get sheet index("ViewProArea";"Total first quarter") //returns 2
```

See also

[VP Get sheet count](#)

[VP Get sheet name](#)

VP Get sheet name

VP Get sheet name (*vpAreaName* : Text ; *sheet* : Integer) : Text

Parameter	Typ		Beschreibung
<i>vpAreaName</i>	Text	->	4D View Pro area form object name
<i>sheet</i>	Ganzzahl	->	Sheet index
Function result	Text	<-	Sheet name

Beschreibung

The `VP Get sheet name` command returns the name of a sheet based on its index in *vpAreaName*.

In *vpAreaName*, pass the name of the 4D View Pro area.

In *sheet*, pass the index of the sheet whose name will be returned.

If the passed sheet index does not exist, the method returns an empty name.

Indexing starts at 0.

Beispiel

Get the name of the third sheet in the document:

```
$sheetName:=VP Get sheet name("ViewProArea";2)
```

See also

[VP Get sheet index](#)

VP Get sheet options

VP Get sheet options (*vpAreaName* : Text {; *sheet* : Integer }) : Object

Parameter	Typ		Beschreibung
<i>vpAreaName</i>	Text	->	4D View Pro area from object name
<i>sheet</i>	Ganzzahl	->	Sheet index (current sheet if omitted)
Ergebnis	Objekt	<-	Sheet options object

Beschreibung

The `VP Get sheet options` command returns an object containing the current sheet options of the `vpAreaName` area.

Pass the name of the 4D View Pro area in `vpAreaName`. If you pass a name that does not exist, an error is returned.

In the optional `sheet` parameter, you can designate a specific spreadsheet (counting begins at 0). If omitted or if you pass `vk current sheet`, the current spreadsheet is used.

Returned object

The method returns an object containing the current values for all available sheet options. An option value may have been modified by the user or by the [VP SET SHEET OPTIONS](#) method.

To view the full list of the options, see [Sheet Options](#).

Beispiel

```
$options:=VP Get sheet options("ViewProArea")
If($options.colHeaderVisible) //column headers are visible
    ...
End if
```

See also

[4D VIEW PRO SHEET OPTIONS](#)

[VP SET SHEET OPTIONS](#)

VP Get show print lines

`VP Get show print lines (vpAreaName : Text {; sheet : Integer }) : Boolean`

Parameter	Typ		Beschreibung
vpAreaName	Text	->	4D View Pro area form object name
sheet	Ganzzahl	<-	Sheet index
Function result	Boolean	<-	True if print lines are visible, False otherwise

Beschreibung

The `VP Get show print lines` command returns `True` if the print preview lines are visible and `False` if they are hidden.

In `vpAreaName`, pass the name of the 4D View Pro area.

In `sheet`, pass the index of the target sheet. If `sheet` is omitted, the command applies to the current sheet.

Indexing starts at 0.

Beispiel

The following code checks if preview lines are displayed or hidden in the document:

```
var $result : Boolean
$result:=VP Get show print lines("ViewProArea";1)
```

See also

[VP SET SHOW PRINT LINES](#)

VP Get spans

VP Get spans (*rangeObj* : Object) : Object

Parameter	Typ		Beschreibung
rangeObj	Objekt	->	Range object
Ergebnis	Objekt	<-	Object of cell spans in the defined range

Beschreibung

The `VP Get spans` command retrieves the cell spans in the designated *rangeObj*.

In *rangeObj*, pass a range of cell spans you want to retrieve. If *rangeObj* does not contain a cell span, an empty range is returned.

Beispiel

You want to center the text for the spanned cells in this document:

		First quarter			Second quarter		
		Jan	Feb	Mar	Apr	May	Jun
South area	John						
	Sahra						
	Dixie						

```
// Search for all cell spans
$range:=VP Get spans(VP All("ViewProArea"))

//center text
$style:=New object("vAlign";vk vertical align center;"hAlign";vk horizontal align center)
VP SET CELL STYLE($range,$style)
```

See also

[VP ADD SPAN](#)
[VP REMOVE SPAN](#)

VP Get stylesheet

VP Get stylesheet (*vpAreaName* : Text ; *styleName* : Text { ; *scope* : Integer }) : Object

Parameter	Typ		Beschreibung
vpAreaName	Text	->	4D View Pro area form object name
styleName	Text	->	Name of style
scope	Ganzzahl	->	Target scope (default = current sheet)
Ergebnis	Objekt	<-	Style sheet object

Beschreibung

The `VP Get stylesheet` command returns the *styleName* style sheet object containing the property values which have been defined.

In *vpAreaName*, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

In *styleName*, pass the name of the style sheet to get.

You can define where to get the style sheet in the optional `scope` parameter using the sheet index (counting begins at 0) or with the following constants:

- `vk current sheet`
- `vk workbook`

Beispiel

The following code:

```
$style:=VP Get stylesheet("ViewProArea";"GreenDashDotStyle")
```

... will return the `GreenDashDotStyle` style object from the current sheet:

```
{
backColor:green,
borderBottom:{color:green,style:10},
borderLeft:{color:green,style:10},
borderRight:{color:green,style:10},
borderTop:{color:green,style:10}
}
```

See also

[4D View Pro Style Objects and Style Sheets](#)

[VP ADD STYLESHEET](#)

[VP Get stylesheets](#)

[VP REMOVE STYLESHEET](#)

VP Get stylesheets

`VP Get stylesheets (vpAreaName : Text { ; scope : Integer }) : Collection`

Parameter	Typ		Beschreibung
<code>vpAreaName</code>	Text	->	4D View Pro area form object name
<code>scope</code>	Ganzzahl	->	Target scope (default = current sheet)
<code>Ergebnis</code>	Collection	<-	Collection of style sheet objects

Beschreibung

The `VP Get stylesheets` command returns the collection of defined style sheet objects from the designated `scope`.

In `vpAreaName`, pass the name property of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

You can define where to get the style sheets in the optional `scope` parameter using the sheet index (counting begins at 0) or with the following constants:

- `vk current sheet`
- `vk workbook`

Beispiel

The following code will return a collection of all the style objects in the current sheet:

```
$styles:=VP Get stylesheets("ViewProArea")
```

In this case, the current sheet uses two style objects:

```
[  
  {  
    backColor:green,  
    borderLeft:{color:green,style:10},  
    borderTop:{color:green,style:10},  
    borderRight:{color:green,style:10},  
    borderBottom:{color:green,style:10},  
    name:GreenDashDotStyle  
  },  
  {  
    backColor:red,  
    textIndent:10,  
    name:RedIndent  
  }  
]
```

See also

[VP ADD STYLESHEET](#)

[VP Get stylesheet](#)

[VP REMOVE STYLESHEET](#)

VP Get value

`VP Get value (rangeObj : Object) : Object`

Parameter	Typ		Beschreibung
rangeObj	Objekt	->	Range object
Ergebnis	Objekt	<-	Object containing a cell value

Beschreibung

The `VP Get value` command retrieves a cell value from a designated cell range.

In `rangeObj`, pass a range whose value you want to retrieve.

Returned object

The object returned will contain the `value` property, and, in case of a js date value, a `time` property:

Property	Typ	Beschreibung
value	Integer, Real, Boolean, Text, Date	Value in the <code>rangeObj</code> (except- time)
time	Zahl	Time value (in seconds) if the value is of the js date type

If the object returned includes a date or time, it is treated as a datetime and completed as follows:

- time value - the date portion is completed as December 30, 1899 in dd/MM/yyyy format (30/12/1899)
- date value - the time portion is completed as midnight in HH:mm:ss format (00:00:00)

If `rangeObj` contains multiple cells or multiple ranges, the value of the first cell is returned. The command returns a null object if the cell is empty.

Beispiel

```

$cell:=VP Cell("ViewProArea";5;2)
$value:=VP Get value($cell)
If(Value type($value.value)=Is text)
    VP SET TEXT VALUE($cell;New object("value";Uppercase($value.value)))
End if

```

See also

[VP Get values](#)
[VP SET VALUE](#)
[VP SET VALUES](#)

VP Get values

VP Get values (*rangeObj* : Object) : Collection

Parameter	Typ		Beschreibung
rangeObj	Objekt	->	Range object
Ergebnis	Collection	<-	Collection of values

Beschreibung

The `VP Get values` command retrieves the values from the designated *rangeObj*.

In *rangeObj*, pass a range whose values you want to retrieve. If *rangeObj* includes multiple ranges, only the first range is used.

The collection returned by `VP Get values` contains a two-dimensional collection:

- Each element of the first-level collection represents a row and contains a subcollection of values
- Each subcollection contains cell values for the row. Values can be Integer, Real, Boolean, Text, Null. If a value is a date or time, it is returned in an object with the following properties:

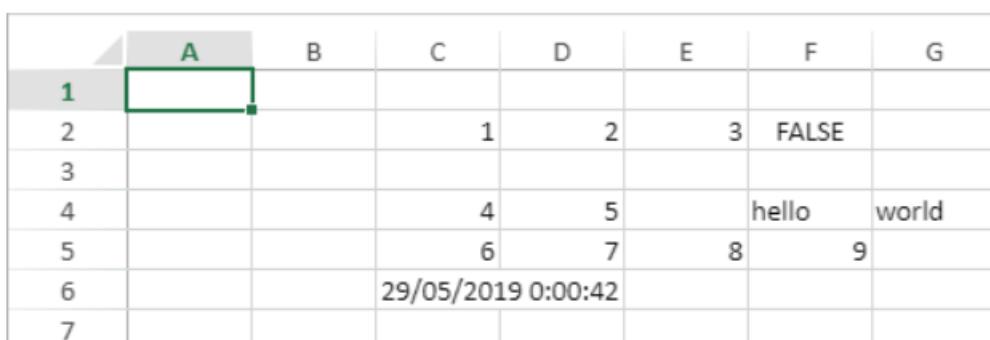
Property	Typ	Beschreibung
value	Datum	Value in the cell (except- time)
time	Zahl	Time value (in seconds) if the value is of the js date type

Dates or times are treated as a datetime and completed as follows:

- time value - the date portion is completed as December 30, 1899
- date value - the time portion is completed as midnight (00:00:00:000)

Beispiel

You want to get values from C4 to G6:



A	B	C	D	E	F	G
1						
2		1	2	3	FALSE	
3						
4		4	5	hello	world	
5		6	7	8	9	
6		29/05/2019 0:00:42				
7						

```
$result:=VP Get values(VP Cells("ViewProArea";2;3;5;3))
// $result[0]=[4,5,null,hello,world]
// $result[1]=[6,7,8,9,null]
// $result[2]=[null,{time:42,value:2019-05-29T00:00:00.000Z},null,null,null]
```

See also

[VP Get formulas](#)
[VP Get value](#)
[VP SET FORMULAS](#)
[VP SET VALUES](#)

VP Get workbook options

`VP Get workbook options (vpAreaName : Text) : Object`

Parameter	Typ	Beschreibung
vpAreaName	Text	-> 4D View Pro area form object name
Ergebnis	Objekt	<- Object containing the workbook options

Beschreibung

`VP Get workbook options` returns an object containing all the workbook options in `vpAreaName`

In `vpAreaName`, pass the name of the 4D View Pro area.

The returned object contains all the workbook options (default and modified ones), in the workbook.

The list of workbook options is referenced in [VP SET WORKBOOK OPTIONS 's description](#).

Beispiel

```
var $workbookOptions : Object
$workbookOptions:=VP Get workbook options("ViewProArea")
```

See also

[VP SET WORKBOOK OPTIONS](#)

I

VP IMPORT DOCUMENT

`VP IMPORT DOCUMENT (vpAreaName : Text ; filePath : Text { ; paramObj : Object})`

Parameter	Typ	Beschreibung
vpAreaName	Text	-> 4D View Pro area form object name
filePath	Text	-> Pathname of the document
paramObj	Objekt	-> Import options

Beschreibung

The `VP IMPORT DOCUMENT` command imports and displays the document designated by `filePath` in the 4D View Pro area

`vpAreaName`. The imported document replaces any data already inserted in the area.

In `vpAreaName`, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

In `filePath`, pass the path and name of the document to be imported. The following formats are supported :

- 4D View Pro documents (extension ".4vp")
- Microsoft Excel (extension ".xlsx")
- text documents (extension ".txt", ".csv", the document must be in utf-8)

If the document extension is not a recognized extension, such as `.4vp` or `.xlsx`, the document is considered a text document. You must pass a full path, unless the document is located at the same level as the Project folder, in which case you can just pass its name.

When importing a Microsoft Excel-formatted file into a 4D View Pro document, some settings may be lost. You can verify your settings with [this list from GrapeCity](#).

An error is returned if the `filePath` parameter is invalid, or if the file is missing or malformed.

The optional `paramObj` parameter allows you to define properties for the imported document:

Parameter		Typ	Beschreibung
formula		object	A callback method name to be launched when the import has completed. The method must use the Formula command. See Passing a callback method (formula) .
password		Text	Microsoft Excel only (optional) - The password used to protect a MS Excel document.
csvOptions		object	options for csv import
	range	object	Cell range that contains the first cell where the data will be written. If the specified range is not a cell range, only the first cell of the range is used.
	rowDelimiter	Text	Row delimiter. If not present, the delimiter is automatically determined by 4D.
	columnDelimiter	Text	Column delimiter. Default: ","

For more information on the CSV format and delimiter-separated values in general, see [this article on Wikipedia](#)

Beispiel 1

You want to import a default 4D View Pro document stored on the disk when the form is open:

```
C_TEXT($docPath)
If(Form event code=On VP Ready) //4D View Pro area loaded and ready
  $docPath:="C:\\Bases\\ViewProDocs\\MyExport.4VP"
  VP IMPORT DOCUMENT("VPArea";$docPath)
End if
```

Beispiel 2

You want to import a password protected Microsoft Excel document into a 4D View Pro area:

```
$o:=New object
$o.password:="excel123"

VP IMPORT DOCUMENT("ViewProArea";"c:\\tmp\\excelfilefile.xlsx";$o)
```

Example 3

You want to import a `.txt` file that uses a comma (",") as delimiter:

```
"Clark","Kent"  
"Bruce","Wayne"  
"Barry","Allen"  
"Peter","Parker"  
"Tony","Stark"
```

```
$params:=New object  
$params.range:=VP Cells("ViewProArea";0;0;2;5)  
VP IMPORT DOCUMENT("ViewProArea";"c:\\import\\my-file.txt";New object("csvOptions";$params))
```

Here's the result:

The screenshot shows a spreadsheet application interface with a ribbon menu at the top. The 'HOME' tab is selected. Below the ribbon are various toolbar buttons for file operations like Paste, Undo, and Clipboard, and for text and table styling like Calibri font, bold, italic, alignment, and cell type. The main workspace displays a table with 5 rows of data. Row 1 contains 'Clark' in cell A1 and 'Kent' in cell B1. Rows 2 through 5 contain pairs of names: Bruce/Wayne, Barry/Allen, Peter/Parker, and Tony/Stark respectively. The columns are labeled A through M. The bottom of the screen shows a status bar with 'Sheet1' selected and a zoom level of 100%.

	A	B	C	D	E	F	G	H	I	J	K	L	M
1	Clark	Kent											
2	Bruce	Wayne											
3	Barry	Allen											
4	Peter	Parker											
5	Tony	Stark											

See also

[VP EXPORT DOCUMENT](#)
[VP NEW DOCUMENT](#)

VP IMPORT FROM OBJECT

`VP IMPORT FROM OBJECT (vpAreaName : Text { ; viewPro : Object})`

Parameter	Typ		Beschreibung
vpAreaName	Text	->	4D View Pro area form object name
viewPro	Objekt	->	4D View Pro object

Beschreibung

The `VP IMPORT FROM OBJECT` command imports and displays the `viewPro` 4D View Pro object in the `vpAreaName` 4D View Pro area. The imported object contents replaces any data already inserted in the area.

In `vpAreaName`, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

In `viewPro`, pass a valid 4D View Pro object. This object can have been created using [VP Export to object](#) or manually. For more information on 4D View Pro objects, please refer to the [4D View Pro object](#) section.

An error is returned if the `viewPro` object is invalid.

Beispiel

You want to import a spreadsheet that was previously saved in an object field:

```
QUERY([VPWorkBooks];[VPWorkBooks]ID=10)  
VP IMPORT FROM OBJECT("ViewProArea1";[VPWorkBooks]SPBook)
```

See also

VP Export to object

VP INSERT COLUMNS

VP INSERT COLUMNS (*rangeObj* : Object)

Parameter	Typ		Beschreibung
rangeObj	Objekt	->	Range object

Beschreibung

The `VP INSERT COLUMNS` command inserts columns into the *rangeObj*.

In `rangeObj`, pass an object containing a range of the starting column (the column which designates where the new column will be inserted) and the number of columns to insert. If the number of column to insert is omitted (not defined), a single column is inserted.

New columns are inserted on the left, directly before the starting column in the *rangeObj*.

Beispiel

To insert three columns before the second column:

```
VP INSERT COLUMNS(VP Column("ViewProArea";1;3))
```

The results is:

Before insertion

After insertion

See also

[VP DELETE COLUMNS](#)
[VP DELETE ROWS](#)
[VP INSERT ROWS](#)

VP INSERT ROWS

VP INSERT ROWS (*rangeObj* : Object)

Parameter	Typ		Beschreibung
rangeObj	Objekt	->	Range object

Beschreibung

The `VP INSERT ROWS` command inserts rows defined by the *rangeObj*.

In *rangeObj*, pass an object containing a range of the starting row (the row which designates where the new row will be inserted) and the number of rows to insert. If the number of rows to insert is omitted (not defined), a single row is inserted.

New rows are inserted directly before the first row in the *rangeObj*.

Beispiel

To insert 3 rows before the first row:

