

アプリケーションビルド設定ファイル

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Introduction

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

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

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

AutoUpdate / CS

 [Overview](#)

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Overview

'AutoUpdate' XMLキーは4D v14以降で利用可能なXMLキーです。このキーは、Windows環境下においてインストール権限を引き上げることによって、"アップデーター"ユーティリティが組み込みアプリ(クライアントまたはサーバーアプリ)をデスクトップのように保護されたシステムロケーションにもインストールできるようにするものです。

注: 一般的に、Windowsでは組み込みアプリを"Program Files"フォルダにインストールすることは推奨されていません。このフォルダは4Dアプリケーションの動作と適合しない特定のメカニズムが存在するからです。

これらのキーがTrueにセットされ、"アップデーター"プログラムが保護されたロケーションにあるアプリケーションをアップデートしようとする、管理者権限が必要であるというメッセージを表示する警告ダイアログボックスが表示されます。必要であれば、マシン上でダイアログボックスが表示され、管理者アカウントへとログオンすることができます。

受け入れ可能な値

True / False

説明

Windowsのみ: このキーの値がTrueのとき、組み込みクライアントアプリケーションのアップデートが、マシンの管理者権限をもって実行されます。値がFalse (デフォルト値)のときは、このアップデートは権限を引き上げることなく実行されます。

OS X 環境下では、このキーは常にFalseです。

ClientUpdateWin / StartElevated

受け入れ可能な値

True / False

説明

OS X のみ: このキーの値がTrueのとき、Windows クライアントアプリケーションのアップデートが、マシンの管理者権限をもって実行されます。値がFalse (デフォルト値)のときは、このアップデートは権限を引き上げることなく実行されます。

Windows 環境下では、このキーは常にFalseです。

Server / StartElevated

受け入れ可能な値

True / False

説明

Windowsのみ: このキーの値がTrueのとき、サーバーアプリケーションのアップデートが、マシンの管理者権限をもって実行されます。値がFalse (デフォルト値)のときは、このアップデートは権限を引き上げることなく実行されます。

OS X 環境下では、このキーは常にFalseです。

AutoUpdate / RuntimeVL

 [Overview](#)

 [StartElevated](#)

Overview

'AutoUpdate' XMLキーは4D v14以降で利用可能なXMLキーです。このキーは、Windows環境下においてインストール権限を引き上げることによって、"アップデーター"ユーティリティが組み込みアプリ(クライアントまたはサーバーアプリ)をデスクトップのように保護されたシステムロケーションにもインストールできるようにするものです。

注: 一般的に、Windowsでは組み込みアプリを"Program Files"フォルダにインストールすることは推奨されていません。このフォルダは4Dアプリケーションの動作と適合しない特定のメカニズムが存在するからです。

これらのキーがTrueにセットされ、"アップデーター"プログラムが保護されたロケーションにあるアプリケーションをアップデートしようとする、管理者権限が必要であるというメッセージを表示する警告ダイアログボックスが表示されます。必要であれば、マシン上でダイアログボックスが表示され、管理者アカウントへとログオンすることができます。

受け入れ可能な値

True / False

説明

Windowsのみ: このキーの値がTrueのとき、シングルユーザー向けアプリケーションのアップデートが、マシンの管理者権限をもって実行されます。値がFalse (デフォルト値)のときは、このアップデートは権限を引き上げることなく実行されます。

OS X 環境下では、このキーは常にFalseです。

CS

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 [BuildServerApplication](#)

 [BuildCSUpgradeable](#)

 [IPAddress](#)

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 [RangeVersMax](#)

 [CurrentVers](#)

Overview

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

BuildServerApplication

/ Preferences4D / BuildApp / CS / BuildServerApplication

Accepted values

True / False

説明

If this key is set to True, a Client/Server application is built.

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

BuildCSUpgradeable

/ Preferences4D / BuildApp / CS / BuildCSUpgradeable

Accepted values

True / False

説明

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.

