

4D XML Keys BuildApplication

Windows[®]/Mac OS[®]

4D[®]
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4D

XML Keys BuildApplication

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Contents

Chapter 1	General Parameters	7
	BuildApplicationName	7
	BuildWinDestFolder	8
	BuildMacDestFolder	8
	DataFilePath	8
	BuildCompiled	9
	BuildApplicationSerialized	9
	ArrayExcludedPluginName	10
	ArrayExcludedPluginID	10
	IncludeAssociatedFolders	11
	BuildComponent	11
	ArrayExcludedComponentName	11
Chapter 2	Licenses	13
	ArrayLicenseWin	13
	ArrayLicenseMac	14
Chapter 3	CS	15
	BuildServerApplication	15
	BuildCSUpgradeable	15
	IPAddress	16
	PortNumber	16
	HardLink	17
	RangeVersMin	17
	RangeVersMax	17
	CurrentVers	18
Chapter 4	SourcesFiles	19
	RuntimeVL	19
	RuntimeVLIncludeIt	19
	RuntimeVLWinFolder	20
	RuntimeVLMacFolder	20
	RuntimeVLIconWinPath	21
	RuntimeVLIconMacPath	21
	IsOEM	22
	CS	22
	ServerIncludeIt	22
	ServerWinFolder	23
	ServerMacFolder	23
	ClientWinIncludeIt	23

	ClientWinFolderToWin	24
	ClientWinFolderToMac	24
	ClientMacIncludeIt	25
	ClientMacFolderToWin	25
	ClientMacFolderToMac	25
	ServerIconWinPath	26
	ServerIconMacPath	26
	ClientMacIconForMacPath	26
	ClientWinIconForMacPath	27
	ClientMacIconForWinPath	27
	ClientWinIconForWinPath	28
	IsOEM	28
Chapter 5	Versioning	29
	Common	29
	CommonVersion	29
	CommonCopyright	30
	CommonCreator	30
	CommonComment	31
	CommonCompanyName	31
	CommonFileDescription	32
	CommonInternalName	32
	CommonLegalTrademark	33
	CommonPrivateBuild	33
	CommonSpecialBuild	34
	RuntimeVL	34
	RuntimeVLVersion	34
	RuntimeVLCopyright	35
	RuntimeVLCreator	35
	RuntimeVLComment	36
	RuntimeVLCompanyName	36
	RuntimeVLFileDescription	37
	RuntimeVLInternalName	38
	RuntimeVLLegalTrademark	38
	RuntimeVLPrivateBuild	39
	RuntimeVLSpecialBuild	39
	Server	40
	ServerVersion	40
	ServerCopyright	40
	ServerCreator	41
	ServerComment	41
	ServerCompanyName	42
	ServerFileDescription	42
	ServerInternalName	43
	ServerLegalTrademark	43
	ServerPrivateBuild	44

	ServerSpecialBuild	44
Client	45
	ClientVersion	45
	ClientCopyright	46
	ClientCreator	46
	ClientComment	47
	ClientCompanyName	47
	ClientFileDescription	48
	ClientInternalName	48
	ClientLegalTrademark	49
	ClientPrivateBuild	49
	ClientSpecialBuild	50
Index	51

General Parameters

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

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

The *XML* theme commands allow you to process XML documents.

BuildApplicationName

version 2004

/ Preferences4D / BuildApp / BuildApplicationName

Accepted values

File name

Description

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.

Example

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

BuildWinDestFolder

version 2004

/ Preferences4D / BuildApp / BuildWinDestFolder

Accepted values

File access path

Description

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.

See also: BuildMacDestFolder

BuildMacDestFolder

version 2004

/ Preferences4D / BuildApp / BuildMacDestFolder

Accepted values

File access path

Description

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.

See also: BuildWinDestFolder

DataFilePath

version 2004.4

/ Preferences4D / BuildApp / DataFilePath

Accepted values

Data file name and access path.

