4D XML Keys BuildApplication

📄 Introduction

The 4D Application Builder provides a number of options that are all available using specific XML keys.

Use the **BUILD APPLICATION** command (in the **4D Environment** theme) to set the location of the XML document containing your customized keys.

The commands of the XML themes (**XML**, **XML DOM** and **XML SAX**) allow you to process XML documents.

AutoUpdate / CS

📄 Overview

'AutoUpdate' XML keys are available beginning with 4D v14. They allow you to elevate the installation privileges under Windows, so that the "updater" utility can install merged applications (clients and/or server) in protected system locations such as the "Desktop".

Note: It is generally not recommended to install merged applications in the "Program Files" folder under Windows since this folder includes specific mechanisms that are incompatible with the functioning of 4D applications.

When these keys are set to True and the "updater" program attempts to update an applications in a protected location, a warning dialog box informs you that administrator privileges are required. If necessary, a dialog box appears on the machine so that you can log on using an administrator account.

📄 Client / StartElevated

Values accepted

True / False

Beschreibung

Windows only: When this key contains the value True, the update of the merged client application is performed with the administrator privileges of the machine. When it contains False (default), this update is performed without elevating privileges.

Under OS X, this key is always False.

📄 ClientUpdateWin / StartElevated

Values accepted

True / False

Beschreibung

OS X only: When this key contains the value True, the update of the Windows client application is performed with the administrator privileges of the machine.
When it contains False (default), this update is performed without elevating privileges.

Under Windows, this key is ignored.

📄 Server / StartElevated

Values accepted

True / False

Beschreibung

Windows only: When this key contains the value True, the update of the server application is performed with the administrator privileges of the machine.
When it contains False (default), this update is performed without elevating privileges.

Under OS X, this key is always False.

AutoUpdate / RuntimeVL

📄 Overview

'AutoUpdate' XML keys are available beginning with 4D v14. They allow you to elevate the installation privileges under Windows, so that the "updater" utility can install merged applications (clients and/or server) in protected system locations such as the "Desktop".

Note: It is generally not recommended to install merged applications in the "Program Files" folder under Windows since this folder includes specific mechanisms that are incompatible with the functioning of 4D applications.

When these keys are set to True and the "updater" program attempts to update an applications in a protected location, a warning dialog box informs you that administrator privileges are required. If necessary, a dialog box appears on the machine so that you can log on using an administrator account.

📄 StartElevated

Values accepted

True / False

Beschreibung

Windows only: When this key contains the value True, the update of the single-user application is performed with the administrator privileges of the machine.
When it contains False (default), this update is performed without elevating privileges.

Under OS X, this key is always False.

CS

📄 Overview

These parameters allow you to set options related to the 4D client/server version.
These parameters must be surrounded with <CS> and </CS> keys.

📄 BuildServerApplication

/ Preferences4D / BuildApp / CS / BuildServerApplication

Accepted values

True / False

Beschreibung

If this key is set to True, a Client/Server application is built.
If the key is not passed or if it is set to False, the Client/Server application is not built.

📄 BuildCSUpgradeable

/ Preferences4D / BuildApp / CS / BuildCSUpgradeable

Accepted values

True / False

Beschreibung

If this key is set to True, a Client update application, ready to download, is built for Mac OS and Windows.
If the key is not passed or if it is set to False, the Client update application is not built.

📄 BuildV13ClientUpgrades

Accepted values

True / False

Beschreibung

If this key contains False, the v13 client upgrade file ("archive.mac" and/or "archive.win") will not be generated in the 4D Client upgrade sub-folder. This file is used to process the upgrading of 4D v13 client applications to version v14.

The v13 client upgrade file is generated automatically:

- When you use the **BUILD APPLICATION** command and **BuildV13ClientUpgrades** is omitted or is True.
- When you generate the client-server application from the "Build Application" dialog box.

With a view to optimization, particularly when updating 4D client applications that are already in v14, you can disable this function by passing False in the **BuildV13ClientUpgrades** key.

📄 IPAddress

/ Preferences4D / BuildApp / CS / IPAddress

Accepted values

IP address

Beschreibung

This key contains the IP address of the application server (where applicable). This key is not mandatory since 4D features internal mechanisms for managing the network. However, an IP address is required in certain cases (WAN, specific port numbers, etc.).

When it is specified, the IP address is stored in a file named "EnginedServer.4Dlink," which is placed in the Database folder of the client application.

📄 PortNumber

Accepted values

Port number

Beschreibung

This key contains the TCP port number of the desired server. By default, the port number is set to 19813 and it is generally not required to specify it. This key is required when the server's port number has been modified.

When it is specified, the TCP port number is added to the IP address stored in a file named "EnginedServer.4Dlink," which is located in the Database folder of the client application.

