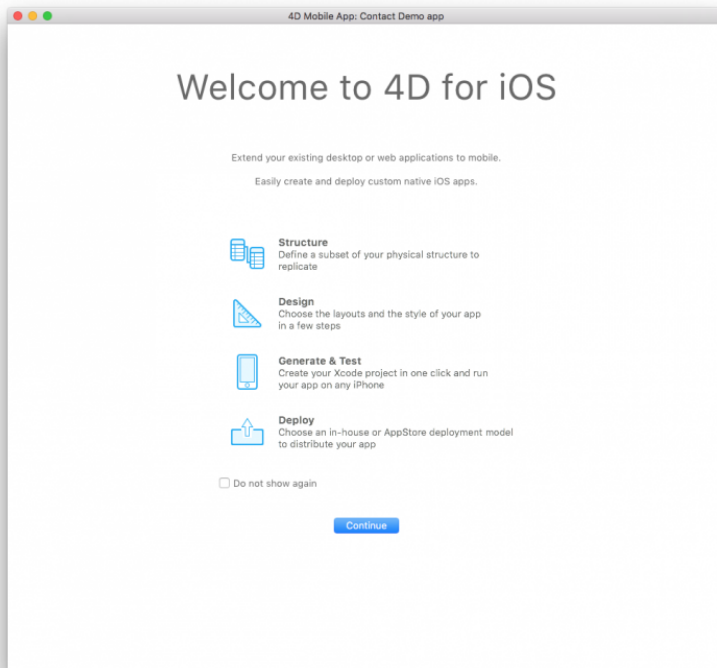


4D for iOS

4D for iOS is an integrated 4D component that allows you to configure, design, test, and build a native iOS app based on your 4D database. 4D handles the complexity and generates - in a totally transparent way - an Xcode project in pure Swift with an optimized UI/UX.



4D for iOS main features include:

- a project designer directly available from 4D,
- an extensive simulator to test your app on different devices
- offline mode support (embedded data)
- data synchronization
- generation of a real Xcode project, that can be customized afterwards
- ability to create an unlimited number of apps from the same 4D database

To get started with 4D for iOS, we recommend that you browse the [FAQ page](#) that provides a quick overview.

For a comprehensive documentation about how to design, build, test, or deploy a mobile app with 4D for iOS, please go to [4D for iOS documentation site](#).

Configuring iOS sessions in 4D

On the 4D side (4D Developer or 4D Server), you can control requests from mobile apps using the following features:

- the **On Mobile App Authentication database method**, to authenticate and filter mobile apps requests,
- the **MOBILE APP REFRESH SESSIONS** command, to update dynamically mobile sessions open on the 4D web server.
- the **On Mobile App Action database method**, to process actions requested by mobile apps,