Description

Data file pathname of the final application. The pathname set can be absolute or relative to the structure file (.4db). Three syntaxes are accepted:

- *Multi-platform (Posix):*
volumes/MacintoshHD/folder/mydata.4DD (absolute)
/folder/mydata.4DD (relative)

-
- *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 not used or is invalid, on the initial startup of the final application, 4D will look for the data file next to the structure file and, if it does not find it, will display a standard open file dialog box so that the user can indicate its location.

BuildCompiled

version 2004

/ Preferences4D / BuildApp / BuildCompiled

Accepted values

True / False

Description

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.

See also: BuildApplicationSerialized

BuildApplicationSerialized

version 2004

/ Preferences4D / BuildApp / BuildApplicationSerialized

Accepted values

True / False

Description

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.

See also: BuildCompiled

ArrayExcludedPluginName

version 2004

/ Preferences4D / BuildApp / ArrayExcludedPluginName

Accepted values

Table of plug-in names.

Description

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

You can also set a list of plug-ins to be excluded based on their numbers using the ArrayExcludedPluginID key.

See also: ArrayExcludedPluginID

ArrayExcludedPluginID

version 2004

/ Preferences4D / BuildApp / ArrayExcludedPluginID

Accepted values

Table of plug-in names.

Description

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

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

You can also set a list of plug-ins to be excluded based on their names using the `ArrayExcludedPluginName` key.

See also: `ArrayExcludedPluginName`

IncludeAssociatedFolders

version 11

/ Preferences4D / BuildApp / IncludeAssociatedFolders

Accepted values

True / False

Description

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 and Components folders located next to the structure are copied next to the compiled structure.

BuildComponent

version 11

/ Preferences4D / BuildApp / BuildComponent

Accepted values

True / False

Description

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 to the original structure are placed in the "Components" folder as well.

See also: `BuildCompiled`, `ArrayExcludedComponentName`

ArrayExcludedComponentName

version 11

/ Preferences4D / BuildApp / ArrayExcludedComponentName

Accepted values

Table of component names

Description

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.

See also: BuildComponent, ArrayExcludedPluginName

Licenses

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

version 2004

/ Preferences4D / BuildApp / Licenses / ArrayLicenseWin

Accepted values

Array containing the list of license files to be integrated

Description

This key is used to specify the access 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.

Example

```
<Preferences4D>
  <BuildApp>
    <Licenses>
      <ArrayLicenseWin>
        <ItemsCount>2</ItemsCount>
        <Item1>C:\MyLicenses\4DSJD80HJDSOI00FAKE1861.html</Item1>
        <Item2>C:\MyLicenses\4DSO80DDE0DF0FAKEBC5F.html</Item2>
      </ArrayLicenseWin>
    </Licenses>
  </BuildApp>
</Preferences4D>
```

See also: ArrayLicenseMac

ArrayLicenseMac

version 2004

/ Preferences4D / BuildApp / Licenses / ArrayLicenseMac

Accepted values

Array containing the list of license files to be integrated

Description

This key is used to specify the access 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.

Example

```
<Preferences4D>
  <BuildApp>
    <Licenses>
      <ArrayLicenseMac>
        <ItemsCount>2</ItemsCount>
        <Item1>MacHD:4DSJD80HJDSOI00FAKE1861.html</Item1>
        <Item2>MacHD:4DSO80DDE0DF0FAKEBC5F.html</Item2>
      </ArrayLicenseMac>
    </Licenses>
  </BuildApp>
</Preferences4D>
```

See also: ArrayLicenseWin

CS

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

version 2004

/ Preferences4D / BuildApp / CS / BuildServerApplication

Accepted values

True / False

Description

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.

See also: BuildCSUpgradeable

BuildCSUpgradeable

version 2004

/ Preferences4D / BuildApp / CS / BuildCSUpgradeable

Accepted values

True / False

Description

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.

See also: BuildServerApplication

IPAddress

version 2004

/ Preferences4D / BuildApp / CS / IPAddress

Accepted values

IP address

Description

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.