```
VP INSERT ROWS(VP Row("ViewProArea";0;3))
```

The results is:

Before insertion

	A	B	C	D	E	F	G	H	I	J
1	The	quick	brown	fox	jumped	over	the	lazy	dog	
2										
3										
4										
<										

After insertion

	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4	The	quick	brown	fox	jumped	over	the	lazy	dog	
<										

See also

[VP DELETE COLUMNS](#)
[VP DELETE ROWS](#)
[VP INSERT COLUMNS](#)

M

VP MOVE CELLS

► History

VP MOVE CELLS (*originRange* : Object ; *targetRange* : Object ; *options* : Object)

Parameter	Typ		Beschreibung
originRange	Objekt	->	Cell range to copy from
targetRange	Objekt	->	Target range for the values, formatting and formulas
options	Objekt	->	Additional options

Beschreibung

The `VP MOVE CELLS` command moves or copies the values, style and formulas from *originRange* to *targetRange*.

originRange and *targetRange* can refer to different View Pro areas.

In *originRange*, pass a range object containing the values, style, and formula cells to copy or move. If *originRange* is a combined range, only the first one is used.

In *targetRange*, pass the range of cells where the cell values, style, and formulas will be copied or moved.

The *options* parameter has several properties:

Property	Typ	Beschreibung														
copy	Boolean	<p>Determines if the values, formatting and formulas of the cells in <i>originRange</i> are removed after the command executes:</p> <ul style="list-style-type: none"> • <i>False</i> (default) to remove them • <i>True</i> to keep them 														
pasteOptions	Lange Ganzzahl	<p>Specifies what is pasted. Possible values:</p> <table border="1"> <thead> <tr> <th>Wert</th> <th>Beschreibung</th> </tr> </thead> <tbody> <tr> <td><code>vk clipboard options all</code> (default)</td> <td>Pastes all data objects, including values, formatting, and formulas.</td> </tr> <tr> <td><code>vk clipboard options formatting</code></td> <td>Pastes only the formatting.</td> </tr> <tr> <td><code>vk clipboard options formulas</code></td> <td>Pastes only the formulas.</td> </tr> <tr> <td><code>vk clipboard options formulas and formatting</code></td> <td>Pastes the formulas and formatting.</td> </tr> <tr> <td><code>vk clipboard options values</code></td> <td>Pastes only the values.</td> </tr> <tr> <td><code>vk clipboard options value and formatting</code></td> <td>Pastes the values and formatting.</td> </tr> </tbody> </table>	Wert	Beschreibung	<code>vk clipboard options all</code> (default)	Pastes all data objects, including values, formatting, and formulas.	<code>vk clipboard options formatting</code>	Pastes only the formatting.	<code>vk clipboard options formulas</code>	Pastes only the formulas.	<code>vk clipboard options formulas and formatting</code>	Pastes the formulas and formatting.	<code>vk clipboard options values</code>	Pastes only the values.	<code>vk clipboard options value and formatting</code>	Pastes the values and formatting.
Wert	Beschreibung															
<code>vk clipboard options all</code> (default)	Pastes all data objects, including values, formatting, and formulas.															
<code>vk clipboard options formatting</code>	Pastes only the formatting.															
<code>vk clipboard options formulas</code>	Pastes only the formulas.															
<code>vk clipboard options formulas and formatting</code>	Pastes the formulas and formatting.															
<code>vk clipboard options values</code>	Pastes only the values.															
<code>vk clipboard options value and formatting</code>	Pastes the values and formatting.															

The paste options defined in the [workbook options](#) are taken into account.

Beispiel

To copy the contents, values, formatting and formulas from an origin range:

```

var $originRange; $targetRange; $options : Object

$originRange:=VP Cells("ViewProArea"; 0; 0; 2; 5)

$targetRange:=VP Cells("ViewProArea"; 4; 0; 2; 5)

$options:=New object
$options.copy:=True
$options.pasteOptions:=vk clipboard options all

VP MOVE CELLS($originRange; $targetRange; $options)

```

See also

[VP Copy to object](#)
[VP PASTE FROM OBJECT](#)
[VP SET WORKBOOK OPTIONS](#)

N

VP Name

VP Name (*vpAreaName* : Text ; *rangeName* : Text { ; *scope* : Integer }) : Object

Parameter	Typ		Beschreibung
<i>vpAreaName</i>	Text	->	4D View Pro area form object name
<i>rangeName</i>	Text	->	Existing range name
<i>scope</i>	Ganzzahl	->	Range location (current sheet if omitted)
Ergebnis	Objekt	<-	Range object of name

Beschreibung

The `VP Name` command returns a new range object referencing a named range.

In *vpAreaName*, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

The *rangeName* parameter specifies an existing named cell range.

In the optional *scope* parameter, you can designate a specific spreadsheet where *rangeName* is defined. If omitted, the current spreadsheet is used by default. You can explicitly select the current spreadsheet or the entire workbook with the following constants:

- `vk current sheet`
- `vk workbook`

Beispiel

You want to give a value to the "Total" named range.

```

// name the B5 cell as Total
VP ADD RANGE NAME(VP Cell("ViewProArea";1;4);"Total")
$name:=VP Name("ViewProArea";" Total")
VP SET NUM VALUE($name;285;"#,###.00")

```

See also

[VP ADD RANGE NAME](#)

[VP ALL](#)

[VP Cell](#)

[VP Cells](#)

[VP Column](#)

[VP Combine ranges](#)

[VP Get names](#)

[VP REMOVE NAME](#)

[VP Row](#)

VP NEW DOCUMENT

VP NEW DOCUMENT (*vpAreaName* : Text)

Parameter	Typ		Beschreibung
<i>vpAreaName</i>	Text	->	4D View Pro area form object name

Beschreibung

The `VP NEW DOCUMENT` command loads and display a new, default document in the 4D View Pro form area object *vpAreaName*. The new empty document replaces any data already inserted in the area.

In *vpAreaName*, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

Beispiel

You want to display an empty document in the "myVPArea" form object:

```
VP NEW DOCUMENT("myVPArea")
```

See also

[VP IMPORT DOCUMENT](#)

O

VP Object to font

VP Object to font (*fontObj* : Object) : Text

Parameter	Typ		Beschreibung
<i>fontObj</i>	Objekt	->	Font object
Ergebnis	Text	<-	Font shorthand

Beschreibung

The `VP Object to font` command returns a font shorthand string from *fontObj*.

In *fontObj*, pass an object containing the font properties. The following properties are supported:

Property	Typ	Beschreibung	Possible values	Mandatory
family	Text	Specifies the font.	any standard or generic font family. Ex. "Arial", "Helvetica", "serif", "arial,sans-serif"	Ja
size	Text	Defines the size of the font. The line-height can be added to the font-size: font-size/line-height: Ex: "15pt/20pt"	a number with one of the following units: <ul style="list-style-type: none"> • "em", "ex", "%", "px", "cm", "mm", "in", "pt", "pc", "ch", "rem", "vh", "vw", "vmin", "vmax" or one of the following: • <code>vk font size large</code> • <code>vk font size larger</code> • <code>vk font size x large</code> • <code>vk font size xx large</code> • <code>vk font size small</code> • <code>vk font size smaller</code> • <code>vk font size x small</code> • <code>vk font size xx small</code> 	Ja
style	Text	The style of the font.	<ul style="list-style-type: none"> • <code>vk font style italic</code> • <code>vk font style oblique</code> 	Nein
variant	Text	Specifies font in small capital letters.	<ul style="list-style-type: none"> • <code>vk font variant small caps</code> 	Nein
weight	Text	Defines the thickness of the font.	<ul style="list-style-type: none"> • <code>vk font weight 100</code> • <code>vk font weight 200</code> • <code>vk font weight 300</code> • <code>vk font weight 400</code> • <code>vk font weight 500</code> • <code>vk font weight 600</code> • <code>vk font weight 700</code> • <code>vk font weight 800</code> • <code>vk font weight 900</code> • <code>vk font weight bold</code> • <code>vk font weight bolder</code> • <code>vk font weight lighter</code> 	Nein

This object can be created with the [VP Font to object](#) command.

The returned shorthand string can be assigned to the "font" property of a cell with the [VP SET CELL STYLE](#), for example.

Beispiel

```
$cellStyle:=VP Get cell style($range)

$font:=VP Font to object($cellStyle.font)
$font.style:=vk font style oblique
$font.variant:=vk font variant small caps
$font.weight:=vk font weight bolder

$cellStyle.font:=VP Object to font($font)
// $cellStyle.font contains "bolder oblique small-caps 16pt arial"
```

See also

[4D View Pro Style Objects and Style Sheets](#)

[VP Font to object](#)

[VP SET CELL STYLE](#)

[VP SET DEFAULT STYLE](#)

P

VP PASTE FROM OBJECT

► History

VP PASTE FROM OBJECT (*rangeObj* : Object ; *dataObject* : Object {; *options* : Longint})

Parameter	Typ		Beschreibung
<i>rangeObj</i>	Objekt	->	Cell range object
<i>dataObject</i>	Objekt	->	Object containing the data to be pasted
<i>options</i>	Lange Ganzzahl	->	Specifies what is pasted

Beschreibung

The **VP PASTE FROM OBJECT** command pastes the contents, style and formulas stored in *dataObject* to the *rangeObj* object.

In *rangeObj*, pass the cell range object where the values, formatting, and/or formula cells will be pasted. If *rangeObj* refers to more than one cell, only the first one is used.

In *dataObject*, pass the object that contains the cell data, formatting, and formulas to be pasted.

In the optional *options* parameter, you can specify what to paste in the cell range. Possible values:

Constant	Beschreibung
<code>vk clipboard options all</code>	Pastes all data objects, including values, formatting, and formulas.
<code>vk clipboard options formatting</code>	Pastes only the formatting.
<code>vk clipboard options formulas</code>	Pastes only the formulas.
<code>vk clipboard options formulas and formatting</code>	Pastes formulas and formatting.
<code>vk clipboard options values</code>	Pastes only values.
<code>vk clipboard options value and formatting</code>	Pastes values and formatting.

The paste options defined in the [workbook options](#) are taken into account.

If *options* refers to a paste option not present in the copied object (e.g. formulas), the command does nothing.

Beispiel

See example the example from [VP Copy to object](#)

See also

[VP Copy to object](#)

[VP MOVE CELLS](#)

[VP Get workbook options](#)

[VP SET WORKBOOK OPTIONS](#)

VP PRINT

VP PRINT (*vpAreaName* : Text { ; *sheet* : Integer })

Parameter	Typ		Beschreibung
<i>vpAreaName</i>	Text	->	4D View Pro area form object name
<i>sheet</i>	Ganzzahl	->	Sheet index (current sheet if omitted)

Beschreibung

The `VP PRINT` command opens a print dialog window to print *vpAreaName*.

Pass the 4D View Pro area to be printed in *vpAreaName*. The command will open the system print dialog window where the printer can be specified and the page properties can be defined.

The properties defined in the print dialog window are for the printer paper, they are not the printing properties for the 4D View Pro area. Printing properties for 4D View Pro areas are defined using the [VP SET PRINT INFO](#) command. It is highly recommended that the properties for both the printer and the 4D View Pro area match, otherwise the printed document may not correspond to your expectations.

In the optional *sheet* parameter, you can designate a specific spreadsheet to print (counting begins at 0). If omitted, the current sheet is used by default. You can explicitly select the current spreadsheet or entire workbook with the following constants:

- `vk current sheet`
- `vk workbook`

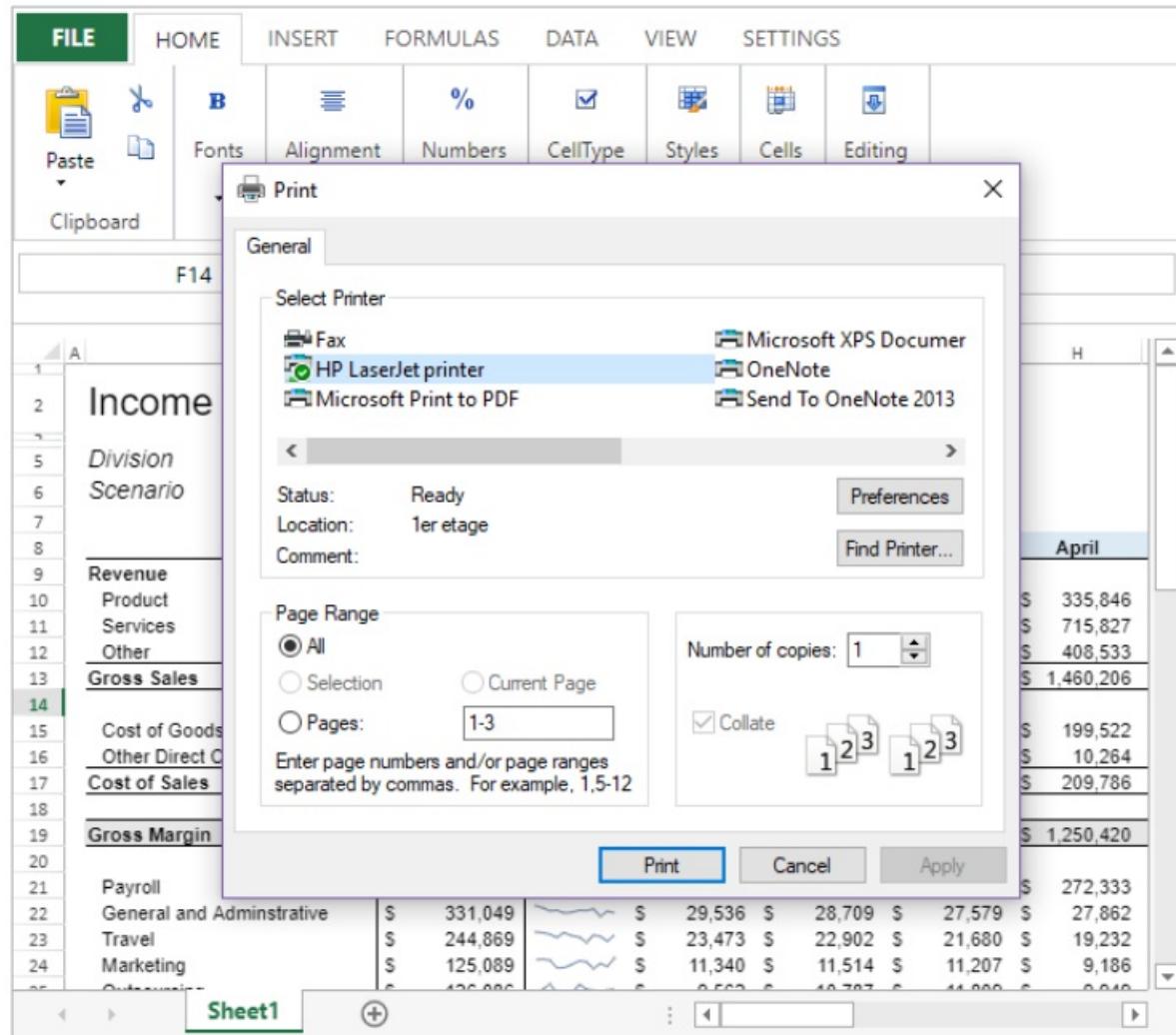
- 4D View Pro areas can only be printed with the `VP PRINT` command.
- Commands from the 4D Printing language theme are not supported by `VP PRINT`.
- This command is intended for individual printing by the final end user. For automated print jobs, it is advised to export the 4D View Pro area as a PDF with the [VP EXPORT DOCUMENT](#) method.

Beispiel

The following code:

```
VP PRINT("myVPArea")
```

... will open a print dialog window:



See also

[VP EXPORT DOCUMENT](#)
[VP SET PRINT INFO](#)

R

VP RECOMPUTE FORMULAS

VP RECOMPUTE FORMULAS (*vpAreaName* : Text)

Parameter	Typ	Beschreibung
<i>vpAreaName</i>	Text	-> 4D View Pro area form object name

Beschreibung

The **VP RECOMPUTE FORMULAS** command immediately evaluates all formulas in *vpAreaName*. By default, 4D automatically computes formulas when they are inserted, imported, or exported. **VP RECOMPUTE FORMULAS** allows you to force the compute at any time (e.g. in case modifications are made to the formulas or if the formulas contain calls to the database). The command launches the execution of the **VP FLUSH COMMANDS** command to execute any stored commands and clear the command buffer, then calculates all formulas in the workbook.

In *vpAreaName*, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

Be sure the **VP SUSPEND COMPUTING** command has not been executed before using **VP RECOMPUTE FORMULAS**, otherwise the command does nothing.

Beispiel

To refresh all formulas in the workbook:

```
VP RECOMPUTE FORMULAS("ViewProArea")
```

See also

[VP RESUME COMPUTING](#)

[VP SUSPEND COMPUTING](#)

VP REMOVE NAME

VP REMOVE NAME (*vpAreaName* : Text ; *name* : Text { ; *scope* : Integer })

Parameter	Typ		Beschreibung
<i>vpAreaName</i>	Text	->	4D View Pro area form object name
<i>name</i>	Text	->	Name of the named range or named formula to remove
<i>scope</i>	Ganzzahl	->	Target scope (default=current sheet)

Beschreibung

The `VP REMOVE NAME` command removes the named range or named formula passed in the *name* parameter in the defined *scope*.

In *vpAreaName*, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

Pass the named range or named formula that you want to remove in *name*.

You can define where to remove the name in *scope* using either the sheet index (counting begins at 0) or the following constants:

- `vk current sheet`
- `vk workbook`

Beispiel

```
$range:=VP Cell("ViewProArea";0;0)
VP ADD RANGE NAME("Total1";$range)