Warning: This key only modifies the port number on the Client side. On the Server side, the port number specified in the 4D database generating the application is stored. To use a custom port number, use the **SET DATABASE PARAMETER** command before calling the **BUILD APPLICATION** command. For example, to specify the port 21000:

```
tempport:=Get database parameter(Client Server Port ID)
SET DATABASE PARAMETER(Client Server Port ID;21000)
BUILD APPLICATION("")
SET DATABASE PARAMETER(Client Server Port ID;tempport)
```

HardLink

Accepted values

Signature (31 characters maximum)

Beschreibung

This key allows you to modify the signature for client and server applications. The maximum length is 31 characters.

📄 RangeVersMin

Accepted values

Minimum version number

Beschreibung

This key allows you to specify the minimum Client version (for example, 2); earlier versions of the Client application will be prompted to upgrade. This key is used in conjunction with **RangeVersMax**.
The version number must be specified using the **CurrentVers** key.

📄 RangeVersMax

Accepted values

Maximum version number

Beschreibung

This key allows you to specify the maximum Client version (for example, 3); later versions of the Client application will be prompted to upgrade. This key is used in conjunction with **RangeVersMin**.
The version number must be specified using the **CurrentVers** key.

📄 CurrentVers

Accepted values

Version number

Beschreibung

This key allows you to specify the current version number of the built application. If the **RangeVersMax** and **RangeVersMin** keys are not used, this number is purely for informational purposes. If these keys are used, the Server application will read this number to determine whether the Client belongs to the defined interval and is thus be able to connect.

📄 LastDataPathLookup

Beschreibung

This key defines the data linking mode for the application:

Key value	Data file path lookup mode	Data file path storage
InDbStruct	Use path in structure file	Inside the structure file (legacy behavior)
ByAppName	Use the most recent according to *LastDataPath.xml*	In user preferences
ByAppPath	Entry whose *executablePath* matches the application's .exe file path	In user preferences

For more information about this point, refer to the **Configuring the data linking mode** section in the *Design Reference* manual.

📄 ServerSelectionAllowed

Accepted values

True / False

Beschreibung

This key configures the display of the server selection dialog box in case of failure of the automatic connection mechanisms.

Compatibility note: This key is only supported when the **Use new architecture for application deployments** option on the "Compatibility" page of the Database Settings dialog box is checked (see the **Compatibility page** section).

When the key is defined:

- If set to **true**, the application will display the error dialog box offering access to the server selection window.
- If set to **false**, the error dialog will not offer the server selection window.

For more information, refer to the **Management of connections by client applications** section in the *Design Reference* manual.

Reminder: Whatever the configuration, pressing the **Alt/Option** key at startup in order to display the server selection dialog box is still supported in all cases.

General Parameters

- BuildApplicationName
- BuildWinDestFolder
- BuildMacDestFolder
- DataFilePath
- BuildCompiled
- BuildApplicationSerialized
- ArrayExcludedPluginName
- ArrayExcludedPluginID
- IncludeAssociatedFolders
- BuildComponent
- ArrayExcludedComponentName

📄 BuildApplicationName

Accepted values

File name

Beschreibung

Name of the compiled file or built application. This name is limited to 27 characters, not counting the extension; up to 31 characters with a 4-character extension.

If this key is not used, the compiled file or application will use the name of the structure file.

Beispiel

```
<Preferences4D>  <BuildApp>
<BuildApplicationName>MyApplication</BuildApplicationName>  </BuildApp>
</Preferences4D>
```

📄 BuildWinDestFolder

Accepted values

File access path

Beschreibung

File access path of the Windows destination. If this key is not used, the location of the structure file will be used. The path can be fixed or relative to the structure file.

📄 BuildMacDestFolder

/ Preferences4D / BuildApp / BuildMacDestFolder

Accepted values

File access path

Beschreibung

File access path of the Mac OS destination. If this key is not used, the location of the structure file will be used. The path can be fixed or relative to the structure file.

📄 DataFilePath

Accepted values

Data file name and access path

Beschreibung

Data file pathname of the final application. The pathname set can be absolute or relative to the structure file. Two syntaxes are accepted:

- *Windows*:
  C:\mybase\folder\mydata.4DD (absolute)
  \folder\mydata.4DD (relative)
- *Mac OS (HFS)*:
  Macintosh HD:folder:mydata.4DD (absolute)
  :folder:mydata.4DD (relative)

You should choose the syntax depending on the platform that the final application will be running on.

If this key is missing or invalid, on the initial startup of the final application, 4D displays a standard open file dialog box so that the user can indicate the location of the data file.

📄 BuildCompiled

Accepted values

True / False

Beschreibung

If this key is set to True, a compiled file is built.
If this key is not passed or if it is set to False, the compiled file is not built.

📄 BuildApplicationSerialized

Accepted values

True / False

Beschreibung

If this key is set to True, an application merged with 4D Volume Desktop using a 4D Volume Desktop (complete) serial number is built.
If this key is not passed or is set to False, the "Pro" merged application is not built.

If no file access path is set using the **RuntimeVLWinFolder** or **RuntimeVLMacFolder** keys (depending on the operating system used for the build), or if the file access path is invalid, an error is returned and the current project build is stopped.