See also: PortNumber

PortNumber

version 2004

/ Preferences4D / BuildApp / CS / PortNumber

Accepted values

Port number

Description

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 can be used to modify only the port number on the Client side. On the Server side, it is the port number specified in the 4D database generating the application that is stored. To use a custom port number, you can 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)

See also: IPAddress

HardLink

version 2004

/ Preferences4D / BuildApp / CS / HardLink

Accepted values

Signature (31 characters maximum)

Description

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

RangeVersMin

version 2004

/ Preferences4D / BuildApp / CS / RangeVersMin

Accepted values

Minimum version number

Description

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.

See also: RangeVersMax

RangeVersMax

version 2004

/ Preferences4D / BuildApp / CS / RangeVersMax

Accepted values

Maximum version number

Description

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.

See also: RangeVersMin

CurrentVers

version 2004

/ Preferences4D / BuildApp / CS / CurrentVers

Accepted values

Version number

Description

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.

See also: RangeVersMin, RangeVersMax

SourcesFiles

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

These parameters are broken down into two subsets:

- RuntimeVL for 4D Volume Desktop files,
- CS for 4D Server / 4D client files.

RuntimeVL

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

RuntimeVLIncludelt

version 2004

/ Preferences4D / BuildApp / SourcesFiles / RuntimeVL / RuntimeVLIncludelt

Accepted values

True / False

Description

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.

Example

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

See also: RuntimeVLWinFolder, RuntimeVLMacFolder

RuntimeVLWinFolder

version 2004

/ Preferences4D / BuildApp / SourcesFiles / RuntimeVL /
RuntimeVLWinFolder

Accepted values

Access path

Description

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.

See also: RuntimeVLMacFolder

RuntimeVLMacFolder

version 2004

/ Preferences4D / BuildApp / SourcesFiles / RuntimeVL /
RuntimeVLMacFolder

Accepted values

Access path

Description

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.

See also: RuntimeVLWinFolder

RuntimeVLIconWinPath

version 2004

/ Preferences4D / BuildApp / SourcesFiles / RuntimeVL / RuntimeVLIconWinPath

Accepted values

Access path

Description

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.

See also: RuntimeVLIconMacPath

RuntimeVLIconMacPath

version 2004

/ Preferences4D / BuildApp / SourcesFiles / RuntimeVL / RuntimeVLIconMacPath

Accepted values

Access path

Description

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.

See also: RuntimeVLIconWinPath

IsOEM

version 2004

/ Preferences4D / BuildApp / SourcesFiles / RuntimeVL / IsOEM

Accepted values

True / False

Description

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.

See also: IsOEM

CS

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

ServerIncludelt

version 2004

/ Preferences4D / BuildApp / SourcesFiles / CS / ServerIncludelt

Accepted values

True / False

Description

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.

See also: ServerWinFolder, ServerMacFolder

ServerWinFolder

version 2004

/ Preferences4D / BuildApp / SourcesFiles / CS / ServerWinFolder

Accepted values

Access path

Description

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.

See also: ServerMacFolder

ServerMacFolder

version 2004

/ Preferences4D / BuildApp / SourcesFiles / CS / ServerMacFolder

Accepted values

Access path

Description

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.

See also: ServerWinFolder

ClientWinIncludelt

version 2004

/ Preferences4D / BuildApp / SourcesFiles / CS / ClientWinIncludelt

Accepted values

True / False

Description

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

See also: ClientWinFolderToWin, ClientMacFolderToWin

ClientWinFolderToWin

version 2004

/ Preferences4D / BuildApp / SourcesFiles / CS / ClientWinFolderToWin

Accepted values

Access path

Description

This key provides the access path of the 4D Volume Desktop Windows application for the Windows platform. This key is mandatory if the BuildServerApplication key is set to True under Windows.

See also: ClientWinFolderToMac

ClientWinFolderToMac

version 2004

/ Preferences4D / BuildApp / SourcesFiles / CS / ClientWinFolderToMac

Accepted values

Access path

Description

This key provides the access path of the folder containing the 4D Volume Desktop Windows application for the Mac OS platform. This key is mandatory if the BuildServerApplication key is set to True under Mac OS.