VP REMOVE NAME("ViewProArea";"Total1")
$formula:=VP Get formula by name("ViewProArea";"Total1")
//$formula=null
```

See also

[VP Name](#)

VP REMOVE SHEET

VP REMOVE SHEET (*vpAreaName* : Text ; *index*: Integer)

Parameter	Typ		Beschreibung
<i>vpAreaName</i>	Text	->	4D View Pro area form object name
<i>index</i>	Ganzzahl	->	Index of the sheet to remove

See also

VP ADD SHEET

Beschreibung

The `VP REMOVE SHEET` command removes the sheet with the specified *index* from the document loaded in *vpAreaName*.

In *vpAreaName*, pass the name of the 4D View Pro area.

In *index*, pass the index of the sheet to remove. If the passed *index* does not exist, the command does nothing.

Indexing starts at 0.

Beispiel

The document currently has three sheets:



Remove the third sheet:

```
VP REMOVE SHEET("ViewProArea";2)
```



VP REMOVE SPAN

`VP REMOVE SPAN (rangeObj : Object)`

Parameter	Typ		Beschreibung
rangeObj	Objekt	->	Range object

Beschreibung

The `VP REMOVE SPAN` command removes the span from the cells in *rangeObj*.

In *rangeObj*, pass a range object of the cell span. The spanned cells in the range are divided into individual cells.

Beispiel

To remove all cell spans from this document:

		First quarter			Second quarter		
		Jan	Feb	Mar	Apr	May	Jun
South area	John						
	Sahra						
	Dixie						

```
//find all cell spans
$span:=VP Get spans(VP All("ViewProArea"))

//remove the cell spans
VP REMOVE SPAN($span)
```

Result:

		First quart		Second qu			
		Jan	Feb	Mar	Apr	May	Jun
South area	John						
	Sahra						
	Dixie						

See also

[VP ADD SPAN](#)
[VP Get spans](#)

VP REMOVE STYLESHEET

VP REMOVE STYLESHEET (*vpAreaName* : Text ; *styleName* : Text { ; *scope* : Integer })

Parameter	Typ		Beschreibung
<i>vpAreaName</i>	Text	->	4D View Pro area form object name
<i>styleName</i>	Text	->	Name of style to remove
<i>scope</i>	Ganzzahl	->	Target scope (default = current sheet)

Beschreibung

The `VP REMOVE STYLESHEET` command removes the style sheet passed in the *styleName* from the *vpAreaName*.

In *vpAreaName*, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

Pass the style sheet to remove in the *styleName* parameter.

You can define where to remove the style in the optional *scope* parameter using the sheet index (counting begins at 0) or with the following constants:

- `vk current sheet`
- `vk workbook`

Beispiel

To remove the *GreenDashDotStyle* style object from the current sheet:

```
VP REMOVE STYLESHEET("ViewProArea";"GreenDashDotStyle")
```

See also

[VP ADD STYLESHEET](#)
[VP Get stylesheet](#)
[VP Get stylesheets](#)

VP RESET SELECTION

VP RESET SELECTION (*vpAreaName* : Text { ; *sheet* : Integer })

Parameter	Typ		Beschreibung
<i>vpAreaName</i>	Text	->	4D View Pro area form object name
<i>sheet</i>	Ganzzahl	->	Sheet index (current sheet if omitted)

Beschreibung

The **VP RESET SELECTION** command deselects all cells, resulting in no current selection or visible active cell.

A default active cell (cell A1) remains defined for 4D View Pro commands.

In *vpAreaName*, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

In the optional *sheet* parameter, you can designate a specific spreadsheet where the range will be defined (counting begins at 0). If omitted, the current spreadsheet is used by default. You can explicitly select the current spreadsheet with the following constant:

- `vk current sheet`

Beispiel

You want to deselect all cells (the active cell and any selected cells):

```
VP RESET SELECTION("myVPArea")
```

See also

[VP ADD SELECTION](#)
[VP Get active cell](#)
[VP Get selection](#)
[VP SET ACTIVE CELL](#)
[VP SET SELECTION](#)
[VP SHOW CELL](#)

VP RESUME COMPUTING

VP RESUME COMPUTING (*vpAreaName* : Text)

Parameter	Typ		Beschreibung
<i>vpAreaName</i>	Text	->	4D View Pro area form object name

Beschreibung

The **VP RESUME COMPUTING** command restarts the calculation of formulas in *vpAreaName*.

The command reactivates the calculation service in 4D View Pro. Any formulas impacted by changes made while calculations were suspended are updated, and formulas added after **VP RESUME COMPUTING** is executed are calculated.

In *vpAreaName*, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

The 4D View Pro calculation service maintains a counter of suspend/resume actions. Therefore, each execution of **VP RESUME COMPUTING** must be balanced by a corresponding execution of the **VP SUSPEND COMPUTING** command.

Beispiel

See example in [VP SUSPEND COMPUTING](#).

See also

[VP RECOMPUTE FORMULAS](#)

[VP SUSPEND COMPUTING](#)

VP Row

VP Row (*vpAreaName* : Text; *row* : Integer { ; *rowCount* : Integer { ; *sheet* : Integer } }) : Object

Parameter	Typ	Beschreibung
<i>vpAreaName</i>	Text	-> 4D View Pro area form object name
<i>row</i>	Ganzzahl	-> Row index
<i>rowCount</i>	Ganzzahl	-> Number of rows
<i>sheet</i>	Ganzzahl	-> Sheet index (current sheet if omitted)
Ergebnis	Objekt	<- Range object of row(s)

Beschreibung

The `VP Row` command returns a new range object referencing a specific row or rows.

In *vpAreaName*, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

The *column* parameter defines the first column of the column range. Pass the row index (counting begins at 0) in this parameter. Pass the column index (counting begins at 0) in this parameter.

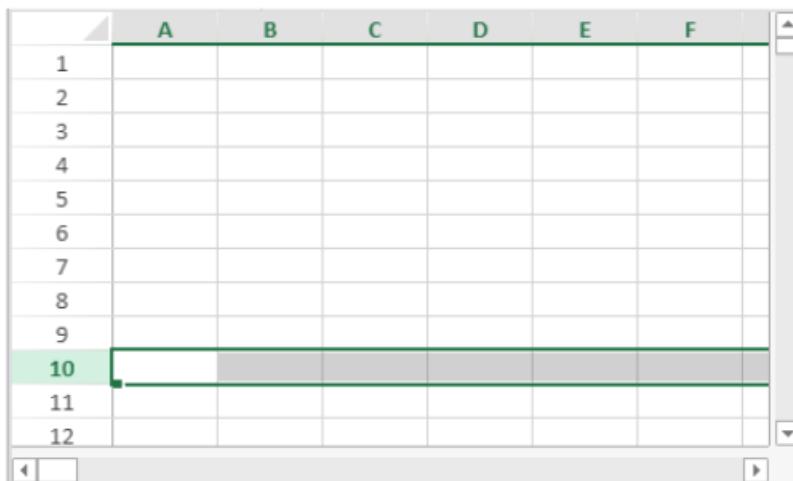
In the *row* parameter, you can define the row(s) of the cell range's position. *rowCount* must be greater than 0. Pass the row index (counting begins at 0) in this parameter.

In the optional *sheet* parameter, you can designate a specific spreadsheet where the range will be defined (counting begins at 0). If not specified, the current spreadsheet is used by default. You can explicitly select the current spreadsheet with the following constant:

- `vk current sheet`

Beispiel

You want to define a range object for the row shown below (on the current spreadsheet):



Sie schreiben:

```
$row:=VP Row("ViewProArea";9) // row 10
```

See also

VP All

VP Cell

VP Cells

VI Cells

VI Column
VP Combi

VIEW AS FORM

Parameter	Typ		Beschreibung
rangeObj	Objekt	->	Range object

Beschreibung

The `VP_BOW_AUTOSETT` command automatically sizes the row(s) in `rangeObj` according to their contents.

In `rangeObj`, pass a range object containing a range of the rows whose size will be automatically handled.

Beispiel

The following rows don't correctly display the text:

```
VP ROW AUTOFIT(VP Row("ViewProArea";1;2))
```

Result:

See also

VP Column autofit

VP Run offscreen area

VP Run offscreen area (parameters : Object) : Mixed

Parameter	Typ		Beschreibung
parameters	Objekt	->	Object containing the offscreen area's attributes
Ergebnis	Mixed	<-	.result property of the .onEvent object, or Null if does not return a value

Beschreibung

The `VP Run offscreen area` command creates an offscreen area in memory which can be used to process 4D View Pro area commands and functions.

In `parameters` object, pass any of the following optional properties. These properties will be available through the `This` command within the `onEvent` method and reference the instance:

Property	Typ	Beschreibung
area	Text	The name of the offscreen area. If omitted or null, a generic name is assigned (e.g., "OffscreenArea1").
onEvent	object (formula)	<p>A callback method that will be launched when the offscreen area is ready. It can be either:</p> <ul style="list-style-type: none"> • an <code>onEvent</code> function of a class, or • a <code>Formula</code> object <p>By default, the callback method is called on the <code>On VP Ready</code>, <code>On Load</code>, <code>On Unload</code>, <code>On End URL Loading</code>, <code>On URL Loading Error</code>, <code>On VP Range Changed</code>, or <code>On Timer</code> events.</p> <p>The callback method can be used to access the 4D View Pro form object variable.</p>
autoQuit	Boolean	<p>True (default value) if the command must stop the formula execution when the <code>On End URL Loading</code> or <code>On URL Loading Error</code> events occur.</p> <p>If false, you must use the <code>CANCEL</code> or <code>ACCEPT</code> commands in the <code>onEvent</code> callback method.</p>
timeout	number	Maximum time (expressed in seconds) before the area automatically closes if no event is generated. If set to 0, no limitation is applied. Default value: 60
result	mixed	Result of the processing (if any)
<customProperty>	mixed	Any custom attribute to be available in the <code>onEvent</code> callback method.

The following property is automatically added by the command if necessary:

Property	Typ	Beschreibung
timeoutReached	Boolean	Added with true value if timeout has been exceeded

The offscreen area is only available during the execution of the `VP Run offscreen area` command. It will automatically be destroyed once execution has ended.

The following commands can be used in the callback method:

- `ACCEPT`
- `CANCEL`
- `SET TIMER`
- `WA Evaluate JavaScript`
- `WA EXECUTE JAVASCRIPT FUNCTION`

Beispiel 1

You want to create an offscreen 4D View Pro area and get the value of a cell:

```

// cs.OffscreenArea class declaration
Class constructor ($path : Text)
  This.filePath:=$path

// This function will be called on each event of the offscreen area
Function onEvent()
  Case of
    :(FORM Event.code=On VP Ready)
      VP IMPORT DOCUMENT(This.area;This.filePath)
      This.result:=VP Get value(VP Cell(This.area;6;22))

      ALERT("The G23 cell contains the value: "+String(This.result))
  End case

```

The *OffscreenArea* callback method:

```

$0:=cs.OffscreenArea.new()
$result:=VP Run offscreen area($0)

```

Beispiel 2

You want to load a large document offscreen, wait for all calculations to complete evaluating, and export it as a PDF:

```

//cs.OffscreenArea class declaration
Class constructor ($pdfPath : Text)
  This.pdfPath:=$pdfPath
  This.autoQuit:=False
  This.isWaiting:=False

Function onEvent()
  Case of
    :(FORM Event.code=On VP Ready)
    // Document import
      VP IMPORT DOCUMENT(This.area;$largeDocument4VP)
      This.isWaiting:=True

    // Start a timer to verify if all calculations are finished.
    // If during this period the "On VP Range Changed" is thrown, the timer will be restarted
    // The time must be defined according to the computer configuration.
      SET TIMER(60)

    :(FORM Event.code=On VP Range Changed)
    // End of calculation detected. Restarts the timer
      If(This.isWaiting)
        SET TIMER(60)
      End if

    :(FORM Event.code=On Timer)
    // To be sure to not restart the timer if you call others 4D View command after this point
      This.isWaiting:=False

    // Stop the timer
      SET TIMER(0)

    // Start the PDF export
      VP EXPORT DOCUMENT(This.area;This.pdfPath;New object("formula";Formula(ACCEPT)))

    :(FORM Event.code=On URL Loading Error)
      CANCEL
  End case

```

The `OffscreenArea` callback method:

```
$o:=cs.OffscreenArea.new()  
$result:=VP Run offscreen area($o)
```

See also

[Blog post: End of document loading](#)

S

VP SET ACTIVE CELL

VP SET ACTIVE CELL (*rangeObj* : Object)

Parameter	Typ		Beschreibung
<i>rangeObj</i>	Objekt	->	Range object

Beschreibung

The `VP SET ACTIVE CELL` command defines a specified cell as active.

In *rangeObj*, pass a range containing a single cell as an object (see [VP Cell](#)). If *rangeObj* is not a cell range or contains multiple ranges, the first cell of the first range is used.

Beispiel

To set the cell in column D, row 5 as the active cell:

```
$activeCell:=VP Cell("myVPArea";3;4)  
VP SET ACTIVE CELL($activeCell)
```

	A	B	C	D	E	F	G
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							
15							
16							
17							

See also

[VP ADD SELECTION](#)

[VP Get active cell](#)

[VP Get selection](#)

[VP RESET SELECTION](#)

[VP SET SELECTION](#)

[VP SHOW CELL](#)

VP SET ALLOWED METHODS

VP SET ALLOWED METHODS (*methodObj* : Object)

Parameter	Typ		Beschreibung
methodObj	Objekt	->	Allowed methods in the 4D View Pro areas

Compatibility

For greater flexibility, it is recommended to use the [VP SET CUSTOM FUNCTIONS](#) command which allows you to designate 4D formulas that can be called from 4D View Pro areas. As soon as [VP SET CUSTOM FUNCTIONS](#) is called, [VP SET ALLOWED METHODS](#) calls are ignored. 4D View Pro also supports 4D's generic [SET ALLOWED METHODS](#) command if neither [VP SET CUSTOM FUNCTIONS](#) nor [VP SET ALLOWED METHODS](#) are called, however using the generic command is not recommended.

Beschreibung

The [VP SET ALLOWED METHODS](#) command designates the project methods that can be called in 4D View Pro formulas. This command applies to all 4D View Pro areas initialized after its call during the session. It can be called multiple times in the same session to initialize different configurations.

By default for security reasons, if you do not execute the [VP SET ALLOWED METHODS](#) command, no method call is allowed in 4D View Pro areas -- except if 4D's generic [SET ALLOWED METHODS](#) command was used (see compatibility note). Using an unauthorized method in a formula prints a #NAME? error in the 4D View Pro area.

In the *methodObj* parameter, pass an object in which each property is the name of a function to define in the 4D View Pro areas:

Property			Typ	Beschreibung
<functionName>			Objekt	Custom function definition. The <functionName> property name defines the name of the custom function to display in 4D View Pro formulas (no spaces allowed)
	method		Text	(mandatory) Name of the existing 4D project method to allow
	parameters		Collection of objects	Collection of parameters (in the order they are defined in the method).
	[].name		Text	Name of a parameter to display for the <functionName>. Note: Parameter names must not contain space characters.
	[].type	Zahl		<p>Type of the parameter. Supported types:</p> <ul style="list-style-type: none"> • Is Boolean • Is date • Is Integer • Is object • Is real • Is text • Is time <p>If omitted, by default the value is automatically sent with its type, except date or time values which are sent as an object (see Parameters section). If type is Is object, the object has the same structure as the object returned by VP Get value.</p>
	summary		Text	Function description to display in 4D View Pro
	minParams		Zahl	Minimum number of parameters
	maxParams		Zahl	Maximum number of parameters. Passing a number higher than the length of parameters allows declaring "optional" parameters with default type

Beispiel

You want to allow two methods in your 4D View Pro areas:

```
C_OBJECT($allowed)
$allowed:=New object //parameter for the command

$allowed.Hello:=New object //create a first simple function named "Hello"
$allowed.Hello.method:="My_Hello_Method" //sets the 4D method
$allowed.Hello.summary:="Hello prints hello world"

$allowed.Byebye:=New object //create a second function with parameters named "Byebye"
$allowed.Byebye.method:="My_ByeBye_Method"
$allowed.Byebye.parameters:=New collection
$allowed.Byebye.parameters.push(New object("name";"Message";"type";Is text))
$allowed.Byebye.parameters.push(New object("name";"Date";"type";Is date))
$allowed.Byebye.parameters.push(New object("name";"Time";"type";Is time))
$allowed.Byebye.summary:="Byebye prints a custom timestamp"
$allowed.Byebye.minParams:=3
$allowed.Byebye.maxParams:=3

VP SET ALLOWED METHODS($allowed)
```

After this code is executed, the defined functions can be used in 4D View Pro formulas:

	A	B	C	D	E
1	=BYEBYE()				
2		BYEBYE(Message; Date; Time)			
3		Summary			
4		Byebye prints a custom timestamp			
5					

In 4D View Pro formulas, function names are automatically displayed in uppercase.

See also

[4D functions](#)

[VP SET CUSTOM FUNCTIONS](#)

VP SET BINDING PATH

► History

VP SET BINDING PATH (*rangeObj* : Object ; *dataContextAttribute* : Text)

Parameter	Typ		Beschreibung
<i>rangeObj</i>	Objekt	->	Range object
<i>dataContextAttribute</i>	Text	->	Name of the attribute to bind to <i>rangeObj</i>

Beschreibung

The `VP SET BINDING PATH` command binds an attribute from a sheet's data context to *rangeObj*. After you set a data context using the `SET DATA CONTEXT` method. When loaded, if the data context contains the attribute, the value of *dataContextAttribute* is automatically displayed in the cells in *rangeObj*.

In *rangeObj*, pass an object that is either a cell range or a combined range of cells.

- If *rangeObj* is a range with several cells, the command binds the attribute to the first cell of the range.
- If *rangeObj* contains several ranges of cells, the command binds the attribute to the first cell of each range.

In *dataContextAttribute*, pass the name of the attribute to bind to *cellRange*. If *dataContextAttribute* is an empty string, the function removes the current binding.

Attributes of type collection are not supported. When you pass the name of a collection attribute, the command does nothing.

Beispiel

Set a data context and bind the `firstName` and `lastName` attribute to cells:

```
var $p : Object  
  
$p:=New object  
$p.firstName:="Freehafer"  
$p.lastName:="Nancy"  
  
VP SET DATA CONTEXT("ViewProArea"; $p)  
  
VP SET BINDING PATH(VP Cell("ViewProArea"; 0; 0); "firstName")  
VP SET BINDING PATH(VP Cell("ViewProArea"; 1; 0); "lastName")
```

	0	1	2	3
1	Freehafer	Nancy		
2				
3				

See also

[VP Get binding path](#)

[VP Get data context](#)

[VP SET DATA CONTEXT](#)

VP SET BOOLEAN VALUE

VP SET BOOLEAN VALUE (*rangeObj* : Object ; *boolValue* : Boolean)

Parameter	Typ		Beschreibung
<i>rangeObj</i>	Objekt	->	Range object
<i>boolValue</i>	Boolean	->	Boolean value to set

Beschreibung

The `VP SET BOOLEAN VALUE` command assigns a specified boolean value to a designated cell range.

In *rangeObj*, pass a range of the cell(s) (created for example with [VP Cell](#) or [VP Column](#)) whose value you want to specify. If *rangeObj* includes multiple cells, the value specified will be repeated in each cell.

The *boolValue* parameter allows you to pass the boolean value (True or False) that will be assigned to the *rangeObj*.

Beispiel

```
//Set the cell value as False
VP SET BOOLEAN VALUE(VP Cell("ViewProArea";3;2);False)
```

See also

[VP SET VALUE](#)

VP SET BORDER

VP SET BORDER (*rangeObj* : Object ; *borderStyleObj* : Object ; *borderPosObj* : Object)

Parameter	Typ		Beschreibung
<i>rangeObj</i>	Objekt	->	Range object
<i>borderStyleObj</i>	Objekt	->	Object containing border line style
<i>borderPosObj</i>	Objekt	->	Object containing border placement

Beschreibung

The `VP SET BORDER` command applies the border style(s) defined in *borderStyleObj* and *borderPosObj* to the range defined in the *rangeObj*.

In *rangeObj*, pass a range of cells where the border style will be applied. If the *rangeObj* contains multiple cells, borders applied with `VP SET BORDER` will be applied to the *rangeObj* as a whole (as opposed to the [VP SET CELL STYLE](#) command which applies borders to each cell of the *rangeObj*). If a style sheet has already been applied, `VP SET BORDER` will override the previously applied border settings for the *rangeObj*.

The *borderStyleObj* parameter allows you to define the style for the lines of the border. The *borderStyleObj* supports

the following properties:

Property	Typ	Beschreibung	Possible values
color	Text	Defines the color of the border. Default = black.	CSS color "#rrggb" syntax (preferred syntax), CSS color "rgb(r,g,b)" syntax (alternate syntax), CSS color name (alternate syntax)
style	Ganzzahl	Defines the style of the border. Default = empty.	<ul style="list-style-type: none"> • vk line style dash dot • vk line style dash dot dot • vk line style dashed • vk line style dotted • vk line style double • vk line style empty • vk line style hair • vk line style medium • vk line style medium dash dot • vk line style medium dash dot dot • vk line style medium dashed • vk line style slanted dash dot • vk line style thick • vk line style thin

You can define the position of the *borderStyleObj* (i.e., where the line is applied) with the *borderPosObj*:

Property	Typ	Beschreibung
all	Boolean	Border line style applied to all borders.
left	Boolean	Border line style applied to left border.
top	Boolean	Border line style applied to top border.
right	Boolean	Border line style applied to right border.
bottom	Boolean	Border line style applied to bottom border.
outline	Boolean	Border line style applied to outer borders only.
inside	Boolean	Border line style applied to inner borders only.
innerHorizontal	Boolean	Border line style applied to inner horizontal borders only.
innerVertical	Boolean	Border line style applied to inner vertical borders only.

Beispiel 1

This code produces a border around the entire range:

```
$border:=New object("color";"red";"style";vk line style thick)
$option:=New object("outline";True)
VP SET BORDER(VP Cells("ViewProArea";1;1;3;3);$border;$option)
```

	A	B	C	D	E
1					
2					
3					
4					
5					
6					
7					

Beispiel 2

This code demonstrates the difference between `VP SET BORDER` and setting borders with the `VP SET CELL STYLE` command:

```
// Set borders using VP SET BORDER
$border:=New object("color";"red";"style";vk line style thick)
$option:=New object("outline";True)
VP SET BORDER(VP Cells("ViewProArea";1;1;3;3);$border;$option)

// // Set borders using VP SET CELL STYLE
$cellStyle:=New object
$cellStyle.borderBottom:=New object("color";"blue";"style";vk line style thick)
$cellStyle.borderRight:=New object("color";"blue";"style";vk line style thick)
VP SET CELL STYLE(VP Cells("ViewProArea";4;4;3;3);$cellStyle)
```

	A	B	C	D	E	F	G	H
1								
2								
3								
4								
5								
6								
7								
8								

See also

[VP SET CELL STYLE](#)

VP SET CELL STYLE

`VP SET CELL STYLE (rangeObj : Object ; styleObj : Object)`

Parameter	Typ		Beschreibung
rangeObj	Objekt	->	Range object
styleObj	Objekt	->	Style object

Beschreibung

The `VP SET CELL STYLE` command applies the style(s) defined in the `styleObj` to the cells defined in the `rangeObj`.

In `rangeObj`, pass a range of cells where the style will be applied. If the `rangeObj` contains multiple cells, the style is applied to each cell.

Borders applied with `VP SET CELL STYLE` will be applied to each cell of the `rangeObj`, as opposed to the `VP SET BORDER` command which applies borders to the `rangeObj` as a whole.

The `styleObj` parameter lets you pass an object containing style settings. You can use an existing style sheet or create a new style. If the `styleObj` contains both an existing style sheet and additional style settings, the existing style sheet is applied first, followed by the additional settings.

To remove a style and revert to the default style settings (if any), pass a NULL value:

- giving the `styleObj` parameter a NULL value will remove any style settings from the `rangeObj`,
- giving an attribute a NULL value will remove this specific attribute from the `rangeObj`.

For more information about style objects and style sheets, see the [Style Objects](#) paragraph.

Beispiel

```

$style:=New object
$style.font:="8pt Arial"
$style.backColor:="Azure"
$style.foreColor:="red"
$style.hAlign:=1
$style.isVerticalText:=True
$style.borderBottom:=New object("color";"#800080";"style";vk line style thick)
$style.backgroundImage:=Null //remove a specific attribute

VP SET CELL STYLE(VP Cell("ViewProArea";1;1);$style)

```

	A	B	C
1			
2		H e l o	
3		W o r d	
		<hr/>	

See also

[VP ADD STYLESHEET](#)
[VP Font to object](#)
[VP Get cell style](#)
[VP Object to font](#)
[VP SET BORDER](#)
[VP SET DEFAULT STYLE](#)

VP SET COLUMN ATTRIBUTES

VP SET COLUMN ATTRIBUTES (*rangeObj* : Object ; *propertyObj* : Object)

Parameter	Typ		Beschreibung
<i>rangeObj</i>	Objekt	->	Range object
<i>propertyObj</i>	Objekt	->	Object containing column properties

Beschreibung

The `VP SET COLUMN ATTRIBUTES` command applies the attributes defined in the *propertyObj* to the columns in the *rangeObj*.

In *rangeObj*, pass an object containing a range. If the range contains both columns and rows, attributes are applied only to the columns.

The *propertyObj* parameter lets you specify the attributes to apply to the columns in the *rangeObj*. These attributes are:

Property	Typ	Beschreibung
width	number	Column width expressed in pixels
pageBreak	Boolean	True to insert a page break before the first column of the range, else false
visible	Boolean	True if the column is visible, else false
resizable	Boolean	True if the column can be resized, else false
header	Text	Column header text

Beispiel

To change the size of the second column and set the header, you write:

```
C_OBJECT($column;$properties)
$column:=VP Column("ViewProArea";1) //column B
$properties:=New object("width";100;"header";"Hello World")
VP SET COLUMN ATTRIBUTES($column;$properties)
```



See also

[VP Column](#)
[VP Get column attributes](#)
[VP Get row attributes](#)
[VP SET ROW ATTRIBUTES](#)

VP SET COLUMN COUNT

VP SET COLUMN COUNT (*vpAreaName* : Text , *columnCount* : Integer { , *sheet* : Integer })

Parameter	Typ		Beschreibung
<i>vpAreaName</i>	Text	->	4D View Pro area form object name
<i>columnCount</i>	Ganzzahl	->	Number of columns
<i>sheet</i>	Ganzzahl	->	Sheet index (current sheet if omitted)

Beschreibung

The `VP SET COLUMN COUNT` command defines the total number of columns in *vpAreaName*.

In *vpAreaName*, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

Pass the total number of columns in the *columnCount* parameter. *columnCount* must be greater than 0.

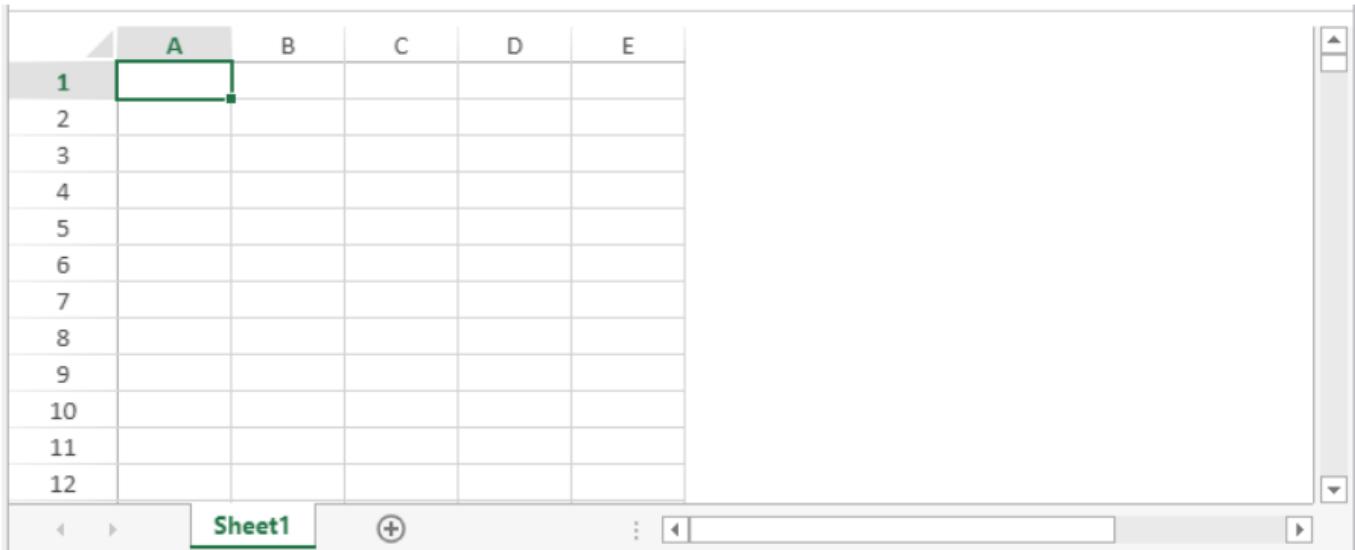
In the optional *sheet* parameter, you can designate a specific spreadsheet where the *columnCount* will be applied (counting begins at 0). If omitted, the current spreadsheet is used by default. You can explicitly select the current spreadsheet with the following constant:

- `vk current sheet`

Beispiel

The following code defines five columns in the 4D View Pro area:

```
VP SET COLUMN COUNT("ViewProArea";5)
```



See also

[VP Get column count](#)
[VP Get row count](#)
[VP SET ROW COUNT](#)

VP SET CURRENT SHEET

VP SET CURRENT SHEET (*vpAreaName* : Text ; *index* : Integer)

Parameter	Typ		Beschreibung
<i>vpAreaName</i>	Text	->	4D View Pro area form object name
<i>index</i>	Ganzzahl	<-	Index of the new current sheet

Beschreibung

The `VP SET CURRENT SHEET` command sets the current sheet in *vpAreaName*. The current sheet is the selected sheet in the document. The current sheet is the selected sheet in the document.

In *vpAreaName*, pass the name of the 4D View Pro area.

In *index*, pass the index of the sheet to be set as current sheet. If the index passed is inferior to 0 or exceeds the number of sheets, the command does nothing.

Indexing starts at 0.

Beispiel

The document's current sheet is the first sheet:



Set the current sheet to the third sheet:

```
VP SET CURRENT SHEET("ViewProArea";2)
```



See also

[VP Get current sheet](#)

VP SET CUSTOM FUNCTIONS

`VP SET CUSTOM FUNCTIONS (vpAreaName : Text ; formulaObj : Object)`

Parameter	Typ		Beschreibung
vpAreaName	Text	->	4D View Pro area form object name
formulaObj	Objekt	->	Formula object

Beschreibung

The `VP SET CUSTOM FUNCTIONS` command designates the 4D formulas that can be called directly from 4D View Pro formulas. Because custom functions are not stored in the document, `VP SET CUSTOM FUNCTIONS` must be executed in the `On Load` form event.

The formulas specified by `VP SET CUSTOM FUNCTIONS` appear in a pop-up menu when the first letter of their name is entered. See the [Formulas and Functions](#) page.

If `VP SET CUSTOM FUNCTIONS` is called multiple times for the same area, in the same session, only the last call is taken into account.

Pass the name of the 4D View Pro area in `vpAreaName`. If you pass a name that does not exist, an error is returned.

In the `formulaObj` parameter, pass an object containing the 4D formulas that can be called from 4D View Pro formulas as well as additional properties. Each `customFunction` property passed in `formulaObj` becomes the name of a function in the 4D View Pro area.

Property			Typ	Beschreibung
<customFunction>			Objekt	Custom function definition. <customFunction> defines the name of the custom function to display in 4D View Pro formulas (no spaces allowed)
	formula		Objekt	4D formula object (mandatory). See the Formula command.
	parameters		Collection of objects	Collection of parameters (in the order they are defined in the formula)
	[].name	Text		Name of parameter to display in 4D View Pro
	[].type	Zahl		<p>Type of the parameter. Supported types:</p> <ul style="list-style-type: none"> • Is Boolean • Is date • Is Integer • Is object • Is real • Is text • Is time <p>If type is omitted or if the default value (-1) is passed, the value is automatically sent with its type, except date or time values which are sent as an object (see Parameters section).</p> <p>If type is Is object, the object has the same structure as the object returned by VP Get value.</p>
	summary		Text	Formula description to display in 4D View Pro
	minParams		Zahl	Minimum number of parameters
	maxParams		Zahl	Maximum number of parameters. Passing a number higher than the length of parameters allows declaring "optional" parameters with default type

WARNING

- As soon as `VP SET CUSTOM FUNCTIONS` is called, the methods allowed by the [VP SET ALLOWED METHODS](#) command (if any) are ignored in the 4D View Pro area.
- As soon as `VP SET CUSTOM FUNCTIONS` is called, the functions based upon `SET TABLE TITLES` and `SET FIELD TITLES` commands are ignored in the 4D View Pro area.

Beispiel

You want to use formula objects in a 4D View Pro area to add numbers, retrieve a customer's last name and gender:

```

Case of
:(FORM Event.code=On Load)

var $o : Object
$o:=New object

// Define "addnum" function from a method named "addnum"
$o.addnum:=New object
$o.addnum.formula:=Formula(addnum)
$o.addnum.parameters:=New collection
$o.addnum.parameters.push(New object("name";"num1";"type";Is Integer))
$o.addnum.parameters.push(New object("name";"num2";"type";Is Integer))

// Define "ClientLastName" function from a database field
$o.ClientLastName:=New object
$o.ClientLastName.formula:=Formula([Customers]lastname)
$o.ClientLastName.summary:="Lastname of the current client"

// Define "label" function from a 4D expression with one parameter
$o.label:=New object
$o.label.formula:=Formula(ds.Customers.get($1).label)
$o.label.parameters:=New collection
$o.label.parameters.push(New object("name";"ID";"type";Is Integer))

// Define "Title" function from a variable named "Title"
$o.Title:=New object
$o.Title.formula:=Formula(Title)