IPAddress

/ Preferences4D / BuildApp / CS / IPAddress

Accepted values

IP address

説明

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

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

PortNumber

/ Preferences4D / BuildApp / CS / PortNumber

Accepted values

Port number

説明

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

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

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

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


HardLink

/ Preferences4D / BuildApp / CS / HardLink

Accepted values

Signature (31 characters maximum)

説明

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

RangeVersMin

/ Preferences4D / BuildApp / CS / RangeVersMin

Accepted values

Minimum version number

説明

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

RangeVersMax

/ Preferences4D / BuildApp / CS / RangeVersMax

Accepted values

Maximum version number

説明

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

CurrentVers

/ Preferences4D / BuildApp / CS / CurrentVers

Accepted values

Version number

説明

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.

General Parameters

 [BuildApplicationName](#)

 [BuildWinDestFolder](#)

 [BuildMacDestFolder](#)

 [DataFilePath](#)

 [BuildCompiled](#)

 [BuildApplicationSerialized](#)

 [ArrayExcludedPluginName](#)

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 [IncludeAssociatedFolders](#)

 [BuildComponent](#)

 [ArrayExcludedComponentName](#)

BuildApplicationName

/ Preferences4D / BuildApp / BuildApplicationName

Accepted values

File name

説明

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.

例題

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

BuildWinDestFolder

/ Preferences4D / BuildApp / BuildWinDestFolder

Accepted values

File access path

説明

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

BuildMacDestFolder

/ Preferences4D / BuildApp / BuildMacDestFolder

Accepted values

File access path

説明

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

DataFilePath

/ Preferences4D / BuildApp / DataFilePath

Accepted values

Data file name and access path

説明

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

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

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

If this key is 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

/ Preferences4D / BuildApp / BuildCompiled

Accepted values

True / False

説明

If this key is set to True, a compiled file is built.

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

BuildApplicationSerialized

/ Preferences4D / BuildApp / BuildApplicationSerialized

Accepted values

True / False

説明

If this key is set to True, an application merged with 4D Volume Desktop using a 4D Volume Desktop (complete) serial number is built.

If this key is not passed or is set to False, the “Pro” merged application is not built.

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

ArrayExcludedPluginName

/ Preferences4D / BuildApp / ArrayExcludedPluginName

Accepted values

Table of plug-in names

説明

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-in 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.

ArrayExcludedPluginID

/ Preferences4D / BuildApp / ArrayExcludedPluginID

Accepted values

Table of plug-in names

説明

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 “Plugins & components” 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.

IncludeAssociatedFolders

/ Preferences4D / BuildApp / IncludeAssociatedFolders

Accepted values

True / False

説明

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

BuildComponent

/ Preferences4D / BuildApp / BuildComponent

Accepted values

True / False

説明

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

ArrayExcludedComponentName

/ Preferences4D / BuildApp / ArrayExcludedComponentName

Accepted values

Table of component names

説明

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

Licenses

 [Overview](#)

 [ArrayLicenseWin](#)

 [ArrayLicenseMac](#)

Overview

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

ArrayLicenseWin

/ Preferences4D / BuildApp / Licenses / ArrayLicenseWin

Accepted values

Array containing the list of license files to be integrated

説明

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.

例題

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

ArrayLicenseMac

/ Preferences4D / BuildApp / Licenses / ArrayLicenseMac

Accepted values

Array containing the list of license files to be integrated

説明

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.

例題

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

SourcesFiles / CS

 [Overview](#)

 [ServerIncludet](#)

 [ServerWinFolder](#)

 [ServerMacFolder](#)

 [ClientWinIncludet](#)

 [ClientWinFolderToWin](#)

 [ClientWinFolderToMac](#)

 [ClientMacIncludet](#)

 [ClientMacFolderToWin](#)

 [ClientMacFolderToMac](#)

 [ServerIconWinPath](#)

 [ServerIconMacPath](#)

 [ClientMacIconForMacPath](#)

 [ClientWinIconForMacPath](#)

 [ClientMacIconForWinPath](#)

 [ClientWinIconForWinPath](#)

 [IsOEM](#)

Overview

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

ServerIncludelt

/ Preferences4D / BuildApp / SourcesFiles / CS / ServerIncludelt

Accepted values

True / False

説明

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

ServerWinFolder

/ Preferences4D / BuildApp / SourcesFiles / CS / ServerWinFolder

Accepted values

Access path

説明

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

ServerMacFolder

/ Preferences4D / BuildApp / SourcesFiles / CS / ServerMacFolder

Accepted values

Access path

説明

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.