See also: ClientMacFolderToMac

ClientMacIncludelt

version 2004

/ Preferences4D / BuildApp / SourcesFiles / CS / ClientMacIncludelt

Accepted values

True / False

Description

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

See also: ClientWinFolderToMac, ClientMacFolderToMac

ClientMacFolderToWin

version 2004

/ Preferences4D / BuildApp / SourcesFiles / CS / ClientMacFolderToWin

Accepted values

Access path

Description

This key provides the access path of the 4D Volume Desktop Mac OS application package for the Windows platform. This key is mandatory if the BuildServerApplication key is set to True under Windows.

See also: ClientWinFolderToWin

ClientMacFolderToMac

version 2004

/ Preferences4D / BuildApp / SourcesFiles / CS / ClientMacFolderToMac

Accepted values

Access path

Description

This key provides the access path of the 4D Volume Desktop Mac OS application for the Mac OS platform. This key is mandatory if the BuildServerApplication key is set to True under Mac OS.

See also: ClientMacFolderToWin

ServerIconWinPath

version 2004

/ Preferences4D / BuildApp / SourcesFiles / CS / ServerIconWinPath

Accepted values

Access path

Description

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.

See also: ServerIconMacPath

ServerIconMacPath

version 2004

/ Preferences4D / BuildApp / SourcesFiles / CS / ServerIconMacPath

Accepted values

Access path

Description

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.

See also: ServerIconWinPath

ClientMacIconForMacPath

version 2004

/ Preferences4D / BuildApp / SourcesFiles / CS / ClientMacIconForMacPath

Accepted values

Access path

Description

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.

See also: ClientWinIconForMacPath

ClientWinIconForMacPath

version 2004

/ Preferences4D / BuildApp / SourcesFiles / CS / ClientWinIconForMacPath

Accepted values

Access path

Description

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.

See also: ClientMacIconForWinPath

ClientMacIconForWinPath

version 2004

/ Preferences4D / BuildApp / SourcesFiles / CS / ClientMacIconForWinPath

Accepted values

Access path

Description

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.

See also: ClientWinIconForWinPath

ClientWinIconForWinPath

version 2004

/ Preferences4D / BuildApp / SourcesFiles / CS / ClientWinIconForWinPath

Accepted values

Access path

Description

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.

See also: ClientMacIconForWinPath

IsOEM

version 2004

/ Preferences4D / BuildApp / SourcesFiles / CS / IsOEM

Accepted values

True / False

Description

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.

See also: IsOEM

Versioning

These parameters allow you to set options related to version numbers and built file information. These parameters must be surrounded with `<Versioning>` and `</Versioning>` keys.

These parameters are broken down into four subsets:

- Common: common files,
- RuntimeVL: 4D Volume Desktop files,
- Server: 4D Server files,
- Client: 4D Volume Desktop client files.

Certain keys in the Common subset set the same information as the other subsets — only the application field is different. In the event that two similar keys are used, the “specific” key (RuntimeVL, Server, or Client subset) has priority over the “generic” key (Common subset).

Common

The keys of this subset are common to all 4D applications (4D Volume Desktop and 4D Server).

They must be surrounded with `<Common>` and `</Common>` keys.

CommonVersion

version 2004

/ Preferences4D / BuildApp / Versioning / Common / CommonVersion

Accepted values

Version number

Description

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 File version and Product version fields 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.

See also: `RuntimeVLVersion`, `ServerVersion`, `ClientVersion`

CommonCopyright

version 2004

/ Preferences4D / BuildApp / Versioning / Common / CommonCopyright

Accepted values

Copyright text

Description

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.

See also: `CommonComment`

CommonCreator

version 2004

/ Preferences4D / BuildApp / Versioning / Common / CommonCreator

Accepted values

Creator code (4 characters maximum)

Description

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 (4D06) is used.

This key does nothing under Windows.