VP SET CUSTOM FUNCTIONS("ViewProArea";$o)

```

End case

See also

[VP SET ALLOWED METHODS](#)

VP SET DATA CONTEXT

► History

VP SET DATA CONTEXT (*vpAreaName* : Text ; *dataObj* : Object {; *options* : Object {; *sheetIndex* : Integer}})
VP SET DATA CONTEXT (*vpAreaName* : Text ; *dataColl* : Collection ; { *options* : Object {; *sheetIndex* : Integer}})

Parameter	Typ		Beschreibung
<i>vpAreaName</i>	Objekt	->	4D View Pro area form object name
<i>dataObj</i>	Objekt	->	Data object to load in the data context
<i>dataColl</i>	Objekt	->	Data collection to load in the data context
<i>options</i>	Objekt	->	Additional options
<i>sheetIndex</i>	Ganzzahl	->	Sheet index

Beschreibung

The **VP SET DATA CONTEXT** command sets the data context of a sheet. A data context is an object or a collection bound to a worksheet, and whose contents can be used to automatically fill the sheet cells, either by using an autogenerate option or the **VP SET BINDING PATH** method. On the other hand, the **VP Get data context** command can return a context containing user modifications.

In *vpAreaName*, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

In *dataObj* or *dataColl*, pass an object or a collection containing the data to load in the data context. Images are

converted to data URI schemes.

To pass a time value in *dataObj* or *dataColl*, encapsulate it in an object with the following properties (see [example 4](#)):

Property	Typ	Beschreibung
value	Integer, Real, Boolean, Text, Date, Null	Value to put in the context
time	Zahl	Time value (in seconds) to put in the context

In *options*, you can pass an object that specifies additional options. Possible properties are:

Property	Typ	Beschreibung
reset	Objekt	True to reset the sheet's contents before loading the new context, False (default) otherwise.
autoGenerateColumns	Objekt	Only used when data is a collection. True (default) to specify that columns must be generated automatically when the data context is bound. In this case, the following rules apply: <ul style="list-style-type: none">• If <i>dataColl</i> is a collection of objects, attribute names are used as column titles (see example 2).• If <i>dataColl</i> contains subcollections of scalar values, each subcollection defines the values in a row (see example 3). The first subcollection determines how many columns are created.

In *sheetIndex*, pass the index of the sheet that will receive the data context. If no index is passed, the context is applied to the current sheet.

If you export your document to an object using [VP Export to object](#), or to a 4DVP document using [VP EXPORT DOCUMENT](#), the `includeBindingSource` option lets you copy the contents of the current contexts as cell values in the exported object or document. For more details, refer to the description of those methods.

Beispiel

Pass an object and bind the context data to cells in the first row:

```
var $data : Object  
  
$data:=New object  
$data.firstName:="Freehafer"  
$data.lastName:="Nancy"  
  
VP SET DATA CONTEXT("ViewProArea"; $data)  
  
VP SET BINDING PATH(VP Cell("ViewProArea"; 0; 0); "firstName")  
VP SET BINDING PATH(VP Cell("ViewProArea"; 1; 0); "lastName")
```

	0	1	2	3
1	Freehafer	Nancy		
2				
3				

Beispiel 2

Pass a collection of objects and generate columns automatically:

```

var $options : Object
var $data : Collection

$data:=New collection()
$data.push(New object("firstname"; "John"; "lastname"; "Smith"))
$data.push(New object("firstname"; "Mary"; "lastname"; "Poppins"))

$options:=New object("autoGenerateColumns"; True)

VP SET DATA CONTEXT("ViewProArea"; $data; $options)

```

	A1	:	X ✓ fx	
	firstname	lastname		
1	John	Smith		
2	Mary	Poppins		

Example 3

The `data` passed as a parameter is a collection that contains subcollections. Each subcollection defines the contents of a row:

```

var $data : Collection
var $options : Object

$data:=New collection
$data.push(New collection(1; 2; 3; False; ""))
$data.push(New collection) // Second row is empty
$data.push(New collection(4; 5; Null; "hello"; "world")) // Third row has 5 values
$data.push(New collection(6; 7; 8; 9)) // Fourth row has 4 values

$options:=New object("autoGenerateColumns"; True)

VP SET DATA CONTEXT("ViewProArea"; $data; $options)

```

	0	1	2	3	4
1	1	2	3	FALSE	
2					
3	4	5		hello	world
4	6	7	8	9	

Example 4 - Date and time syntax

```

var $data : Collection
var $options : Object

$data:= New collection()

// Dates can be passed as scalar values
$data.push(New collection("Date"; Current date))

// Time values must be passed as object attributes
$data.push(New collection("Time"; New object("time"; 5140)))

// Date + time example
$data.push(New collection("Date + Time"; New object("value"; Current date; "time"; 5140)))

$options:=New object("autoGenerateColumns"; True)

VP SET DATA CONTEXT("ViewProArea"; $data; $options)

```

Here's the result once the columns are generated:

	0	1
1	Date	2/22/2022
2	Time	1:25:40 AM
3	Date + Time	2/22/2022 01:25:40

See also

[VP SET BINDING PATH](#)

[VP Get binding path](#)

[VP Get data context](#)

VP SET DATE TIME VALUE

VP SET DATE TIME VALUE (*rangeObj* : Object ; *dateValue* : Date ; *timeValue* : Time {; *formatPattern* : Text })

Parameter	Typ		Beschreibung
<i>rangeObj</i>	Objekt	->	Range object
<i>dateValue</i>	Datum	->	Date value to set
<i>timeValue</i>	Zeit	->	Time value to set
<i>formatPattern</i>	Text	->	Format of value

Beschreibung

The `VP SET DATE TIME VALUE` command assigns a specified date and time value to a designated cell range.

In *rangeObj*, pass a range of the cell(s) (created for example with [VP Cell](#) or [VP Column](#)) whose value you want to specify. If *rangeObj* includes multiple cells, the value specified will be repeated in each cell.

The *dateValue* parameter specifies a date value to be assigned to the *rangeObj*.

The *timeValue* parameter specifies a time value (expressed in seconds) to be assigned to the *rangeObj*.

The optional *formatPattern* defines a pattern for the *dateValue* and *timeValue* parameters. For information on patterns and formatting characters, please refer to the [Date and time formats](#) section.

Beispiel

```

//Set the cell value as the current date and time
VP SET DATE TIME VALUE(VP Cell("ViewProArea";6;2);Current time;Current date;vk pattern full date time)

//Set the cell value as the 18th of December
VP SET DATE TIME VALUE(VP Cell("ViewProArea";3;9);!2024-12-18!;?14:30:10?;vk pattern sortable date time)

```

See also

[4D View Pro cell format](#)
[VP SET DATE VALUE](#)
[VP SET TIME VALUE](#)
[VP SET VALUE](#)

VP SET DATE VALUE

VP SET DATE VALUE (*rangeObj* : Object ; *dateValue* : Date { ; *formatPattern* : Text })

Parameter	Typ		Beschreibung
<i>rangeObj</i>	Objekt	->	Range object
<i>dateValue</i>	Datum	->	Date value to set
<i>formatPattern</i>	Text	->	Format of value

Beschreibung

The `VP SET DATE VALUE` command assigns a specified date value to a designated cell range.

In *rangeObj*, pass a range of the cell(s) whose value you want to specify. If *rangeObj* includes multiple cells, the value specified will be repeated in each cell.

The *dateValue* parameter specifies a date value to be assigned to the *rangeObj*.

The optional *formatPattern* defines a pattern for the *dateValue* parameter. Pass any custom format or you can use one of the following constants:

Constant	Beschreibung	Default US pattern
<code>vk pattern long date</code>	ISO 8601 format for the full date	"dddd, dd MMMM yyyy"
<code>vk pattern month day</code>	ISO 8601 format for the month and day	"MMMM dd"
<code>vk pattern short date</code>	Abbreviated ISO 8601 format for the date	"MM/dd/yyyy"
<code>vk pattern year month</code>	ISO 8601 format for the month and year	"yyyy MMMM"

For information on patterns and formatting characters, please refer to the [Date and time formats](#) section.

Beispiel

```

//Set the cell value to the current date
VP SET DATE VALUE(VP Cell("ViewProArea";4;2);Current date))

//Set the cell value to a specific date with a designated format
VP SET DATE VALUE(VP Cell("ViewProArea";4;4);Date("12/25/94");"d/m/yy ")
VP SET DATE VALUE(VP Cell("ViewProArea";4;6);!2005-01-15!;vk pattern month day)

```

See also

[4D View Pro cell format](#)

[VP SET DATE TIME VALUE](#)

[VP SET VALUE](#)

VP SET DEFAULT STYLE

`VP SET DEFAULT STYLE (vpAreaName : Text ; styleObj : Object { ; sheet : Integer })`

Parameter	Typ		Beschreibung
vpAreaName	Text	->	4D View Pro area form object name
styleObj	Objekt	->	Style object
sheet	Ganzzahl	->	Sheet index (default = current sheet)

Beschreibung

The `VP SET DEFAULT STYLE` command defines the style in the `styleObj` as the default style for a `sheet`.

In `vpAreaName`, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

The `styleObj` lets you pass an object containing style settings. You can use an existing style sheet or you can create a new style. For more information, see the [Style objects](#) paragraph.

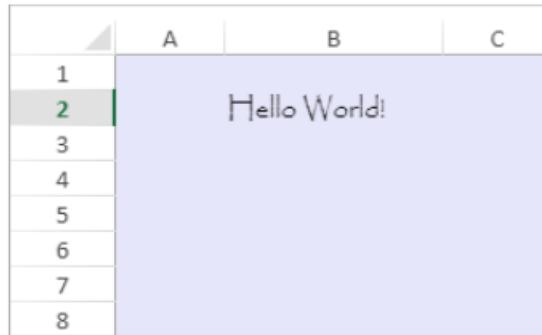
In the optional `sheet` parameter, you can designate a specific spreadsheet where the style will be defined. If omitted, the current spreadsheet is used by default. You can explicitly select the current spreadsheet with the following constant:

- `vk current sheet`

Beispiel

```
$style:=New object
	style.hAlign:=vk horizontal align left
	style.font:="12pt papyrus"
	style.backColor:="#E6E6FA" //light purple color

VP SET DEFAULT STYLE("myDoc";$style)
```



See also

[VP ADD STYLESHEET](#)

[VP Font to object](#)

[VP Get default style](#)

[VP Object to font](#)

[VP SET BORDER](#)

[VP SET CELL STYLE](#)

VP SET FIELD

`VP SET FIELD (rangeObj : Object ; field : Pointer { ; formatPattern : Text })`

Parameter	Typ		Beschreibung
rangeObj	Objekt	->	Range object
field	Zeiger	->	Reference to field in virtual structure
formatPattern	Text	->	Format of field

Beschreibung

The `VP SET FIELD` command assigns a 4D database virtual field to a designated cell range.

In *rangeObj*, pass a range of the cell(s) whose value you want to specify. In *rangeObj*, pass a range of the cell(s) (created for example with `VP Cell` or `VP Column`) whose value you want to specify.

The *field* parameter specifies a 4D database `virtual field` to be assigned to the *rangeObj*. The virtual structure name for *field* can be viewed in the formula bar. If any of the cells in *rangeObj* have existing content, it will be replaced by *field*.

The optional *formatPattern* defines a pattern for the *field* parameter. You can pass any valid `custom format`.

Beispiel

```
VP SET FIELD(VP Cell("ViewProArea";5;2);->[TableName]Field)
```

See also

[VP SET VALUE](#)

VP SET FORMULA

`VP SET FORMULA (rangeObj : Object ; formula : Text { ; formatPattern : Text })`

Parameter	Typ		Beschreibung
rangeObj	Objekt	->	Range object
formula	Text	->	Formula or 4D method
formatPattern	Text	->	Format of field

Beschreibung

The `VP SET FORMULA` command assigns a specified formula or 4D method to a designated cell range.

In *rangeObj*, pass a range of the cell(s) (created for example with `VP Cell` or `VP Column`) whose value you want to specify. In *rangeObj*, pass a range of the cell(s) (created for example with `VP Cell` or `VP Column`) whose value you want to specify.

The *formula* parameter specifies a formula or 4D method name to be assigned to the *rangeObj*.

If the *formula* is a string, use the period `.` as numerical separator and the comma `,` as parameter separator. If a 4D method is used, it must be allowed with the `VP SET ALLOWED METHODS` command.

The optional *formatPattern* defines a `pattern` for the *formula*.

You remove the formula in *rangeObj* by replacing it with an empty string ("").

Beispiel 1

```
VP SET FORMULA(VP Cell("ViewProArea";5;2);"SUM($A$1:$C$10)")
```

Beispiel 2

To remove the formula:

```
VP SET FORMULA(VP Cell("ViewProArea";5;2); "")
```

Example 3

```
VP SET FORMULA($range;"SUM(A1,B7,C11)") //"," to separate parameters
```

See also

[Cell format](#)

[VP Get Formula](#)

[VP SET FORMULAS](#)

[VP SET VALUE](#)

VP SET FORMULAS

`VP SET FORMULAS (rangeObj : Object ; formulasCol : Collection)`

Parameter	Typ		Beschreibung
rangeObj	Objekt	->	Cell range object
formulasCol	Collection	->	Collection of formulas

Beschreibung

The `VP SET FORMULAS` command assigns a collection of formulas starting at the specified cell range.

In `rangeObj`, pass a range of the cell (created with [VP Cell](#)) whose formula you want to specify. If `rangeObj` includes multiple ranges, only the first range is used.

The `formulasCol` is a two-dimensional collection:

- The first-level collection contains subcollections of formulas. Each subcollection defines a row.
- Each subcollection defines cell values for the row. Values must be text elements containing the formulas to assign to the cells.

If the formula is a string, use the period `.` as numerical separator and the comma `,` as parameter separator. If a 4D method is used, it must be allowed with the `VP SET ALLOWED METHODS` command.

You remove the formulas in `rangeObj` by replacing them with an empty string ("").

Beispiel 1

```
$formulas:=New collection
$formulas.push(New collection("MAX(B11,C11,D11)";"myMethod(G4)")) // First row
$formulas.push(New collection("SUM(B11:D11)";"AVERAGE(B11:D11)")) // Second row

VP SET FORMULAS(VP Cell("ViewProArea";6;3);$formulas) // Set the cells with the formulas
```

myMethod:

```
$0:=$1*3.33
```

	A	B	C	D	E	F	G	H	I	J
1	Production Cost Analysis									
2	Retail Price Calculations									
3		Product 1	Product 2	Product 3						
4		\$0.98	\$0.74	\$0.18		Highest Prod Cost	\$4.42	\$14.72	Retail Price	
5		\$0.23	\$0.83	\$0.46		Total Production Cost	\$11.38	\$3.79	Average Product Cost	
6		\$0.77	\$0.09	\$0.53						
7		\$0.74	\$0.11	\$0.47						
8		\$0.59	\$0.93	\$0.63						
9		\$0.85	\$0.65	\$0.34						
10		\$0.26	\$0.25	\$0.75						
11	Per Product Total	\$4.42	\$3.60	\$3.36						

Beispiel 2

To remove formulas:

```
$formulas:=New collection
$formulas.push(New collection("", ""))
$formulas.push(New collection("", ""))
VP SET FORMULAS(VP Cell("ViewProArea";0;0);$formulas) // Assign to cells
```

See also

[VP Get Formulas](#)
[VP GET VALUES](#)
[VP SET FORMULA](#)
[VP SET VALUES](#)

VP SET FROZEN PANES

VP SET FROZEN PANES (*vpAreaName* : Text ; *paneObj* : Object { ; *sheet* : Integer })

Parameter	Typ		Beschreibung
<i>vpAreaName</i>	Text	->	4D View Pro area form object name
<i>paneObj</i>	Objekt	->	Object containing frozen column and row information
<i>sheet</i>	Ganzzahl	->	Sheet index (current sheet if omitted)

Beschreibung

The **VP SET FROZEN PANES** command sets the frozen status of the columns and rows in the *paneObj* so they are always displayed in the *vpAreaName*. Frozen columns and rows are fixed in place and do not move when the rest of the document is scrolled. A solid line is displayed to indicate that columns and rows are frozen. The location of the line depends on where the frozen column or row is on the sheet:

- Columns on the left or right: For columns on the left of the sheet, the line is displayed on the right side of the last frozen column. For columns on the right side of the sheet, the line is displayed on the left side of the first frozen column.
- Rows on the top or bottom: For rows at the top of the sheet, the line is displayed below the last frozen row. For rows at the bottom of the sheet, the line is displayed above the first frozen row.

In *vpAreaName*, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

You can pass an object defining the columns and rows to freeze in the *paneObj* parameter. Setting the value of any of the column or row properties equal to zero resets (unfreezes) the property. If a property is set to less than zero, the command does nothing. You can pass:

Property	Typ	Beschreibung
columnCount	Ganzzahl	The number of frozen columns on the left of the sheet
trailingColumnCount	Ganzzahl	The number of frozen columns on the right of the sheet
rowCount	Ganzzahl	The number of frozen rows on the top of the sheet
trailingRowCount	Ganzzahl	The number of frozen rows on the bottom of the sheet

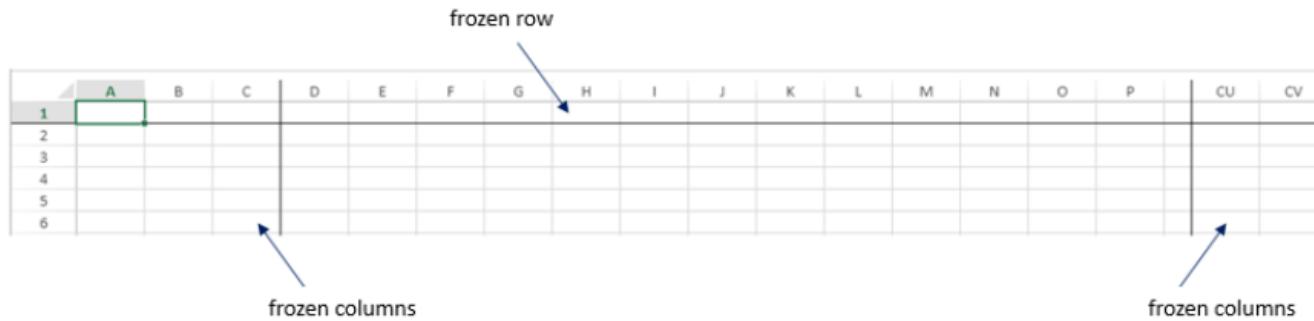
In the optional *sheet* parameter, you can designate a specific spreadsheet where the range will be defined (counting begins at 0). If omitted, the current spreadsheet is used by default. You can explicitly select the current spreadsheet with the following constant:

- `vk current sheet`

Beispiel

You want to freeze the first three columns on the left, two columns on the right, and the first row:

```
C_OBJECT($panes)  
  
$panes:=New object  
$panes.columnCount:=3  
$panes.trailingColumnCount:=2  
$panes.rowCount:=1  
  
VP SET FROZEN PANES("ViewProArea";$panes)
```



See also

[VP Get frozen panes](#)

VP SET NUM VALUE

`VP SET NUM VALUE (rangeObj : Object ; numberValue : Number { ; formatPattern : Text })`

Parameter	Typ		Beschreibung
rangeObj	Objekt	->	Range object
numberValue	Zahl	->	Number value to set
formatPattern	Text	->	Format of value

Beschreibung

The `VP SET NUM VALUE` command assigns a specified numeric value to a designated cell range.

In `rangeObj`, pass a range of the cell(s) (created for example with `VP Cell` or `VP Column`) whose value you want to specify. If `rangeObj` includes multiple cells, the value specified will be repeated in each cell.

The `newValue` parameter specifies a numeric value to be assigned to the `rangeObj`.

The optional `formatPattern` defines a `pattern` for the `newValue` parameter.

Beispiel

```
//Set the cell value to 2
VP SET NUM VALUE(VP Cell("ViewProArea";3;2);2)

//Set the cell value and format it in dollars
VP SET NUM VALUE(VP Cell("ViewProArea";3;2);12.356;"_($* #,##0.00_)")
```

See also

[Cell format](#)
[VP SET VALUE](#)

VP SET PRINT INFO

`VP SET PRINT INFO (vpAreaName : Text ; printInfo : Object { ; sheet : Integer })`

Parameter	Typ		Beschreibung
vpAreaName	Text	->	4D View Pro area name
printInfo	Objekt	->	Object containing printing attributes
sheet	Ganzzahl	->	Sheet index (current sheet if omitted)

Beschreibung

The `VP SET PRINT INFO` command defines the attributes to use when printing the `vpAreaName`.

Pass the name of the 4D View Pro area to print in `vpAreaName`. If you pass a name that does not exist, an error is returned.

You can pass an object containing definitions for various printing attributes in the `printInfo` parameter. To view the full list of the available attributes, see [Print Attributes](#).

In the optional `sheet` parameter, you can designate a specific spreadsheet to print (counting begins at 0). If omitted, the current spreadsheet is used by default. You can explicitly select the current spreadsheet with the following constant:

- `vk current sheet`

Beispiel

The following code will print a 4D View Pro area to a PDF document:

```
var $printInfo : Object

//declare print attributes object
$printInfo:=New object

//define print attributes
$printInfo.headerCenter:="&S.H.I.E.L.D. var $printInfo : Object

//declare print attributes object
$printInfo:=New object
```

```

//define print attributes
$printInfo.headerCenter:="&BS.H.I.E.L.D. &A Sales Per Region"
$printInfo.firstPageNumber:=1
$printInfo.footerRight:="page &P of &N"
$printInfo.orientation:=vk print page orientation landscape
$printInfo.centering:=vk print centering horizontal
$printInfo.columnStart:=0
$printInfo.columnEnd:=8
$printInfo.rowStart:=0
$printInfo.rowEnd:=24

$printInfo.showGridLine:=True

//Add corporate logo
$printInfo.headerLeftImage:=logo.png
$printInfo.headerLeft:="&G"

$printInfo.showRowHeader:=vk print visibility hide
$printInfo.showColumnHeader:=vk print visibility hide
$printInfo.fitPagesWide:=1
$printInfo.fitPagesTall:=1

//print PDF document
VP SET PRINT INFO ("ViewProArea";$printInfo)

//export the PDF
VP EXPORT DOCUMENT("ViewProArea";"Sales2018.pdf";New object("formula";Formula(ALERT("PDF ready!")))) var

//declare print attributes object
$printInfo:=New object

//define print attributes
$printInfo.headerCenter:="&BS.H.I.E.L.D. &A Sales Per Region"
$printInfo.firstPageNumber:=1
$printInfo.footerRight:="page &P of &N"
$printInfo.orientation:=vk print page orientation landscape
$printInfo.centering:=vk print centering horizontal
$printInfo.columnStart:=0
$printInfo.columnEnd:=8
$printInfo.rowStart:=0
$printInfo.rowEnd:=24

$printInfo.showGridLine:=True

//Add corporate logo
$printInfo.headerLeftImage:=logo.png
$printInfo.headerLeft:="&G"

$printInfo.showRowHeader:=vk print visibility hide
$printInfo.showColumnHeader:=vk print visibility hide
$printInfo.fitPagesWide:=1
$printInfo.fitPagesTall:=1

//print PDF document
VP SET PRINT INFO ("ViewProArea";$printInfo)

//export the PDF
VP EXPORT DOCUMENT("ViewProArea";"Sales2018.pdf";New object("formula";Formula(ALERT("PDF ready!"))))

```

The PDF:



S.H.I.E.L.D. 2018 Sales Per Region

OrderDate	Region	Rep	Item	Units	UnitCost	Total
06-Jan-18	East	Stark	Pencil	95	\$1.99	\$189.05
23-Jan-18	Central	Rogers	Binder	50	\$19.99	\$999.50
09-Feb-18	Central	Banner	Pencil	36	\$4.99	\$179.64
26-Feb-18	Central	Romanoff	Pen	27	\$19.99	\$539.73
15-Mar-18	West	Barton	Pencil	56	\$2.99	\$167.44
01-Apr-18	East	Coulson	Binder	60	\$4.99	\$299.40
18-Apr-18	Central	Fury	Pencil	75	\$1.99	\$149.25
05-May-18	Central	Potts	Pencil	90	\$4.99	\$449.10
22-May-18	West	Jarvis	Pencil	32	\$1.99	\$63.68
08-Jun-18	East	Loki	Binder	60	\$8.99	\$539.40
25-Jun-18	Central	Odin	Pencil	90	\$4.99	\$449.10
06-Jul-18	East	Stark	Pencil	95	\$1.99	\$189.05
23-Jul-18	Central	Rogers	Binder	50	\$19.99	\$999.50
09-Aug-18	Central	Banner	Pencil	36	\$4.99	\$179.64
26-Aug-18	Central	Romanoff	Pen	27	\$19.99	\$539.73
15-Sep-18	West	Barton	Pencil	56	\$2.99	\$167.44
01-Oct-18	East	Coulson	Binder	60	\$4.99	\$299.40
18-Oct-18	Central	Fury	Pencil	75	\$1.99	\$149.25
05-Nov-18	Central	Potts	Pencil	90	\$4.99	\$449.10
22-Nov-18	West	Jarvis	Pencil	32	\$1.99	\$63.68
08-Dec-18	East	Loki	Binder	60	\$8.99	\$539.40
15-Dec-18	Central	Odin	Pencil	90	\$4.99	\$449.10
				1,342	\$155.78	\$8,050.58

page 1 of 1

See also

[4D View Pro print attributes](#)[VP Convert to picture](#)[VP Get print info](#)[VP PRINT](#)

VP SET ROW ATTRIBUTES

VP SET ROW ATTRIBUTES (*rangeObj* : Object ; *propertyObj* : Object)

Parameter	Typ		Beschreibung
<i>rangeObj</i>	Objekt	->	Range of rows
<i>propertyObj</i>	Objekt	->	Object containing row properties

Beschreibung

The `VP SET ROW ATTRIBUTES` command applies the attributes defined in the *propertyObj* to the rows in the *rangeObj*.

In the *rangeObj*, pass an object containing a range. If the range contains both columns and rows, attributes are applied only to the rows.

The *propertyObj* parameter lets you specify the attributes to apply to the rows in the *rangeObj*. These attributes are:

Property	Typ	Beschreibung
height	number	Row height expressed in pixels
pageBreak	Boolean	True to insert a page break before the first row of the range, else false
visible	Boolean	True if the row is visible, else false
resizable	Boolean	True if the row can be resized, else false
header	Text	Row header text

Beispiel

You want to change the size of the second row and set the header:

```
var $row; $properties : Object

$row:=VP Row("ViewProArea";1)
$properties:=New object("height";75;"header";"June")

VP SET ROW ATTRIBUTES($row;$properties)
```

	A	B	C	D	E	F	G	H	I
1	The	quick	brown	fox	jumped	over	the	lazy	dog
June									

See also

[VP Get row attributes](#)
[VP get column attributes](#)
[VP SET ROW ATTRIBUTES](#)

VP SET ROW COUNT

VP SET ROW COUNT (*vpAreaName* : Text ; *rowCount* : Integer { ; *sheet* : Integer })

Parameter	Typ		Beschreibung
<i>vpAreaName</i>	Text	->	4D View Pro area form object name
<i>rowCount</i>	Ganzzahl	->	Number of rows
<i>sheet</i>	Ganzzahl	->	Sheet index (current sheet if omitted)

Beschreibung

The `VP SET ROW COUNT` command defines the total number of rows in *vpAreaName*.

In *vpAreaName*, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

Pass the total number of rows in the *rowCount* parameter. *rowCount* must be greater than 0.

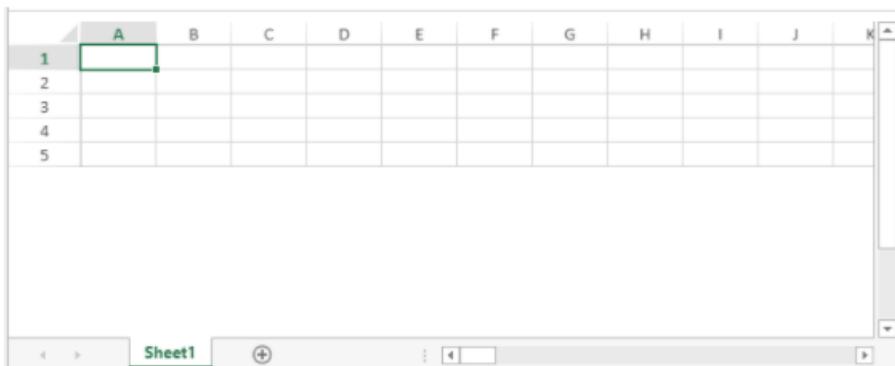
In the optional *sheet* parameter, you can designate a specific spreadsheet where the *rowCount* will be applied (counting begins at 0). If omitted, the current spreadsheet is used by default. You can explicitly select the current spreadsheet with the following constant:

- `vk current sheet`

Beispiel

The following code defines five rows in the 4D View Pro area:

```
VP SET ROW COUNT("ViewProArea";5)
```



See also

[VP Get column count](#)

[VP get row-count](#)

[VP SET COLUMN COUNT](#)

VP SET SELECTION

VP SET SELECTION (*rangeObj* : Object)

Parameter	Typ		Beschreibung
rangeObj	Objekt	->	Range object of cells

Beschreibung

The **VP SET SELECTION** command defines the specified cells as the selection and the first cell as the active cell.

In *rangeObj*, pass a range object of cells to designate as the current selection.

Beispiel

```
$currentSelection:=VP Combine ranges(VP Cells("myVPArea";3;2;1;6);VP Cells("myVPArea";5;7;1;7))  
VP SET SELECTION($currentSelection)
```

	A	B	C	D	E	F	G
1							
2							
3		Month	Area	Mr. Smith	Ms. Johnson	Ms. Williams	Mr. Jones
4		January	South	1898	1857	1651	1448
5			East	4859	4857	2548	4876
6			North	2458	1524	6150	4987
7			West	5787	1580	3975	4878
8			Total	15002	9818	14324	16189
9		February	South	6668	4374	17495	9999
10			East	5955	1677	7944	9400
11			North	1000	6722	2195	2777
12			West	6896	8355	7195	2058
13			Total	20519	21128	34829	24234
14		March	South	2577	2000	6185	2704
15			East	4859	4857	2548	4876
16			North	2458	1524	6150	4987
17			West	5787	1580	3975	4878
			Total	15621	9961	18852	17115

See also

[VP Get active cell](#)
[VP Get selection](#)
[VP RESET SELECTION](#)
[VP SET ACTIVE CELL](#)
[VP ADD SELECTION](#)
[VP SHOW CELL](#)

VP SET SHEET COUNT

`VP SET SHEET COUNT (vpAreaName : Text ; number : Integer)`

Parameter	Typ		Beschreibung
vpAreaName	Text	->	4D View Pro area form object name
number	Ganzzahl	->	Number of sheets

Beschreibung

The `VP SET SHEET COUNT` command sets the number of sheets in `vpAreaName`.

In `number`, pass a number corresponding to how many sheets the document will contain after the command is executed.

Warning: The command will delete sheets if the previous amount of sheets in your document is superior to the number passed. For example, if there are 5 sheets in your document and you set the sheet count to 3, the command will delete sheets number 4 and 5.

Beispiel

The document currently has one sheet:



To set the number of sheets to 3:

```
VP SET SHEET COUNT("ViewProArea";3)
```



See also

[VP Get sheet count](#)

VP SET SHEET NAME

VP SET SHEET NAME (*vpAreaName* : Text ; *name* : Text {; *index*: Integer})

Parameter	Typ		Beschreibung
<i>vpAreaName</i>	Text	->	4D View Pro area form object name
<i>name</i>	Text	->	New name for the sheet
<i>index</i>	Ganzzahl	->	Index of the sheet to be renamed

Beschreibung

The `VP SET SHEET NAME` command renames a sheet in the document loaded in *vpAreaName*.

In *vpAreaName*, pass the name of the 4D View Pro area.

In *name*, pass a new name for the sheet.

In *index*, pass the index of the sheet to rename.

Indexing starts at 0.

If no *index* is passed, the command renames the current sheet.

The new name cannot contain the following characters: `*`, `:`, `[`, `]`, `?,\,/`

The command does nothing if:

- the new name contains forbidden characters
- the new name's value is blank
- the new name already exists
- the passed *index* does not exist

Beispiel

Set the third sheet's name to "Total first quarter":

```
VP SET SHEET NAME("ViewProArea";"Total first quarter";2)
```



VP SET SHEET OPTIONS

VP SET SHEET OPTIONS (*vpAreaName* : Text; *sheetOptions* : Object { ; *sheet* : Integer})

Parameter	Typ		Beschreibung
vpAreaName	Objekt	->	4D View Pro area name
sheetOptions	Objekt	->	Sheet option(s) to set
sheet	Objekt	->	Sheet index (current sheet if omitted)

Beschreibung

The `VP SET SHEET OPTIONS` command allows defining various sheet options of the `vpAreaName` area.

Pass the name of the 4D View Pro area in `vpAreaName`. If you pass a name that does not exist, an error is returned.

Pass an object containing definitions for the options to set in the `sheetOptions` parameter. To view the full list of the available options, see the [Sheet Options](#) paragraph.

In the optional `sheet` parameter, you can designate a specific spreadsheet (counting begins at 0). If omitted, the current spreadsheet is used by default. You can explicitly select the current spreadsheet with the following constant:

- `vk current sheet`

Beispiel 1

You want to protect all cells except the range C5:D10:

```
// Activate protection on the current sheet
var $options : Object

$options:=New object
$options.isProtected:=True
VP SET SHEET OPTIONS("ViewProArea";$options)

// mark cells C5:D10 as 'unlocked'
VP SET CELL STYLE(VP Cells("ViewProArea";2;4;2;6);New object("locked";False))
```

Beispiel 2

You need to protect your document while your users can resize rows and columns:

```
var $options : Object

$options:=New object
// Activate protection
$options.isProtected:=True
$options.protectionOptions:=New object
// Allow user to resize rows
$options.protectionOptions.allowResizeRows=True;
// Allow user to resize columns
$options.protectionOptions.allowResizeColumns=True;

// Apply protection on the current sheet
VP SET SHEET OPTIONS("ViewProArea";$options)
```

Example 3

You want to customize the colors of your sheet tabs, frozen lines, grid lines, selection background and selection border:

```

var $options : Object

$options:=New object
// Customize color of Sheet 1 tab
$options.sheetTabColor:="Black"
$options.gridline:=New object("color";"Purple")
$options.selectionBackColor:="rgb(255,128,0,0.4)"
$options.selectionBorderColor:="Yellow"
$options.frozenlineColor:="Gold"

VP SET SHEET OPTIONS("ViewProArea";$options;0)

// Customize color of Sheet 2 tab
$options.sheetTabColor:="red"

VP SET SHEET OPTIONS("ViewProArea";$options;1)

// Customize color of Sheet 3 tab
$options.sheetTabColor:="blue"

VP SET SHEET OPTIONS("ViewProArea";$options;2)

```

Result:

	A	B	E	F	G	H	I	J	
1									
8									
9									
10									
11									
12									
--									

The screenshot shows a spreadsheet interface with three tabs at the bottom: "Sheet1" (black), "Sheet2" (red), and "Sheet3" (blue). The grid lines are visible, but the column headers (A, B, E, F, G, H, I, J) are not. A yellow selection box highlights the range from cell F9 to H11. Row numbers 1 through 12 are visible on the left.

Example 4

You want to hide the grid lines as well as the row and column headers.