ClientWinIncludelt

/ Preferences4D / BuildApp / SourcesFiles / CS / ClientWinIncludelt

Accepted values

True / False

説明

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

ClientWinFolderToWin

/ Preferences4D / BuildApp / SourcesFiles / CS / ClientWinFolderToWin

Accepted values

Access path

説明

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

ClientWinFolderToMac

/ Preferences4D / BuildApp / SourcesFiles / CS / ClientWinFolderToMac

Accepted values

Access path

説明

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

ClientMacIncludelt

/ Preferences4D / BuildApp / SourcesFiles / CS / ClientMacIncludelt

Accepted values

True / False

説明

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

ClientMacFolderToWin

/ Preferences4D / BuildApp / SourcesFiles / CS / ClientMacFolderToWin

Accepted values

Access path

説明

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

ClientMacFolderToMac

/ Preferences4D / BuildApp / SourcesFiles / CS / ClientMacFolderToMac

Accepted values

Access path

説明

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

ServerIconWinPath

/ Preferences4D / BuildApp / SourcesFiles / CS / ServerIconWinPath

Accepted values

Access path

説明

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

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

ServerIconMacPath

/ Preferences4D / BuildApp / SourcesFiles / CS / ServerIconMacPath

Accepted values

Access path

説明

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

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

ClientMacIconForMacPath

/ Preferences4D / BuildApp / SourcesFiles / CS / ClientMacIconForMacPath

Accepted values

Access path

説明

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

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

ClientWinIconForMacPath

/ Preferences4D / BuildApp / SourcesFiles / CS / ClientWinIconForMacPath

Accepted values

Access path

説明

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

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

ClientMacIconForWinPath

/ Preferences4D / BuildApp / SourcesFiles / CS / ClientMacIconForWinPath

Accepted values

Access path

説明

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

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

ClientWinIconForWinPath

/ Preferences4D / BuildApp / SourcesFiles / CS / ClientWinIconForWinPath

Accepted values

Access path

説明

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

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

IsOEM

/ Preferences4D / BuildApp / SourcesFiles / CS / IsOEM

Accepted values

True / False

説明

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

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

SourcesFiles / RuntimeVL

 [Overview](#)

 [RuntimeVLIncludeIt](#)

 [RuntimeVLWinFolder](#)

 [RuntimeVLMacFolder](#)

 [RuntimeVLIconWinPath](#)

 [RuntimeVLIconMacPath](#)

 [IsOEM](#)

Overview

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

RuntimeVLIncludeIt

/ Preferences4D / BuildApp / SourcesFiles / RuntimeVL / RuntimeVLIncludeIt

Accepted values

True / False

説明

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.

例題

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

RuntimeVLWinFolder

/ Preferences4D / BuildApp / SourcesFiles / RuntimeVL / RuntimeVLWinFolder

Accepted values

Access path

説明

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

RuntimeVLMacFolder

/ Preferences4D / BuildApp / SourcesFiles / RuntimeVL / RuntimeVLMacFolder

Accepted values

Access path

説明

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

RuntimeVLIconWinPath

/ Preferences4D / BuildApp / SourcesFiles / RuntimeVL / RuntimeVLIconWinPath

Accepted values

Access path

説明

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

RuntimeVLIconMacPath

/ Preferences4D / BuildApp / SourcesFiles / RuntimeVL / RuntimeVLIconMacPath

Accepted values

Access path

説明

This key provides the access path of the application icon to build for Mac OS. This icon will have an “icns” extension. Consequently, the “info.plist” file will be updated.