📄 ArrayExcludedPluginName

/ Preferences4D / BuildApp / ArrayExcludedPluginName

Accepted values

Table of plug-in names

Beschreibung

By default, all plug-ins present in the Plugins folder are integrated into a built application. It is nevertheless possible to set a list of plug-ins to be excluded when building an application using this key.

This key is used to set the list of plug-ins to be excluded based on their names (plug-in names are unique).

Attention:

- to exclude third-party plug-ins (not supplied by 4D) as well as the 4D Internet Commands plug-in, it is necessary to also pass their ID via the key **ArrayExcludedPluginID**, only the names / Valid IDs are taken into account.
- to exclude 4D plug-ins, you do not need to pass the **ArrayExcludedPluginName** key, only the **ArrayExcludedPluginID** key is taken into account.

📄 ArrayExcludedPluginID

Accepted values

Table of plug-in names

Beschreibung

By default, all plug-ins present in the Plugins folder are integrated into a built application. It is nevertheless possible to set a list of plug-ins to be excluded when building an application by using this key.

This key is used to set the list of plug-ins to be excluded based on their IDs (number). Plug-in IDs are shown on the "Plugins & components" page of the Application builder. You can also find the plug-in ID in its 4BNX resource.

Attention:

- to exclude third-party plug-ins (not supplied by 4D) as well as the 4D Internet Commands plug-in, it is necessary to also pass their name via the **ArrayExcludedPluginName** key, only valid name/ID pairs are taken into account.
- to exclude 4D plug-ins, you do not need to pass the **ArrayExcludedPluginName** key, only the **ArrayExcludedPluginID** key is taken into account.

📄 IncludeAssociatedFolders

/ Preferences4D / BuildApp / IncludeAssociatedFolders

Accepted values

True / False

Beschreibung

This key corresponds to the "Include related folders" option on the Compiled structure page of the Application builder. When this key contains the value True, the Plugins, Resources, Components and Extras folders located next to the structure are copied next to the compiled structure.

📄 BuildComponent

/ Preferences4D / BuildApp / BuildComponent

Accepted values

True / False

Beschreibung

If this key is set to True, a folder named "Components" will be created within the destination folder. It will contain the compiled structure included in a package suffixed ".4dbase", ready for installation as a component. If any, Resources and Extras folders that are associated with the original structure are placed in the "Components" folder as well.

📄 ArrayExcludedComponentName

/ Preferences4D / BuildApp / ArrayExcludedComponentName

Accepted values

Table of component names

Beschreibung

By default, all components present in the Components folder of the original structure are integrated into the built application. It is nevertheless possible to set a list of component names to be excluded when building the application using this key.

Licenses

📄 Overview

These parameters allow you to set access to the license files integrated into the built applications. They must be surrounded with <Licenses> and </Licenses> keys.

📄 ArrayLicenseWin

Accepted values

Array containing the list of license files to be integrated

Beschreibung

This key is used to specify the acces path of the license file(s) to be integrated into the Windows version of the application. These files can be located anywhere on your PC.
If this key is not used, no license number will be integrated and the application will start in demo mode.

Beispiel

<Preferences4D> <BuildApp> <Licenses> <ArrayLicenseWin>
<ItemsCount>2</ItemsCount>
<Item1>C:\MyLicenses\4DDP140HJDSOI00FAKE1861.license4D</Item1>
<Item2>C:\MyLicenses\4UUD140DDE0DISFAKEBC5F.license4D</Item2>
</ArrayLicenseWin> </Licenses> </BuildApp> </Preferences4D>

📄 ArrayLicenseMac

Accepted values

Array containing the list of license files to be integrated

Beschreibung

This key is used to specify the acces path of the license file(s) to be integrated into the Mac OS version of the application. These files can be located anywhere on your Macintosh.
If this key is not used, no license number will be integrated and the application will start in demo mode.

Beispiel

```
<Preferences4D> <BuildApp> <Licenses>  <ArrayLicenseMac>
<ItemsCount>2</ItemsCount>
<Item1>MacHD:4DDP140HJDSOI00FAKE1861.license4D</Item1>
<Item2>MacHD:4UUD140DDE0DISFAKEBC5F.license4D</Item2>
</ArrayLicenseMac>  </Licenses>  </BuildApp> </Preferences4D>
```

RuntimeVL

📄 LastDataPathLookup

📄 LastDataPathLookup

Beschreibung

This key defines the data linking mode for the application:

Key value	Data file path lookup mode	Data file path storage
InDbStruct	Use path in structure file	Inside the structure file (legacy behavior)
ByAppName	Use the most recent according to *LastDataPath.xml*	In user preferences
ByAppPath	Entry whose *executablePath* matches the application's .exe file path	In user preferences

For more information about this point, refer to the **Configuring the data linking mode** section in the *Design Reference* manual.

SignApplication

- MacSignature
- MacCertificate

📄 MacSignature

Accepted values

True / False

Beschreibung

This key must be present with the value **True** in order for the certificate designated by the **MacCertificate** key to be taken into account and for the application built to be signed.