See also: RuntimeVLCreator, ServerCreator, ClientCreator

CommonComment

version 2004

/ Preferences4D / BuildApp / Versioning / Common / CommonComment

Accepted values

Comment (31 characters maximum)

Description

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 RuntimeVLCComment, ServerComment or ClientComment keys are passed, the comments associated with the 4D application are used.

This key does nothing under Mac OS.

See also: CommonCompanyName

CommonCompanyName

version 2004

/ Preferences4D / BuildApp / Versioning / Common / CommonCompanyName

Accepted values

Company name (31 characters maximum)

Description

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 RuntimeVLCCompanyName, ServerCompanyName or ClientCompanyName keys are passed, the company name associated with the 4D application is used.

This key does nothing under Mac OS.

See also: CommonComment

CommonFileDescription

version 2004

/ Preferences4D / BuildApp / Versioning / Common /
CommonFileDescription

Accepted values

Description (31 characters maximum)

Description

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.

See also: CommonComment

CommonInternalName

version 2004

/ Preferences4D / BuildApp / Versioning / Common /
CommonInternalName

Accepted values

Internal name (31 characters maximum)

Description

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 RuntimeVLIInternalName, ServerInternalName or ClientInternalName keys are passed, the internal name associated with the 4D application is used.

This key does nothing under Mac OS.

See also: CommonComment

CommonLegalTrademark

version 2004

/ Preferences4D / BuildApp / Versioning / Common /
CommonLegalTrademark

Accepted values

Legal trademark (31 characters maximum)

Description

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.

See also: CommonComment

CommonPrivateBuild

version 2004

/ Preferences4D / BuildApp / Versioning / Common / CommonPrivateBuild

Accepted values

Private build (31 characters maximum)

Description

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.

See also: CommonSpecialBuild

CommonSpecialBuild

version 2004

/ Preferences4D / BuildApp / Versioning / Common / CommonSpecialBuild

Accepted values

Special build (31 characters maximum)

Description

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.

See also: CommonPrivateBuild

RuntimeVL

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

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

RuntimeVLVersion

version 2004

/ Preferences4D / BuildApp / Versioning / RuntimeVL / RuntimeVLVersion

Accepted values

Version number

Description

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 File version and Product version fields 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.

See also: CommonVersion

RuntimeVLCopyright

version 2004

/ Preferences4D / BuildApp / Versioning / RuntimeVL / RuntimeVLCopyright

Accepted values

Copyright text

Description

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.

See also: RuntimeVLComment

RuntimeVLCreator

version 2004

/ Preferences4D / BuildApp / Versioning / RuntimeVL / RuntimeVLCreator

Accepted values

Creator code (4 characters maximum)

Description

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 (4D06) 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.

See also: CommonCreator

RuntimeVLComment

version 2004

/ Preferences4D / BuildApp / Versioning / RuntimeVL / RuntimeVLComment

Accepted values

Comment (31 characters maximum)

Description

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.

See also: RuntimeVLCompanyName

RuntimeVLCompanyName

version 2004

/ Preferences4D / BuildApp / Versioning / RuntimeVL / RuntimeVLCompanyName

Accepted values

Company name (31 characters maximum)

Description

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.

See also: RuntimeVLFileDescription

RuntimeVLFileDescription

version 2004

/ Preferences4D / BuildApp / Versioning / RuntimeVL /
RuntimeVLFileDescription

Accepted values

Description (31 characters maximum)

Description

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.

See also: RuntimeVLInternalName

RuntimeVLLegalName

version 2004

/ Preferences4D / BuildApp / Versioning / RuntimeVL /
RuntimeVLLegalName

Accepted values

Internal name (31 characters maximum)

Description

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 RuntimeVLLegalName key is taken into account.

This key does nothing under Mac OS.

See also: RuntimeVLLegalTrademark

RuntimeVLLegalTrademark

version 2004

/ Preferences4D / BuildApp / Versioning / RuntimeVL /
RuntimeVLLegalTrademark

Accepted values

Legal trademark (31 characters maximum)

Description

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.