```

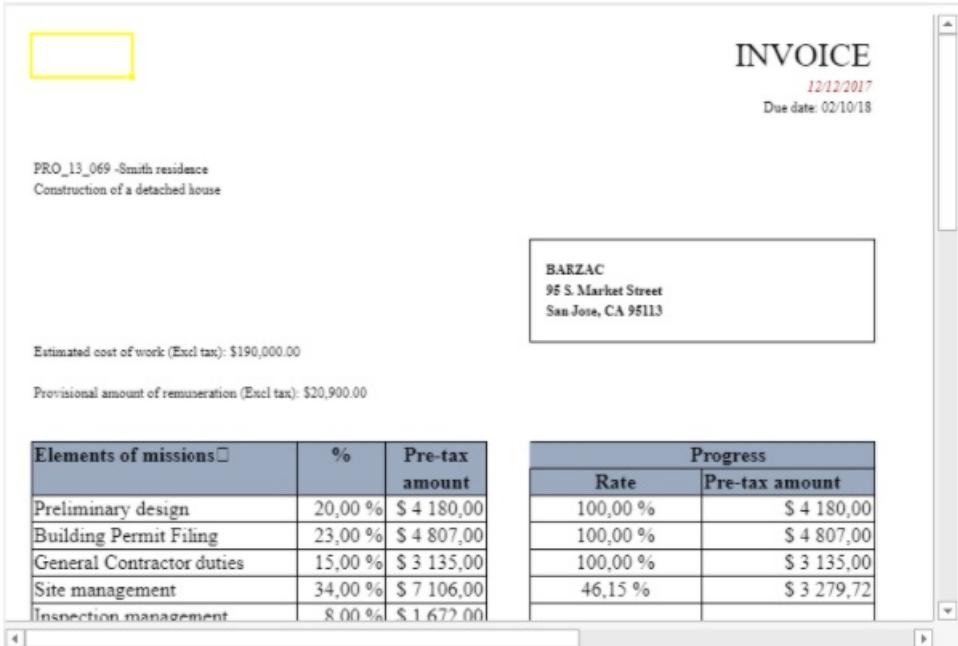
var $options : Object

$options:=New object
$options.gridline:=New object()
$options.gridline.showVerticalGridline:=False
$options.gridline.showHorizontalGridline:=False
$options.rowHeaderVisible:=False
$options.colHeaderVisible:=False

VP SET SHEET OPTIONS("ViewProArea";$options)

```

Result:



See also

[4D View Pro sheet options](#)

[VP Get sheet options](#)

VP SET SHOW PRINT LINES

VP SET SHOW PRINT LINES (vpAreaName : Text {; visible : Boolean}{; index : Integer})

Parameter	Typ		Beschreibung
vpAreaName	Text	->	4D View Pro area form object name
visible	Boolean	->	Print lines displayed if True (default), hidden if False
index	Ganzzahl	->	Sheet index

Beschreibung

The `VP SET SHOW PRINT LINES` command sets whether to display print preview lines in a spreadsheet..

In `vpAreaName`, pass the name of the 4D View Pro area.

In `visible`, pass `True` to display the print lines, and `False` to hide them. `True` is passed by default.

In `index`, pass the index of the target sheet. If no index is specified, the command applies to the current sheet.

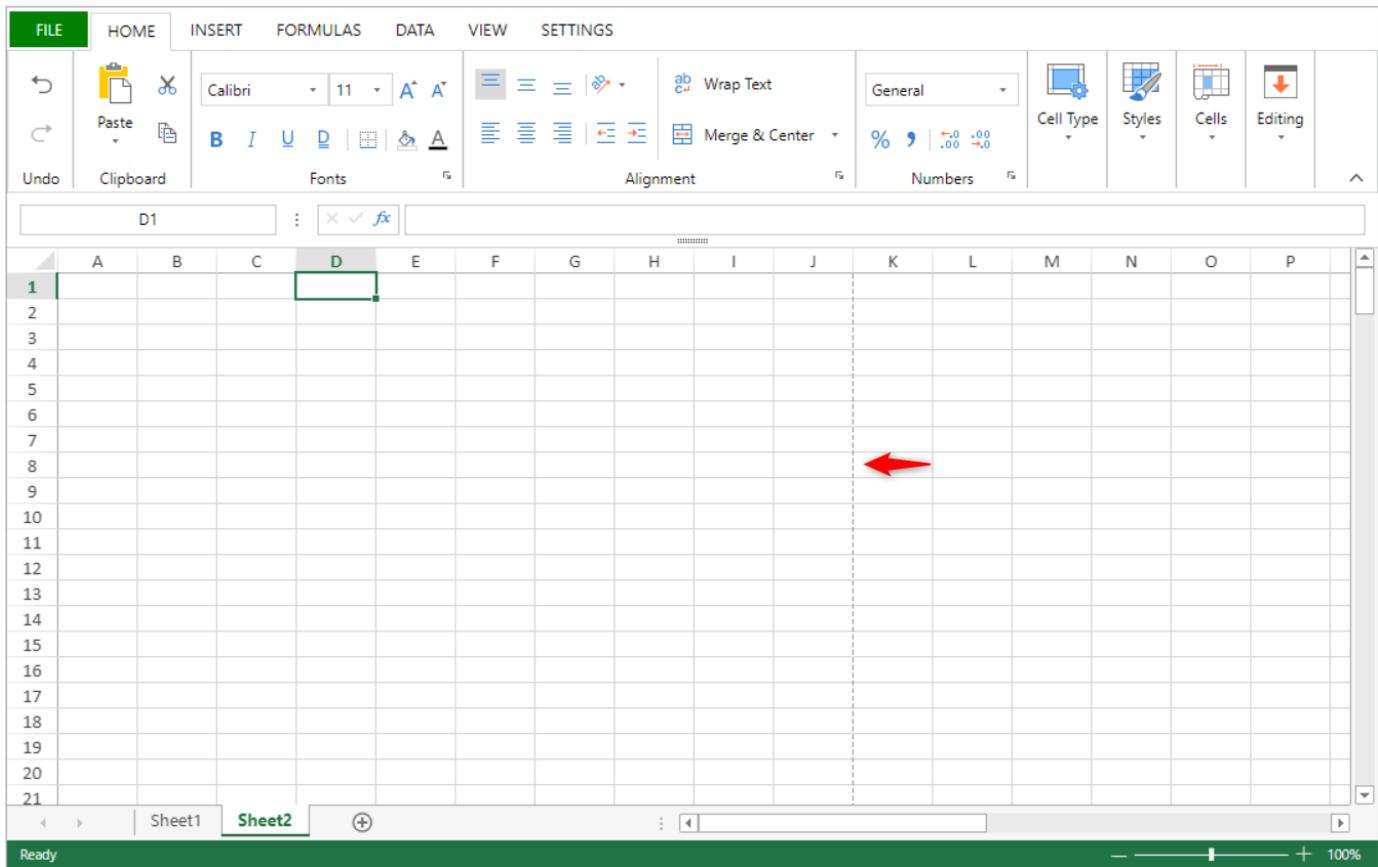
Indexing starts at 0.

The position of a spreadsheet's print lines varies according to that spreadsheet's page breaks.

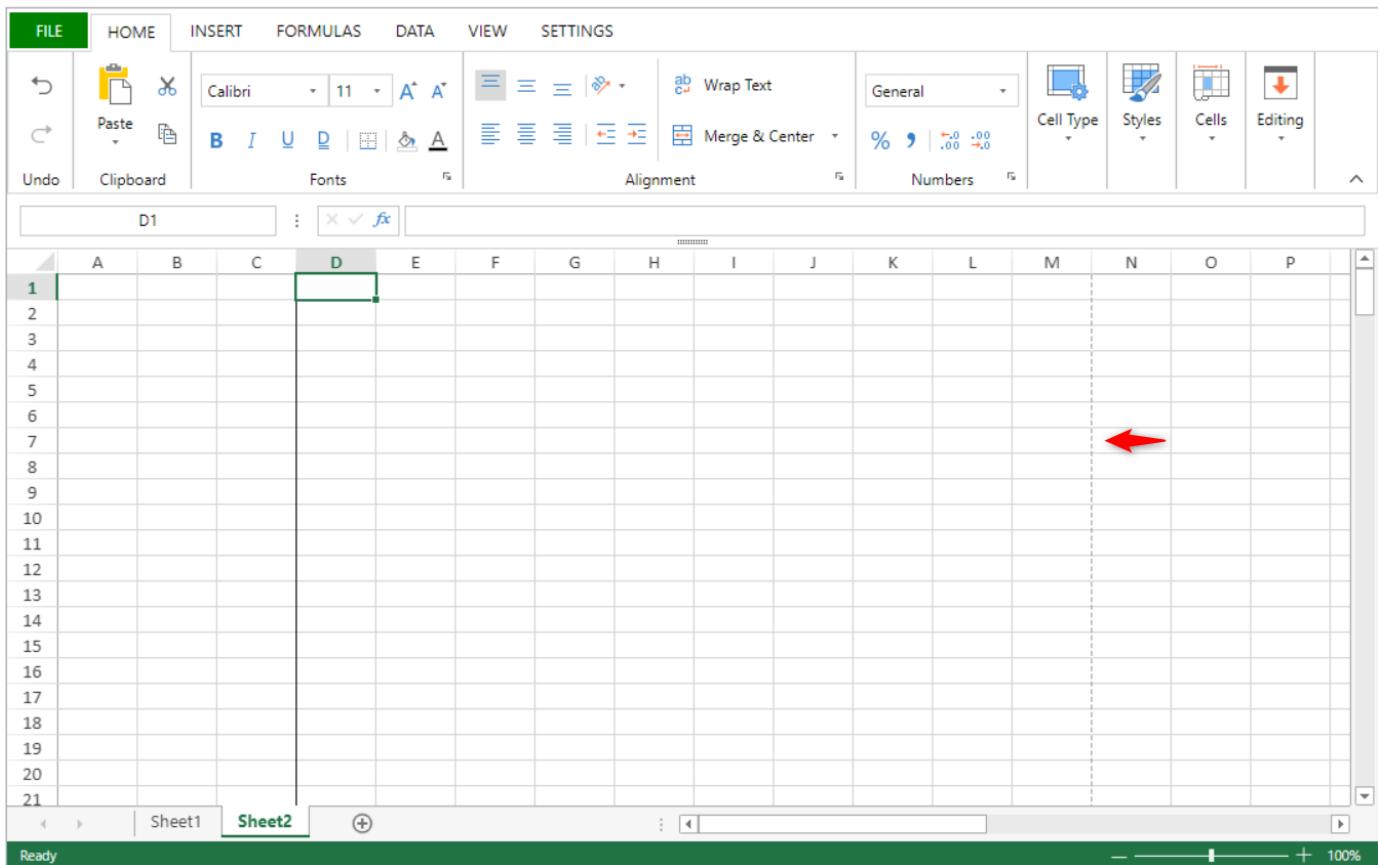
Beispiel

The following code displays print lines in a document's second sheet:

```
VP SET SHOW PRINT LINES("ViewProArea";True;1)
```



With a page break:



See also

[4D Get show print lines](#)

VP SET TEXT VALUE

VP SET TEXT VALUE (*rangeObj* : Object ; *textValue* : Text { ; *formatPattern* : Text })

Parameter	Typ		Beschreibung
rangeObj	Objekt	->	Range object
textValue	Text	->	Text value to set
formatPattern	Text	->	Format of value

Beschreibung

The `VP SET TEXT VALUE` command assigns a specified text value to a designated cell range.

In *rangeObj*, pass a range of the cell(s) (created for example with `VP Cell` or `VP Column`) whose value you want to specify. If *rangeObj* includes multiple cells, the value specified will be repeated in each cell.

The *textValue* parameter specifies a text value to be assigned to the *rangeObj*.

The optional *formatPattern* defines a [pattern](#) for the *textValue* parameter.

Beispiel

```
VP SET TEXT VALUE(VP Cell("ViewProArea";3;2);"Test 4D View Pro")
```

See also

[Cell Format](#)

[VP SET VALUE](#)

VP SET TIME VALUE

`VP SET TIME VALUE (rangeObj : Object ; timeValue : Text { ; formatPattern : Text })`

Parameter	Typ		Beschreibung
rangeObj	Objekt	->	Range object
timeValue	Text	->	Time value to set
formatPattern	Text	->	Format of value

Beschreibung

The `VP SET TIME VALUE` command assigns a specified time value to a designated cell range.

In *rangeObj*, pass a range of the cell(s) (created for example with `VP Cell` or `VP Column`) whose value you want to specify. If *rangeObj* includes multiple cells, the value specified will be repeated in each cell.

The *timeValue* parameter specifies a time expressed in seconds to be assigned to the *rangeObj*.

The optional *formatPattern* defines a [pattern](#) for the *timeValue* parameter.

Beispiel

```
//Set the value to the current time
VP SET TIME VALUE(VP Cell("ViewProArea";5;2);Current time)

//Set the value to a specific time with a designated format
VP SET TIME VALUE(VP Cell("ViewProArea";5;2);?12:15:06?vk pattern long time)
```

See also

[Cell Format](#)

[VP SET DATE TIME VALUE](#)
[VP SET VALUE](#)

VP SET VALUE

VP SET VALUE (*rangeObj* : Object ; *valueObj* : Object)

Parameter	Typ		Beschreibung
<i>rangeObj</i>	Objekt	->	Range object
<i>valueObj</i>	Objekt	->	Cell values and format options

Beschreibung

The `VP SET VALUE` command assigns a specified value to a designated cell range.

The command allows you to use a generic code to set and format the types of values in *rangeObj*, whereas other commands, such as `VP SET TEXT VALUE` and `VP SET NUM VALUE`, reduce the values to specific types.

In *rangeObj*, pass a range of the cell(s) (created for example with `VP Cell` or `VP Column`) whose value you want to specify. If *rangeObj* includes multiple cells, the value specified will be repeated in each cell.

The parameter *valueObj* is an object that includes properties for the value and the `format` to assign to *rangeObj*. It can include the following properties :

Property	Typ	Beschreibung
<i>value</i>	Integer, Real, Boolean, Text, Date, Null	Value to assign to <i>rangeObj</i> (except- time). Pass null to erase the content of the cell.
<i>time</i>	Zahl	Time value (in seconds) to assign to <i>rangeObj</i>
<i>format</i>	Text	Pattern for value/time property. For information on patterns and formatting characters, please refer to the Cell Format paragraph.

Beispiel

```

//Set the cell value as False
VP SET VALUE(VP Cell("ViewProArea";3;2);New object("value";False))

//Set the cell value as 2
VP SET VALUE(VP Cell("ViewProArea";3;2);New object("value";2))

//Set the cell value as $125,571.35
VP SET VALUE(VP Cell("ViewProArea";3;2);New object("value";125571.35;"format";"_(#$#,##0.00_)"))

//Set the cell value as Hello World!
VP SET VALUE(VP Cell("ViewProArea";3;2);New object("value";"Hello World!"))

VP SET VALUE(VP Cell("ViewProArea";3;2);New object("value";"Hello World!"))

VP SET VALUE(VP Cell("ViewProArea";3;2);New object("value";"Hello World!"))

//Set the cell value as current date
VP SET VALUE(VP Cell("ViewProArea";4;2);New object("value";Current date))

//Set the cell value as current hour
VP SET VALUE(VP Cell("ViewProArea";5;2);New object("time";Current hour))

//Set the cell value as specific date and time
VP SET VALUE(VP Cell("ViewProArea";3;9);New object("value";!2024-12-18!); "time";?14:30:10?;"format";vk p)

//Erase cell content
VP SET VALUE(VP Cell("ViewProArea";3;9);New object("value";Null))

```

See also

[Cell Format](#)
[VP Get values](#)
[VP SET VALUE](#)
[VP SET BOOLEAN VALUE](#)
[VP SET DATE TIME VALUE](#)
[VP SET FIELD](#)
[VP SET FORMULA](#)
[VP SET NUM VALUE](#)
[VP SET TEXT VALUE](#)
[VP SET TIME VALUE](#)

VP SET VALUES

`VP SET VALUES (rangeObj : Object ; valuesCol : Collection)`

Parameter	Typ		Beschreibung
rangeObj	Objekt	->	Range object
valuesCol	Collection	->	Collection of values

Beschreibung

The `VP SET VALUES` command assigns a collection of values starting at the specified cell range.

In `rangeObj`, pass a range for the cell (created with `VP Cell`) whose value you want to specify. The cell defined in the `rangeObj` is used to determine the starting point.

- If `rangeObj` is not a cell range, only the first cell of the range is used.
- If `rangeObj` includes multiple ranges, only the first cell of the first range is used.

The `valuesCol` parameter is two-dimensional:

- The first-level collection contains subcollections of values. Each subcollection defines a row. Each subcollection defines a row.
- Each subcollection defines cell values for the row. Values can be Integer, Real, Boolean, Text, Date, Null, or Object. If the value is an object, it can have the following properties:

Property	Typ	Beschreibung
value	Integer, Real, Boolean, Text, Date, Null	Value in the cell (except- time)
time	Zahl	Time value (in seconds)

Beispiel

```
$param:=New collection
$param.push(New collection(1;2;3;False)) //first row, 4 values
$param.push(New collection) //second row, untouched
$param.push(New collection(4;5;Null;"hello";"world")) // third row, 5 values
$param.push(New collection(6;7;8;9)) // fourth row, 4 values
$param.push(New collection(Null;New object("value";Current date;"time";42))) //fifth row, 1 value