📄 MacCertificate

Accepted values

String containing certificate name

Beschreibung

This key is used to designate the certificate to be used for signing the application to the certification tool. You can either pass the common name of the certificate, or the complete string of the identity preference of the keychain access.

This key is mandatory when the **MacSignature** key is passed. Otherwise, the merged application is not signed and the key is not taken into account.

SourcesFiles / CS

- Overview
- ServerIncludeIt
- ServerWinFolder
- ServerMacFolder
- ClientWinIncludeIt
- ClientWinFolderToWin
- ClientWinFolderToMac
- ClientMacIncludeIt
- ClientMacFolderToWin
- ClientMacFolderToMac
- ServerIconWinPath
- ServerIconMacPath
- ClientMacIconForMacPath
- ClientWinIconForMacPath
- ClientMacIconForWinPath
- ClientWinIconForWinPath
- IsOEM

📄 Overview

These parameters allow you to set options related to the source files for the 4D client/server version. These parameters must be surrounded with <SourcesFiles> <CS> and </CS> </SourcesFiles> keys.

📄 ServerIncludeIt

Accepted values

True / False

Beschreibung

This key must be present and set to True in order for the 4D Server application designated by the **ServerWinFolder** and/or **ServerMacFolder** keys to be integrated into the built application.

📄 ServerWinFolder

/ Preferences4D / BuildApp / SourcesFiles / CS / ServerWinFolder

Accepted values

Access path

Beschreibung

This key provides the access path of the folder containing the 4D Server application for Windows. This key is mandatory if the **BuildServerApplication** is set to True. Otherwise, an error is returned and the current project build is stopped.

📄 ServerMacFolder

/ Preferences4D / BuildApp / SourcesFiles / CS / ServerMacFolder

Accepted values

Access path

Beschreibung

This key provides the access path of the folder containing the 4D Server application for Mac OS. This key is mandatory if the **BuildServerApplication** is set to True. Otherwise, an error is returned and the current project build is stopped.

📄 ClientWinIncludeIt

/ Preferences4D / BuildApp / SourcesFiles / CS / ClientWinIncludeIt

Accepted values

True / False

Beschreibung

This key must be present and set to True in order for the 4D Volume Desktop application designated by the **ClientWinFolderToWin** and/or **ClientWinFolderToMac** keys to be integrated into the Windows application that is built.

📄 ClientWinFolderToWin

Accepted values

Access path

Beschreibung

This key provides the access path of the 4D Volume Desktop Windows application for the Windows platform.

📄 ClientWinFolderToMac

Accepted values

Access path

Beschreibung

This key provides the access path of the folder containing the 4D Volume Desktop Windows application for the Mac OS platform.

📄 ClientMacIncludeIt

/ Preferences4D / BuildApp / SourcesFiles / CS / ClientMacIncludeIt

Accepted values

True / False

Beschreibung

This key must be present and set to True in order for the 4D Volume Desktop application designated by the **ClientMacFolderToWin** and/or **ClientMacFolderToMac** keys to be integrated into the Mac OS application that is built.

📄 ClientMacFolderToWin

/ Preferences4D / BuildApp / SourcesFiles / CS / ClientMacFolderToWin

Accepted values

Access path

Beschreibung

This key provides the access path of the 4D Volume Desktop Mac OS application package for the Windows platform.

ClientMacFolderToMac

Accepted values

Access path

Beschreibung

This key provides the access path of the 4D Volume Desktop Mac OS application for the Mac OS platform.

📄 ServerIconWinPath

/ Preferences4D / BuildApp / SourcesFiles / CS / ServerIconWinPath

Accepted values

Access path

Beschreibung

This key provides the access path of the 4D Server icon to build for the Windows platform. This icon will have a ".ico" extension.

If this key is omitted, the 4D Server default icon will be used.

📄 ServerIconMacPath

/ Preferences4D / BuildApp / SourcesFiles / CS / ServerIconMacPath

Accepted values

Access path

Beschreibung

This key provides the access path of the 4D Server icon to build for the Mac OS platform. This icon will have a "icns" extension. Consequently, the "info.plist" file will be updated.

If this key is omitted, the 4D Server default icon will be used.

📄 ClientMacIconForMacPath

Accepted values

Access path

Beschreibung

This key provides the access path under Mac OS of the client application icon to generate for Mac OS. This icon will have a "icns" extension.

If this key is omitted, the 4D Volume Desktop default icon will be used.

📄 ClientWinIconForMacPath

/ Preferences4D / BuildApp / SourcesFiles / CS / ClientWinIconForMacPath

Accepted values

Access path

Beschreibung

This key provides the access path under Mac OS of the client application icon to generate for Windows. This icon will have a ".ico" extension.

If this key is omitted, the 4D Volume Desktop default icon will be used.

📄 ClientMacIconForWinPath

Accepted values

Access path

Beschreibung

This icon provides the access path under Windows of the client application icon to build for Mac OS. This icon will have a "icns" extension.

If this key is omitted, the 4D Volume Desktop default icon will be used.