See also: RuntimeVLInternalName

RuntimeVLPrivateBuild

version 2004

/ Preferences4D / BuildApp / Versioning / RuntimeVL / RuntimeVLPrivateBuild

Accepted values

Private build (31 characters maximum)

Description

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.

See also: RuntimeVLSpecialBuild

RuntimeVLSpecialBuild

version 2004

/ Preferences4D / BuildApp / Versioning / RuntimeVL / RuntimeVLSpecialBuild

Accepted values

Special build (31 characters maximum)

Description

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.

See also: `RuntimeVLPrivateBuild`

Server

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

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

ServerVersion

version 2004

/ Preferences4D / BuildApp / Versioning / Server / ServerVersion

Accepted values

Version number

Description

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 File version and Product version fields 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.

See also: `CommonVersion`

ServerCopyright

version 2004

/ Preferences4D / BuildApp / Versioning / Server / ServerCopyright

Accepted values

Copyright text

Description

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.

See also: ServerComment

ServerCreator

version 2004

/ Preferences4D / BuildApp / Versioning / Server / ServerCreator

Accepted values

Creator code (4 characters maximum)

Description

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 (4D06) 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.

See also: CommonCreator

ServerComment

version 2004

/ Preferences4D / BuildApp / Versioning / Server / ServerComment

Accepted values

Comment (31 characters maximum)

Description

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.

See also: ServerCompanyName

ServerCompanyName

version 2004

/ Preferences4D / BuildApp / Versioning / Server / ServerCompanyName

Accepted values

Company name (31 characters maximum)

Description

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.

See also: ServerFileDescription

ServerFileDescription

version 2004

/ Preferences4D / BuildApp / Versioning / Server / ServerFileDescription

Accepted values

Description (31 characters maximum)

Description

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.

See also: ServerInternalName

ServerInternalName

version 2004

/ Preferences4D / BuildApp / Versioning / Server / ServerInternalName

Accepted values

Internal name (31 characters maximum)

Description

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.

See also: ServerLegalTrademark

ServerLegalTrademark

version 2004

/ Preferences4D / BuildApp / Versioning / Server / ServerLegalTrademark

Accepted values

Legal trademark (31 characters maximum)

Description

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.

See also: ServerPrivateBuild

ServerPrivateBuild

version 2004

/ Preferences4D / BuildApp / Versioning / Server / ServerPrivateBuild

Accepted values

Private build (31 characters maximum)

Description

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.

See also: ServerSpecialBuild

ServerSpecialBuild

version 2004

/ Preferences4D / BuildApp / Versioning / Server / ServerSpecialBuild

Accepted values

Special build (31 characters maximum)

Description

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.

See also: ServerPrivateBuild

Client

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

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

ClientVersion

version 2004

/ Preferences4D / BuildApp / Versioning / Client / ClientVersion

Accepted values

Version number

Description

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 File version and Product version fields 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.

See also: CommonVersion

ClientCopyright

version 2004

/ Preferences4D / BuildApp / Versioning / Client / ClientCopyright

Accepted values

Copyright text

Description

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.

See also: ClientComment

ClientCreator

version 2004

/ Preferences4D / BuildApp / Versioning / Client / ClientCreator

Accepted values

Creator code (4 characters maximum)

Description

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 (4D06) 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.

See also: CommonCreator

ClientComment

version 2004

/ Preferences4D / BuildApp / Versioning / Client / ClientComment

Accepted values

Comment (31 characters maximum)

Description

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.

See also: ClientCompanyName

ClientCompanyName

version 2004

/ Preferences4D / BuildApp / Versioning / Client / ClientCompanyName

Accepted values

Company name (31 characters maximum)

Description

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.

See also: ClientFileDescription

ClientFileDescription

version 2004

/ Preferences4D / BuildApp / Versioning / Client / ClientFileDescription

Accepted values

Description (31 characters maximum)

Description

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.

