

4th Dimension[®] XML Keys BuildApplication

Windows[®]/Mac[™] OS

4th Dimension[®]

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4th Dimension

XML Keys

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General Parameters

The 4th Dimension 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 MacOS 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

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: BuildApplicationLight, BuildApplicationSerialized

BuildApplicationLight

version 2004

/ Preferences4D / BuildApp / BuildApplicationLight

Accepted values

True / False

Description

If this key is set to True, an application merged with 4D Runtime Volume License using a 4D Runtime Volume License Light serial number is built.

If this key is not passed or is set to False, the “Light” 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, BuildApplicationSerialized

BuildApplicationSerialized

version 2004

/ Preferences4D / BuildApp / BuildApplicationSerialized

Accepted values

True / False

Description

If this key is set to True, an application merged with 4D Runtime Volume License using a 4D Runtime Volume License Pro (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, BuildApplicationLight

ArrayExcludedPluginName

version 2004

/ Preferences4D / BuildApp / ArrayExcludedPluginName

Accepted values

Array 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

Array 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

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 MacOS 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 4th Dimension 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 MacOS 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 4th Dimension 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 “connection.txt,” which is placed in the 4D Extensions 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 IP address is stored in a file named “connection.txt,” which is placed in the 4D Extensions folder of the client application.

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.

If this key is not passed, the name of the application is used by default.

RangeVersMin

version 2004

/ Preferences4D / BuildApp / CS / RangeVersMin

Accepted values

Minimum version number

Description

This key allows you to specify the minimum Client version; earlier versions will not be authorized to connect to the Server (for example, 2). 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; later versions will not be authorized to connect to the Server (for example, 3). 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 authorized 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 Runtime Volume License files,
- CS for 4D Server / 4D Client files.

RuntimeVL

These parameters allow you to set options related to 4D Runtime Volume License 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 Runtime Volume License 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 Runtime Volume License application for Windows. This key is mandatory if the BuildApplicationSerialized and/or BuildApplicationLight keys are 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 Runtime Volume License application for MacOS. This key is mandatory if the `BuildApplicationSerialized` and/or `BuildApplicationLight` keys are 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 Runtime Volume License 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 MacOS. This icon will have an “icns” extension. Consequently, the “info.plist” file will be updated.

If this key is omitted, the default 4D Runtime Volume License 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 4th Dimension 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 MacOS. 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 Client 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 Client 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 Client Windows application for the MacOS platform. This key is mandatory if the BuildServerApplication key is set to True under MacOS.

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 Client application designated by the ClientWinFolderToMac and/or ClientMacFolderToMac keys to be integrated into the MacOS 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 Client MacOS 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 Client MacOS application for the MacOS platform. This key is mandatory if the BuildServerApplication key is set to True under MacOS.

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 MacOS 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 MacOS of the client application icon to generate for MacOS. This icon will have a “icns” extension.

If this key is omitted, the 4D Client 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 MacOS of the client application icon to generate for Windows. This icon will have a “.ico” extension.

If this key is omitted, the 4D Client 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 MacOS. This icon will have a “.icns” extension.

If this key is omitted, the 4D Client 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 Client 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 Runtime Volume License files,
- Server: 4D Server files,
- Client: 4D 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 4th Dimension applications (4D Runtime Volume License, 4D Server, 4D Client).

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 4th Dimension application (4D Runtime Volume License, 4D Server or 4D Client) is used.

Under Windows, this key causes the File version and Product version fields of the properties window to be updated.

Under MacOS, 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 MacOS,
- 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 4th Dimension application (4D Runtime Volume License, 4D Server or 4D Client) 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 MacOS.

This key is used to define the creator for the MacOS 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 4th Dimension 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 4th Dimension application (4D Runtime Volume License, 4D Server or 4D Client) are used.

This key does nothing under MacOS.

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 RuntimeVLCompanyName, ServerCompanyName or ClientCompanyName keys are passed, the company name associated with the 4th Dimension application (4D Runtime Volume License, 4D Server or 4D Client) is used.

This key does nothing under MacOS.

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 4th Dimension application (4D Runtime Volume License, 4D Server or 4D Client) is used.

This key does nothing under MacOS.

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 RuntimeVLLInternalName, ServerInternalName or ClientInternalName keys are passed, the internal name associated with the 4th Dimension application (4D Runtime Volume License, 4D Server or 4D Client) is used.

This key does nothing under MacOS.

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 4th Dimension application (4D Runtime Volume License, 4D Server or 4D Client) are used.

This key does nothing under MacOS.

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 4th Dimension application (4D Runtime Volume License, 4D Server or 4D Client) are used.

This key does nothing under MacOS.

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 4th Dimension application (4D Runtime Volume License, 4D Server or 4D Client) are used.

This key does nothing under MacOS.

See also: CommonPrivateBuild

RuntimeVL

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

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 Runtime Volume License 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 MacOS, 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 MacOS,
- 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 Runtime Volume License 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 MacOS.

This key is used to define the creator for the MacOS 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 Runtime Volume License (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

RuntimeVLComent

version 2004

/ Preferences4D / BuildApp / Versioning / RuntimeVL / RuntimeVLComent

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 Runtime Volume License application are used.

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

This key does nothing under MacOS.

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 Runtime Volume License 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 MacOS.

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 Runtime Volume License 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 MacOS.

See also: RuntimeVLInternalName

RuntimeVLLegalTrademark

version 2004 / Preferences4D / BuildApp / Versioning / RuntimeVL / RuntimeVLLegalTrademark

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 Runtime Volume License application is used.

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

This key does nothing under MacOS.

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 Runtime Volume License 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 MacOS.

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 Runtime Volume License 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 MacOS.

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 Runtime Volume License 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 MacOS.

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 MacOS, 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 MacOS,
- 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 MacOS.

This key is used to define the creator for the MacOS 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 MacOS.

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 MacOS.

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 MacOS.

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 MacOS.

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 MacOS.

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 MacOS.

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 MacOS.

See also: ServerPrivateBuild

Client

The keys of this subset are specific to 4D 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 Client 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 MacOS, 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 MacOS,
- 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 Client 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 MacOS.

This key is used to define the creator for the MacOS 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 Client (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 Client 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 MacOS.

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 Client 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 MacOS.

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 Client 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 MacOS.

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 Client 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 MacOS.

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 Client 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 MacOS.

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 Client 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 MacOS.

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 Client 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 MacOS.

See also: ClientPrivateBuild

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