📄 ClientWinIconForWinPath

Accepted values

Access path

Beschreibung

This key provides the access path under Windows of the client application icon to generate for Windows. This icon will have a ".ico" extension.

If this key is omitted, the 4D Volume Desktop default icon will be used.

📄 IsOEM

Accepted values

True / False

Beschreibung

This key is used to determine whether or not the OEM deployment licenses will be taken into account for the client/server application built. If this key is set to True, the application will integrate the OEM deployment licenses. If this key is not passed or is set to False, the application will not integrate the OEM deployment licenses. In this case, the application will be built in demo mode.

Keep in mind that using this key requires an OEM license.

SourcesFiles / RuntimeVL

Overview
RuntimeVLIncludeIt
RuntimeVLWinFolder
RuntimeVLMacFolder
RuntimeVLIconWinPath
RuntimeVLIconMacPath
IsOEM

📄 Overview

These parameters allow you to set options related to 4D Volume Desktop source files. These parameters must be surrounded with <SourcesFiles> <RuntimeVL> and </RuntimeVL> </SourcesFiles> keys.

📄 RuntimeVLIncludeIt

Accepted values

True / False

Beschreibung

This key must be present and set to True in order for the 4D Volume Desktop application designated by the **RuntimeVLWinFolder** and/or **RuntimeVLMacFolder** keys to be integrated into the built application.

Beispiel

```
<Preferences4D>  <BuildApp>  <SourcesFiles>    <RuntimeVL>
<RuntimeVLIncludeIt>True</RuntimeVLIncludeIt>
<RuntimeVLWinFolder>C:\Docs\My Docs\</RuntimeVLWinFolder>    </RuntimeVL>
</SourcesFiles>  </BuildApp> </Preferences4D>
```

📄 RuntimeVLWinFolder

/ Preferences4D / BuildApp / SourcesFiles / RuntimeVL / RuntimeVLWinFolder

Accepted values

Access path

Beschreibung

This key provides the access path of the folder containing the 4D Volume Desktop application for Windows. This key is mandatory if the **BuildApplicationSerialized** key is set to True. Otherwise, an error is returned and the current project build is stopped.

📄 RuntimeVLMacFolder

/ Preferences4D / BuildApp / SourcesFiles / RuntimeVL / RuntimeVLMacFolder

Accepted values

Access path

Beschreibung

This key provides the access path of the package containing the 4D Volume Desktop application for Mac OS. This key is mandatory if the **BuildApplicationSerialized** key is set to True. Otherwise, an error is returned and the current project build is stopped.

📄 **RuntimeVLIconWinPath**

/ Preferences4D / BuildApp / SourcesFiles / RuntimeVL / RuntimeVLIconWinPath

Accepted values

Access path

Beschreibung

This key provides the access path of the application icon to build for Windows. This icon will have an ".ico" extension.
If this key is omitted, the default 4D Volume Desktop icon will be used.

📄 **RuntimeVLIconMacPath**

/ Preferences4D / BuildApp / SourcesFiles / RuntimeVL / RuntimeVLIconMacPath

Accepted values

Access path

Beschreibung

This key provides the access path of the application icon to build for Mac OS. This icon will have an "icns" extension. Consequently, the "info.plist" file will be updated. If this key is omitted, the default 4D Volume Desktop icon will be used.

📄 IsOEM

Accepted values

True / False

Beschreibung

This key is used to determine whether or not the OEM deployment licenses will be taken into account for the Runtime application built. If this key is set to True, the application will integrate the OEM deployment licenses. If this key is not passed or is set to False, the application will not integrate the OEM deployment licenses. In this case, the application will be built in demo mode.

Keep in mind that using this key requires an OEM license.

Versioning / Client

Overview
ClientVersion
ClientCopyright
ClientCreator
ClientComment
ClientCompanyName
ClientFileDescription
ClientInternalName
ClientLegalTrademark
ClientPrivateBuild
ClientSpecialBuild

📄 Overview

The keys of this subset are specific to 4D Volume Desktop client application builds.

They must be surrounded with <Versioning> <Client> and </Client> </Versioning> keys.

📄 ClientVersion

Accepted values

Version number

Beschreibung

This key contains the version number of the application built. If it is omitted and if the **CommonVersion** key is also omitted, the 4D Volume Desktop version number is used.

Conversely, if both keys are used, only the value set using the **ClientVersion** key is taken into account.

Under Windows, this key causes the Product version field of the Properties window to be updated.

Under Mac OS, this key causes the CFBundleShortVersionString and CFBundleVersion fields of the "info.plist" file to be updated.

📄 ClientCopyright

Accepted values

Copyright text

Beschreibung

This key contains the text inserted into:

- the CFBundleGetInfoString field of the "info.plist" file under Mac OS,
- the Copyright field of the Properties window under Windows.

If this key is omitted and if the **CommonCopyright** key is also omitted, the Copyright information of the 4D Volume Desktop application is used.

Conversely, if both keys are used, only the value set using the **ClientCopyright** key is taken into account.