See also: ClientInternalName

ClientInternalName

version 2004

/ Preferences4D / BuildApp / Versioning / Client / ClientInternalName

Accepted values

Internal name (31 characters maximum)

Description

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.

See also: ClientLegalTrademark

ClientLegalTrademark

version 2004

/ Preferences4D / BuildApp / Versioning / Client / ClientLegalTrademark

Accepted values

Legal trademark (31 characters maximum)

Description

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.

See also: ClientInternalName

ClientPrivateBuild

version 2004

/ Preferences4D / BuildApp / Versioning / Client / ClientPrivateBuild

Accepted values

Private build (31 characters maximum)

Description

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.

See also: ClientSpecialBuild

ClientSpecialBuild

version 2004

/ Preferences4D / BuildApp / Versioning / Client / ClientSpecialBuild

Accepted values

Special build (31 characters maximum)

Description

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.

See also: ClientPrivateBuild

Index

A	
ArrayExcludedComponentName	11
ArrayExcludedPluginID	10
ArrayExcludedPluginName	10
ArrayLicenseWin	13, 14
B	
BUILD APPLICATION	7
BuildApplicationName	7
BuildApplicationSerialized	9
BuildCompiled	9
BuildComponent	11
BuildCSUpgradeable	15
BuildMacDestFolder	8
BuildServerApplication	15
BuildWinDestFolder	8
C	
Client (Versioning)	45
ClientComment	47
ClientCompanyName	47
ClientCopyright	46
ClientCreator	46
ClientFileDescription	48
ClientInternalName	48
ClientLegalTrademark	49
ClientMacFolderToMac	25
ClientMacFolderToWin	25
ClientMacIconForMacPath	26
ClientMacIconForWinPath	27
ClientMacIncludeIlt	25
ClientPrivateBuild	49
ClientSpecialBuild	50
ClientVersion	45
ClientWinFolderToMac	24
ClientWinFolderToWin	24
ClientWinIconForMacPath	27
ClientWinIconForWinPath	28
ClientWinIncludeIlt	23
Common (Versioning)	29
CommonComment	31
CommonCompanyName	31
CommonCopyright	30
CommonCreator	30
CommonFileDescription	32
CommonInternalName	32
CommonLegalTrademark	33
CommonPrivateBuild	33
CommonSpecialBuild	34
CommonVersion	29
CS	15
CS (SourcesFiles)	22
CurrentVers	18
D	
DataFilePath	8
H	
HardLink	17
I	
IncludeAssociatedFolders	11
IPAddress	16
IsOEM	22, 28
L	
Licenses	13
P	
PortNumber	16
R	
RangeVersMax	17
RangeVersMin	17
RuntimeVL (SourcesFiles)	19
RuntimeVL (Versioning)	34
RuntimeVLComment	36
RuntimeVLCompanyName	36
RuntimeVLCopyright	35
RuntimeVLCreator	35

Index

RuntimeVLFileDescription	.37
RuntimeVLIconMacPath	.21
RuntimeVLIconWinPath	.21
RuntimeVLIncludeIt	.19
RuntimeVLInternalName	.38
RuntimeVLLegalTrademark	.38
RuntimeVLMacFolder	.20
RuntimeVLPrivateBuild	.39
RuntimeVLSpecialBuild	.39
RuntimeVLVersion	.34
RuntimeVLWinFolder	.20
RuntimeVLWinVersion	.34

S

Server (Versioning)	.40
ServerComment	.41
ServerCompanyName	.42
ServerCopyright	.40
ServerCreator	.41
ServerFileDescription	.42
ServerIconMacPath	.26
ServerIconWinPath	.26
ServerIncludeIt	.22
ServerInternalName	.43
ServerLegalTrademark	.43
ServerMacFolder	.23
ServerPrivateBuild	.44
ServerSpecialBuild	.44
ServerVersion	.40
ServerWinFolder	.23
SourcesFiles	.19
CS	.22
RuntimeVL	.19

V

Versioning	
Client	.45
Common	.29
RuntimeVL	.34
Server	.40