VP SET VALUES(VP Cell("ViewProArea";2;1);$param)
```

	A	B	C	D	E	F	G
1							
2			1	2	3	FALSE	
3							
4			4	5	hello	world	
5			6	7	8	9	
6			29/05/2019 0:00:42				
7							

See also

[VP Get formulas](#)
[VP Get value](#)
[VP Get Values](#)
[VP SET FORMULAS](#)
[VP SET VALUE](#)

VP SET WORKBOOK OPTIONS

`VP SET WORKBOOK OPTIONS (vpAreaName : Text ; optionObj : Object)`

Parameter	Typ		Beschreibung
vpAreaName	Text	->	4D View Pro area form object name
optionObj	Objekt	->	Object containing the workbook options to be set

Beschreibung

`VP SET WORKBOOK OPTIONS` sets the workbook options in `vpAreaName`.

In `vpAreaName`, pass the name of the 4D View Pro area.

In `optionObj`, pass the workbook options to apply to `vpAreaName`.

If `optionObj` is empty, the command does nothing.

Modified workbook options are saved with the document.

The following table lists the available workbook options:

Property	Typ	Beschreibung												
allowUserDragMerge	Boolean	The drag merge operation is allowed (select cells and drag the selection to merge cells)												
allowAutoCreateHyperlink	Boolean	Enables automatic creation of hyperlinks in the spreadsheet.												
allowContextMenu	Boolean	The built-in context menu can be opened.												
allowCopyPasteExcelStyle	Boolean	Styles from a spreadsheet can be copied and pasted to Excel, and vice-versa.												
allowDynamicArray	Boolean	Enables dynamic arrays in worksheets												
allowExtendPasteRange	Boolean	Extends the pasted range if the pasted range is not enough for the pasted data												
allowSheetReorder	Boolean	Sheet reordering is allowed												
allowUndo	Boolean	Undoing edits is allowed.												
allowUserDeselect	Boolean	Deselecting specific cells from a selection is allowed.												
allowUserDragDrop	Boolean	Drag and drop of range data is allowed												
allowUserDragFill	Boolean	Drag fill is allowed												
allowUserEditFormula	Boolean	Formulas can be entered in cells												
allowUserResize	Boolean	Columns and rows can be resized												
allowUserZoom	Boolean	Zooming (ctrl + mouse wheel) is allowed												
autoFitType	number	Content is formatted to fit in cells, or cells and headers. Available values: <table border="1"> <tr> <th>Constant</th><th>Wert</th><th>Beschreibung</th></tr> <tr> <td>vk auto fit type cell</td><td>0</td><td>The content autofits cells</td></tr> <tr> <td>vk auto fit type cell with header</td><td>1</td><td>The content autofits cells and headers</td></tr> </table>	Constant	Wert	Beschreibung	vk auto fit type cell	0	The content autofits cells	vk auto fit type cell with header	1	The content autofits cells and headers			
Constant	Wert	Beschreibung												
vk auto fit type cell	0	The content autofits cells												
vk auto fit type cell with header	1	The content autofits cells and headers												
backColor	string	A color string used to represent the background color of the area, such as "red", "#FFFF00", "rgb(255,0,0)", "Accent 5". The initial backgroundcolor is hidden when a <code>backgroundImage</code> is set.												
backgroundImage	string / picture / file	Background image for the area.												
backgroundImageLayout	number	How the background image is displayed. Available values: <table border="1"> <tr> <th>Constant</th><th>Wert</th><th>Beschreibung</th></tr> <tr> <td>vk image layout center</td><td>1</td><td>In the center of the area.</td></tr> <tr> <td>vk image layout none</td><td>3</td><td>In the upper left corner of the area with its original size.</td></tr> <tr> <td>vk image layout stretch</td><td>0</td><td>Fills the area.</td></tr> </table>	Constant	Wert	Beschreibung	vk image layout center	1	In the center of the area.	vk image layout none	3	In the upper left corner of the area with its original size.	vk image layout stretch	0	Fills the area.
Constant	Wert	Beschreibung												
vk image layout center	1	In the center of the area.												
vk image layout none	3	In the upper left corner of the area with its original size.												
vk image layout stretch	0	Fills the area.												

Property	Typ	Beschreibung	2	Displayed with its original aspect ratio.
		layout zoom		
calcOnDemand	Boolean	Formulas are calculated only when they are demanded.		
columnResizeMode	number	Resize mode for columns. Available values:		
		Constant	Wert	Beschreibung
		vk resize mode normal	0	Use normal resize mode (i.e remaining columns are affected)
		vk resize mode split	1	Use split mode (i.e remaining columns are not affected)
copyPasteHeaderOptions	number	Headers to include when data is copied to or pasted. Available values:		
		Constant	Wert	Beschreibung
		vk copy paste header options all headers	3	Includes selected headers when data is copied; overwrites selected headers when data is pasted.
		vk copy paste header options column headers	2	Includes selected column headers when data is copied; overwrites selected column headers when data is pasted.
		vk copy paste header options no headers	0	Column and row headers are not included when data is copied; does not overwrite selected column or row headers when data is pasted.
		vk copy paste header options row headers	1	Includes selected row headers when data is copied; overwrites selected row headers when data is pasted.
customList	collection	The list for users to customize drag fill, prioritize matching this list in each fill. Each collection item is a collection of strings. See on GrapeCity's website .		
cutCopyIndicatorBorderColor	string	Border color for the indicator displayed when the user cuts or copies the selection.		
cutCopyIndicatorVisible	Boolean	Display an indicator when copying or cutting the selected item.		
defaultDragFillType	number	The default drag fill type. Available values :		
		Constant	Wert	Beschreibung
		vk auto fill type auto	5	Automatically fills cells.
		vk auto fill type clear values	4	Clears cell values.

Property	Typ	Beschreibung	Wert	Beschreibung
		copycells	0	Fills cells with all data objects, including values, formatting, and formulas.
		vk auto fill type fill formatting only	2	Fills cells only with formatting.
		vk auto fill type fill series	1	Fills cells with series.
		vk auto fill type fill without formatting	3	Fills cells with values and not formatting.
enableAccessibility	Boolean	Accessibility support is enabled in the spreadsheet.		
enableFormulaTextbox	Boolean	The formula text box is enabled.		
grayAreaBackColor	string	A color string used to represent the background color of the gray area , such as "red", "#FFFF00", "rgb(255,0,0)", "Accent 5", and so on.		
highlightInvalidData	Boolean	Invalid data is highlighted.		
iterativeCalculation	Boolean	Enables iterative calculation. See on Grapecity's website .		
iterativeCalculationMaximumChange	numeric	Maximum amount of change between two calculation values.		
iterativeCalculationMaximumIterations	numeric	Number of times the formula should recalculate.		
newTabVisible	Boolean	Display a special tab to let users insert new sheets.		
numbersFitMode	number	Changes display mode when date/number data width is longer than column width. Available values:		
Constant	Wert	Beschreibung		
vk numbers fit mode mask	0	Replace data content with "###" and shows tip		
vk numbers fit mode overflow	1	Display data content as a string. If next cell is empty, overflow the content.		
pasteSkipInvisibleRange	Boolean	Paste or skip pasting data in invisible ranges: <ul style="list-style-type: none"> False (default): paste data True: Skip pasting in invisible ranges See Grapecity's docs for more information on invisible ranges.		
referenceStyle	number	Style for cell and range references in cell formulas. Available values:		
Constant	Wert	Beschreibung		
vk reference style A1	0	Use A1 style.		
vk reference style R1C1	1	Use R1C1 style		
resizeZeroIndicator	number	Drawing policy when the row or column is resized to zero. Available values:		
Constant	Wert	Beschreibung		
vk resize zero indicator	0	Uses the current drawing policy when the row or column is		

Property	Typ	default Beschreibung		resized to zero.	
		vk resize zero indicator enhanced	1	Draws two short lines when the row or column is resized to zero.	
rowResizeMode	number	The way rows are resized. Available values are the same as columnResizeMode			
scrollbarAppearance	number	Scrollbar appearance. Available values:			
		Constant		Wert	Beschreibung
		vk scrollbar appearance mobile		1	Mobile scrollbar appearance.
		vk scrollbar appearance skin (default)		0	Excel-like classic scrollbar appearance.
scrollbarMaxAlign	Boolean	The scroll bar aligns with the last row and column of the active sheet.			
scrollbarShowMax	Boolean	The displayed scroll bars are based on the entire number of columns and rows in the sheet.			
scrollByPixel	Boolean	Enable precision scrolling by pixel.			
scrollIgnoreHidden	Boolean	The scroll bar ignores hidden rows or columns.			
scrollPixel	integer	Decides scrolling by that number of pixels at a time when scrollByPixel is true. The final scrolling pixels are the result of <code>scrolling delta * scrollPixel</code> . For example: scrolling delta is 3, scrollPixel is 5, the final scrolling pixels are 15.			
showDragDropTip	Boolean	Display the drag-drop tip.			
showDragFillSmartTag	Boolean	Display the drag fill dialog.			
showDragFillTip	Boolean	Display the drag-fill tip.			
showHorizontalScrollbar	Boolean	Display the horizontal scroll bar.			
showResizeTip	number	How to display the resize tip. Available values:			
		Constant		Wert	Beschreibung
		vk show resize tip both		3	Horizontal and vertical resize tips are displayed.
		vk show resize tip column		1	Only the horizontal resize tip is displayed.
		vk show resize tip none		0	No resize tip is displayed.
		vk show resize tip row		2	Only the vertical resize tip is displayed.
showScrollTip	number	How to display the scroll tip. Available values:			
		Constant		Wert	Beschreibung
		vk show scroll tip both		3	Horizontal and vertical scroll tips are displayed.
		vk show scroll tip horizontal		1	Only the horizontal scroll tip is displayed.
		vk show scroll tip none		No scroll tip is displayed.	

Property	Type	Beschreibung	2	Only the vertical scroll tip is displayed.
showVerticalScrollbar	Boolean	Display the vertical scroll bar.		
tabEditable	Boolean	The sheet tab strip can be edited.		
tabNavigationVisible	Boolean	Display the sheet tab navigation.		
tabStripPosition	number	Position of the tab strip. Available values:		
		Constant	Wert	Beschreibung
		vk tab strip position bottom	0	Tab strip position is relative to the bottom of the workbook.
		vk tab strip position left	2	Tab strip position is relative to the left of the workbook.
		vk tab strip position right	3	Tab strip position is relative to the right of the workbook.
		vk tab strip position top	1	Tab strip position is relative to the top of the workbook.
tabStripRatio	number	Percentage value (0.x) that specifies how much of the horizontal space will be allocated to the tab strip. The rest of the horizontal area (1 - 0.x) will be allocated to the horizontal scrollbar.		
tabStripVisible	Boolean	Display the sheet tab strip.		
tabStripWidth	number	Width of the tab strip when position is left or right. Default and minimum is 80.		
useTouchLayout	Boolean	Whether to use touch layout to present the Spread component.		

Beispiel

To set the allowExtendPasteRange option in "ViewProArea":

```
var $workbookOptions : Object
$workbookOptions:= New Object
$workbookOptions.allowExtendPasteRange:=True
VP SET WORKBOOK OPTIONS("ViewProArea";$workbookOptions)
```

See also

[VP Get workbook options](#)

VP SHOW CELL

VP SHOW CELL (*rangeObj* : Object { ; *vPos* : Integer; *hPos* : Integer })

Parameter	Typ		Beschreibung
rangeObj	Objekt	->	Range object
vPos	Ganzzahl	->	Vertical view position of cell or row
hPos	Ganzzahl	->	Horizontal view position of cell or row

Beschreibung

The `VP SHOW CELL` command vertically and horizontally repositions the view of the *rangeObj*.

In *rangeObj*, pass a range of cells as an object to designate the cells to be viewed. The view of the *rangeObj* will be positioned vertically or horizontally (i.e., where *rangeObj* appears) based on the *vPos* and *hPos* parameters. The *vPos* parameter defines the desired vertical position to display the *rangeObj*, and the *hPos* parameter defines the desired horizontal position to display the *rangeObj*.

The following selectors are available:

Selector	Beschreibung	Available with vPos	Available with hPos
<code>vk position bottom</code>	Vertical alignment to the bottom of cell or row.	X	
<code>vk position center</code>	Alignment to the center. The alignment will be to the cell, row, or column limit according to the view position indicated: <ul style="list-style-type: none"> • Vertical view position - cell or row • Horizontal view position - cell or column 	X	X
<code>vk position left</code>	Horizontal alignment to the left of the cell or column		X
<code>vk position nearest</code>	Alignment to the closest limit (top, bottom, left, right, center). The alignment will be to the cell, row, or column limit according to the view position indicated: <ul style="list-style-type: none"> • Vertical view position (top, center, bottom) - cell or row • Horizontal view position (left, center, right) - cell or column 	X	X
<code>vk position right</code>	Horizontal alignment to the right of the cell or column		X
<code>vk position top</code>	Vertical alignment to the top of cell or row	X	

This command is only effective if repositioning the view is possible. For example, if the *rangeObj* is in cell A1 (the first column and the first row) of the current sheet, repositioning the view will make no difference because the vertical and horizontal limits have already been reached (i.e., it is not possible to scroll any higher or any more to the left). The same is true if *rangeObj* is in cell C3 and the view is repositioned to the center or the bottom right. The view remains unaltered.

Beispiel

You want to view the cell in column AY, row 51 in the center of the 4D View Pro area:

```
$displayCell:=VP Cell("myVPArea";50;50)
// Move the view to show the cell
VP SHOW CELL($displayCell;vk position center;vk position center)
```

Result:

	AV	AW	AX	AY	AZ	BA	BB	BC
42								
43								
44								
45								
46								
47								
48								
49								
50								
51					Hello World			
52								
53								
54								
55								
56								
57								
58								
59								
60								

The same code with the vertical and horizontal selectors changed to show the same cell positioned at the top right of the 4D View Pro area:

```
$displayCell:=VP Cell("myVPArea";50;50)
// Move the view to show the cell
VP SHOW CELL($displayCell;vk position top;vk position right)
```

Result:

	AS	AT	AU	AV	AW	AX	AY	AZ
51							Hello World	
52								
53								
54								
55								
56								
57								
58								
59								
60								
61								
62								
63								
64								
65								
66								
67								
68								
69								
70								

See also

[VP ADD CELL](#)
[VP Get active cell](#)
[VP Get selection](#)
[VP RESET SELECTION](#)
[VP SET ACTIVE CELL](#)
[VP SET SELECTION](#)

VP SUSPEND COMPUTING

VP SUSPEND COMPUTING (*vpAreaName* : Text)

Parameter	Typ		Beschreibung
<i>vpAreaName</i>	Text	->	4D View Pro area form object name

Beschreibung

The `VP SUSPEND COMPUTING` command stops the calculation of all formulas in *vpAreaName*. This command is useful when you want to suspend calculations in this 4D View Pro area so you can manually make modifications to formulas without encountering errors before you've finished making the changes.

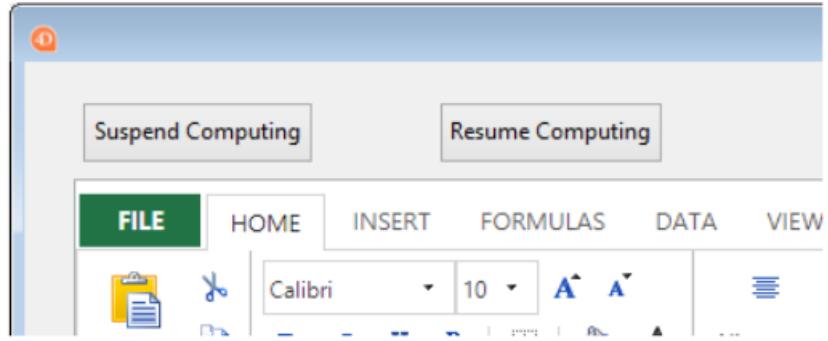
The command pauses the calculation service in 4D View Pro. Formulas that have already been calculated remain unchanged, however any formulas added after `VP SUSPEND COMPUTING` command is executed are not calculated.

In *vpAreaName*, pass the name of the 4D View Pro area. If you pass a name that does not exist, an error is returned.

The 4D View Pro calculation service maintains a counter of suspend/resume actions. Therefore, each execution of `VP SUSPEND COMPUTING` command must be balanced by a corresponding execution of the `VP RESUME COMPUTING` command. Any formula impacted by modifications made while calculations are suspended will be recalculated when the command is executed.

Beispiel

You've added two buttons to the form so that the user can suspend/resume calculations:



The Suspend Computing button code:

```
//pause calculations while users enter information
If(FORM Event.code=On Clicked)

    VP SUSPEND COMPUTING("ViewProArea")

End if
```

```
If(FORM Event.code=On Clicked)

    VP RESUME COMPUTING("ViewProArea")

End if
```

See also

[VP RECOMUTE FORMULAS](#)
[VP RESUME COMPUTING](#)

Advanced programming with Javascript

A 4D View Pro Area is a [Web Area form object](#) that uses the [embedded web rendering engine](#). As such, it behaves just like any other web area, and you can get it to execute Javascript code by calling the [WA Evaluate Javascript](#) 4D command.

Since 4D View Pro is powered by the [SpreadJS spreadsheet solution](#), you can also call SpreadJS Javascript methods in 4D View Pro areas.

Hands-on example: Hiding the Ribbon

Since 4D View Pro is a web area, you can select a webpage element and modify its behavior using Javascript. The following example hides the spreadJS [Ribbon](#):

```
//Button's object method

var $js; $answer : Text

$js:="document.getElementsByClassName('ribbon')[0].setAttribute('style','d
$js+="window.dispatchEvent(new Event('resize'));""

$answer:=WA Evaluate JavaScript(*; "ViewProArea"; $js)
```

Calling SpreadJS Javascript methods

You can tap into the SpreadJS library of Javascript methods and call them directly to control your spreadsheets.

4D has a built-in [Utils.spread](#) expression that points at the spreadsheet (also called workbook) inside the 4D View Pro area, making it simpler to call the SpreadJS [Workbook methods](#).

Beispiel

The following code undoes the last action in the spreadsheet:

```
WA Evaluate JavaScript(*; "ViewProArea"; "Utils.spread.undoManager().undo()
```

4D View Pro Tips repository

[4D-View-Pro-Tips](#) is a GitHub repository that contains a project full of useful functions, allowing to manage floating pictures, sort columns or rows, create a custom culture, and much more! Feel free to

clone it and experiment with the project.