📄 ClientCreator

Accepted values

Creator code (4 characters maximum)

Beschreibung

This key is only used under Mac OS.

This key is used to define the creator for the Mac OS Client application built. Its maximum size is 4 characters.

If this key is omitted and if the **CommonCreator** key is not passed, the creator of 4D Volume Desktop is used.

Conversely, if both keys are used, only the value set using the **ClientCreator** key is taken into account.

This key does nothing under Windows.

📄 ClientComment

Accepted values

Comment (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the Comment field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if the **CommonComment** key is also omitted, the comments associated with the 4D Volume Desktop application are used.

Conversely, if both keys are used, only the value set using the **ClientComment** key is taken into account.

This key does nothing under Mac OS.

📄 ClientCompanyName

Accepted values

Company name (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the Company name field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if the **CommonCompanyName** key is also omitted, the company name associated with the 4D Volume Desktop application is used.

Conversely, if both keys are used, only the value set using the **ClientCompanyName** key is taken into account.

This key does nothing under Mac OS.

📄 ClientFileDescription

Accepted values

Description (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the File description field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if the **CommonFileDescription** key is also omitted, the file description associated with the 4D Volume Desktop application is used.

Conversely, if both keys are used, only the value set using the **ClientFileDescription** key is taken into account.

This key does nothing under Mac OS.

📄 ClientInternalName

Accepted values

Internal name (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the Internal name field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if the **CommonInternalName** key is also omitted, the internal name associated with the 4D Volume Desktop application is used.

Conversely, if both keys are used, only the value set using the **ClientInternalName** key is taken into account.

This key does nothing under Mac OS.

📄 ClientLegalTrademark

Accepted values

Legal trademark (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the Legal trademark field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if the **CommonLegalTrademark** key is also omitted, the legal trademarks associated with the 4D Volume Desktop application are used.

Conversely, if both keys are used, only the value set using the **ClientLegalTrademark** key is taken into account.

This key does nothing under Mac OS.

📄 ClientPrivateBuild

Accepted values

Private build (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the Private build field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if the **CommonPrivateBuild** key is also omitted, the private build associated with the 4D Volume Desktop application is used.

Conversely, if both keys are used, only the value set using the **ClientPrivateBuild** key is taken into account.

This key does nothing under Mac OS.

📄 ClientSpecialBuild

/ Preferences4D / BuildApp / Versioning / Client / ClientSpecialBuild

Accepted values

Special build (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the Special build field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if the **CommonSpecialBuild** key is also omitted, the special build associated with the 4D Volume Desktop application is used.

Conversely, if both keys are used, only the value set using the **ClientSpecialBuild** key is taken into account.

This key does nothing under Mac OS.

Versioning / Common

Overview
CommonVersion
CommonCopyright
CommonCreator
CommonComment
CommonCompanyName
CommonFileDescription
CommonInternalName
CommonLegalTrademark
CommonPrivateBuild
CommonSpecialBuild

📄 Overview

Versioning parameters set options related to version numbers and built file information. The keys of this subset are common to all 4D applications (4D Volume Desktop and 4D Server). They must be surrounded with the <Versioning> <Common> and </Common></Versioning> keys.

📄 CommonVersion

Accepted values

Version number

Beschreibung

This key contains the version number of the application built. If it is omitted and if none of the **RuntimeVLVersion**, **ServerVersion** or **ClientVersion** keys are passed, the version number of the 4D application is used.

Under Windows, this key causes the Product version field of the Properties window to be updated.

Under Mac OS, this key causes the CFBundleShortVersionString and CFBundleVersion fields of the "info.plist" file to be updated.

📄 CommonCopyright

Accepted values

Copyright text

Beschreibung

This key contains the text to insert in:

- the CFBundleGetInfoString field of the "info.plist" file under Mac OS,
- the Copyright field of the Properties window under Windows.

If this key is omitted and if none of the **RuntimeVLCopyright**, **ServerCopyright** or **ClientCopyright** keys are passed, the Copyright information of the 4D application is used.

📄 CommonCreator

Accepted values

Creator code (4 characters maximum)

Beschreibung

This key can only be used under Mac OS.

This key is used to define the creator for the Mac OS application built. Its maximum size is 4 characters.

If this key is omitted and if none of the **RuntimeVLCreator**, **ServerCreator** or **ClientCreator** keys are passed, the creator of the 4D applications is used.

This key does nothing under Windows.

📄 CommonComment

Accepted values

Comment (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the Comment field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if none of the **RuntimeVLComment**, **ServerComment** or **ClientComment** keys are passed, the comments associated with the 4D application are used.

This key does nothing under Mac OS.

🔳 CommonCompanyName

Accepted values

Company name (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the Company name field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if none of the **RuntimeVLCompanyName**, **ServerCompanyName** or **ClientCompanyName** keys are passed, the company name associated with the 4D application is used.

This key does nothing under Mac OS.

📄 CommonFileDescription

/ Preferences4D / BuildApp / Versioning / Common / CommonFileDescription

Accepted values

Description (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the Description field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if none of the **RuntimeVLFileDescription**, **ServerFileDescription** or **ClientFileDescription** keys are passed, the description associated with the 4D application is used.

This key does nothing under Mac OS.

📄 CommonInternalName

/ Preferences4D / BuildApp / Versioning / Common / CommonInternalName

Accepted values

Internal name (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the Internal name field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if none of the **RuntimeVLInternalName**, **ServerInternalName** or **ClientInternalName** keys are passed, the internal name associated with the 4D application is used.

This key does nothing under Mac OS.

📄 CommonLegalTrademark

Accepted values

Legal trademark (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the Legal trademark field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if none of the **RuntimeVLLegalTrademark**, **ServerLegalTrademark** or **ClientLegalTrademark** keys are passed, the legal trademarks associated with the 4D application are used.

This key does nothing under Mac OS.

📄 CommonPrivateBuild

Accepted values

Private build (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the Private build field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if none of the **RuntimeVLPrivateBuild**, **ServerPrivateBuild** or **ClientPrivateBuild** keys are passed, the private builds associated with the 4D application are used.

This key does nothing under Mac OS.

📄 CommonSpecialBuild

/ Preferences4D / BuildApp / Versioning / Common / CommonSpecialBuild

Accepted values

Special build (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the Special build field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if none of the **RuntimeVLSpecialBuild**, **ServerSpecialBuild** or **ClientSpecialBuild** keys are passed, the special builds associated with the 4D application are used.

This key does nothing under Mac OS.

Versioning / RuntimeVL

Overview
RuntimeVLVersion
RuntimeVLCopyright
RuntimeVLCreator
RuntimeVLComment
RuntimeVLCompanyName
RuntimeVLFileDescription
RuntimeVLInternalName
RuntimeVLLegalTrademark
RuntimeVLPrivateBuild
RuntimeVLSpecialBuild

📄 Overview

The keys of this subset are specific to application builds using 4D Volume Desktop.

They must be surrounded with <Versioning> <RuntimeVL> and </RuntimeVL> </Versioning> keys.

📄 RuntimeVLVersion

Accepted values

Version number

Beschreibung

This key contains the version number of the application built. If it is omitted and if the **CommonVersion** key is also omitted, the 4D Volume Desktop version number is used.

Conversely, if both keys are used, only the value set using the **RuntimeVLVersion** key is taken into account.

Under Windows, this key causes the Product version field of the Properties window to be updated.

Under Mac OS, this key causes the CFBundleShortVersionString and CFBundleVersion fields of the "info.plist" file to be updated.

📄 RuntimeVLCopyright

Accepted values

Copyright text

Beschreibung

This key contains the text inserted into:

- the CFBundleGetInfoString field of the "info.plist" file under Mac OS,
- the Copyright field of the Properties window under Windows.

If this key is omitted and if the **CommonCopyright** key is also omitted, the Copyright information of the 4D Volume Desktop application is used.

Conversely, if both keys are used, only the value set using the **RuntimeVLCopyright** key is taken into account.

📄 RuntimeVLCreator

Accepted values

Creator code (4 characters maximum)

Beschreibung

This key is only used under Mac OS.

This key is used to define the creator for the Mac OS application built. Its maximum size is 4 characters.

If this key is omitted and if the **CommonCreator** key is not passed, the creator of the 4D Volume Desktop is used.

Conversely, if both keys are used, only the value set using the **RuntimeVLCreator** key is taken into account.

This key does nothing under Windows.

📄 RuntimeVLComment

Accepted values

Comment (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the Comment field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if the **CommonComment** key is also omitted,the comments associated with the 4D Volume Desktop application are used.

Conversely, if both keys are used, only the value set using the **RuntimeVLComment** key is taken into account.

This key does nothing under Mac OS.

📄 RuntimeVLCompanyName

/ Preferences4D / BuildApp / Versioning / RuntimeVL / RuntimeVLCompanyName

Accepted values

Company name (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the Company name field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if the **CommonCompanyName** key is also omitted, the company name associated with the 4D Volume Desktop application is used.

Conversely, if both keys are used, only the value set using the **RuntimeVLCompanyName** key is taken into account.

This key does nothing under Mac OS.

📄 RuntimeVLFileDescription

Accepted values

Description (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the File description field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if the **CommonFileDescription** key is also omitted, the file description associated with the 4D Volume Desktop application is used.

Conversely, if both keys are used, only the value set using the **RuntimeVLFileDescription** key is taken into account.

This key does nothing under Mac OS.

📄 RuntimeVLInternalName

/ Preferences4D / BuildApp / Versioning / RuntimeVL / RuntimeVLInternalName

Accepted values

Internal name (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the Internal name field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if the **CommonInternalName** key is also omitted, the internal name associated with the 4D Volume Desktop application is used.

Conversely, if both keys are used, only the value set using the **RuntimeVLInternalName** key is taken into account.

This key does nothing under Mac OS.

📄 RuntimeVLLegalTrademark

Accepted values

Legal trademark (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the Legal trademark field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if the **CommonLegalTrademark** key is also omitted, the legal trademarks associated with the 4D Volume Desktop application are used.

Conversely, if both keys are used, only the value set using the **RuntimeVLLegalTrademark** key is taken into account.

This key does nothing under Mac OS.

📄 RuntimeVLPrivateBuild

Accepted values

Private build (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the Private build field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if the **CommonPrivateBuild** key is also omitted, the private build associated with the 4D Volume Desktop application is used.

Conversely, if both keys are used, only the value set using the **RuntimeVLPrivateBuild** key is taken into account.

This key does nothing under Mac OS.

📄 RuntimeVLSpecialBuild

Accepted values

Special build (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the Special build field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if the **CommonSpecialBuild** key is also omitted, the special build associated with the 4D Volume Desktop application is used.

Conversely, if both keys are used, only the value set using the **RuntimeVLSpecialBuild** key is taken into account.

This key does nothing under Mac OS.

Versioning / Server

Overview
ServerVersion
ServerCopyright
ServerCreator
ServerComment
ServerCompanyName
ServerFileDescription
ServerInternalName
ServerLegalTrademark
ServerPrivateBuild
ServerSpecialBuild

📄 Overview

The keys of this subset are specific to 4D Server application builds.

They must be surrounded with <Versioning> <Server> and </Server> </Versioning> keys.

📄 ServerVersion

Accepted values

Version number

Beschreibung

This key contains the version number of the application built. If it is omitted and if the **CommonVersion** key is also omitted, the 4D Server version number is used.

Conversely, if both keys are used, only the value set using the **ServerVersion** key is taken into account.

Under Windows, this key causes the Product version field of the Properties window to be updated.

Under Mac OS, this key causes the CFBundleShortVersionString and CFBundleVersion field of the "info.plist" file to be updated.

🗋 ServerCopyright

Accepted values

Copyright text

Beschreibung

This key contains the text inserted into:

- the CFBundleGetInfoString field of the "info.plist" file under Mac OS,
- the Copyright field of the Properties window under Windows.

If this key is omitted and if the **CommonCopyright** key is also omitted, the Copyright information of the 4D Server application is used.

Conversely, if both keys are used, only the value set using the **ServerCopyright** key is taken into account.

📄 ServerCreator

Accepted values

Creator code (4 characters maximum)

Beschreibung

This key is only used under Mac OS.

This key is used to define the creator for the Mac OS application built. Its maximum size is 4 characters.

If this key is omitted and if the **CommonCreator** key is also omitted, the creator of 4D Server is used.

Conversely, if both keys are used, only the value set using the **ServerCreator** key is taken into account.

This key does nothing under Windows.

📄 ServerComment

Accepted values

Comment (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the Comment field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if the **CommonComment** key is also omitted, the comments associated with the 4D Server application are used.

Conversely, if both keys are used, only the value set using the **ServerComment** key is taken into account.

This key does nothing under Mac OS.

ServerCompanyName

Accepted values

Company name (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the Company name field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if the **CommonCompanyName** key is also omitted, the company name associated with the 4D Server application is used.

Conversely, if both keys are used, only the value set using the **ServerCompanyName** key is taken into account.

This key does nothing under Mac OS.

📄 ServerFileDescription

Accepted values

Description (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the File description field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if the **CommonFileDescription** key is also omitted, the description associated with the 4D Server application is used.

Conversely, if both keys are used, only the value set using the **ServerFileDescription** key is taken into account.

This key does nothing under Mac OS.

📄 ServerInternalName

/ Preferences4D / BuildApp / Versioning / Server / ServerInternalName

Accepted values

Internal name (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the Internal name field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if the **CommonInternalName** key is also omitted, the internal name associated with the 4D Server application is used.

Conversely, if both keys are used, only the value set using the **ServerInternalName** key is taken into account.

This key does nothing under Mac OS.

📄 ServerLegalTrademark

Accepted values

Legal trademark (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the Legal trademark field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if the **CommonLegalTrademark** key is also omitted, the legal trademarks associated with the 4D Server application are used.

Conversely, if both keys are used, only the value set using the **ServerLegalTrademark** key is taken into account.

This key does nothing under Mac OS.

📄 ServerPrivateBuild

Accepted values

Private build (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the Private build field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if the **CommonPrivateBuild** key is also omitted, the private build associated with the 4D Server application is used.

Conversely, if both keys are used, only the value set using the **ServerPrivateBuild** key is taken into account.

This key does nothing under Mac OS.

📄 ServerSpecialBuild

/ Preferences4D / BuildApp / Versioning / Server / ServerSpecialBuild

Accepted values

Special build (31 characters maximum)

Beschreibung

This key is only used under Windows.

This key allows you to update the Special build field in the Properties window under Windows. Its maximum size is 31 characters.

If this key is omitted and if the **CommonSpecialBuild** key is also omitted, the special build associated with the 4D Server application is used.

Conversely, if both keys are used, only the value set using the **ServerSpecialBuild** key is taken into account.

This key does nothing under Mac OS.