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

IsOEM

/ Preferences4D / BuildApp / SourcesFiles / RuntimeVL / IsOEM

Accepted values

True / False

説明

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

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

Versioning / Client

 [Overview](#)

 [ClientVersion](#)

 [ClientCopyright](#)

 [ClientCreator](#)

 [ClientComment](#)

 [ClientCompanyName](#)

 [ClientFileDescription](#)

 [ClientInternalName](#)

 [ClientLegalTrademark](#)

 [ClientPrivateBuild](#)

 [ClientSpecialBuild](#)

Overview

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

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

ClientVersion

/ Preferences4D / BuildApp / Versioning / Client / ClientVersion

Accepted values

Version number

説明

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.

ClientCopyright

/ Preferences4D / BuildApp / Versioning / Client / ClientCopyright

Accepted values

Copyright text

説明

This key contains the text inserted into:

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

If this key is omitted and if the [CommonCopyright](#) key is also omitted, the Copyright information of the 4D Volume Desktop application is used.

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

ClientCreator

/ Preferences4D / BuildApp / Versioning / Client / ClientCreator

Accepted values

Creator code (4 characters maximum)

説明

This key is only used under Mac OS.

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

If this key is omitted and if the [CommonCreator](#) key is not passed, the creator of 4D Volume Desktop is used.

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

This key does nothing under Windows.

ClientComment

/ Preferences4D / BuildApp / Versioning / Client / ClientComment

Accepted values

Comment (31 characters maximum)

説明

This key is only used under Windows.

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

If this key is omitted and if the [CommonComment](#) key is also omitted, the comments associated with the 4D Volume Desktop application are used.

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

This key does nothing under Mac OS.

ClientCompanyName

/ Preferences4D / BuildApp / Versioning / Client / ClientCompanyName

Accepted values

Company name (31 characters maximum)

説明

This key is only used under Windows.

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

If this key is omitted and if the [CommonCompanyName](#) key is also omitted, the company name associated with the 4D Volume Desktop application is used.

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

This key does nothing under Mac OS.

ClientFileDescription

/ Preferences4D / BuildApp / Versioning / Client / ClientFileDescription

Accepted values

Description (31 characters maximum)

説明

This key is only used under Windows.

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

If this key is omitted and if the [CommonFileDescription](#) key is also omitted, the file description associated with the 4D Volume Desktop application is used.

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

This key does nothing under Mac OS.

ClientInternalName

/ Preferences4D / BuildApp / Versioning / Client / ClientInternalName

Accepted values

Internal name (31 characters maximum)

説明

This key is only used under Windows.

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

If this key is omitted and if the [CommonInternalName](#) key is also omitted, the internal name associated with the 4D Volume Desktop application is used.

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

This key does nothing under Mac OS.

ClientLegalTrademark

/ Preferences4D / BuildApp / Versioning / Client / ClientLegalTrademark

Accepted values

Legal trademark (31 characters maximum)

説明

This key is only used under Windows.

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

If this key is omitted and if the [CommonLegalTrademark](#) key is also omitted, the legal trademarks associated with the 4D Volume Desktop application are used.

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

This key does nothing under Mac OS.

ClientPrivateBuild

/ Preferences4D / BuildApp / Versioning / Client / ClientPrivateBuild

Accepted values

Private build (31 characters maximum)

説明

This key is only used under Windows.

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

If this key is omitted and if the [CommonPrivateBuild](#) key is also omitted, the private build associated with the 4D Volume Desktop application is used.

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

This key does nothing under Mac OS.

ClientSpecialBuild

/ Preferences4D / BuildApp / Versioning / Client / ClientSpecialBuild

Accepted values

Special build (31 characters maximum)

説明

This key is only used under Windows.

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

If this key is omitted and if the [CommonSpecialBuild](#) key is also omitted, the special build associated with the 4D Volume Desktop application is used.

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

This key does nothing under Mac OS.

Versioning / Common

 [Overview](#)

 [CommonVersion](#)

 [CommonCopyright](#)

 [CommonCreator](#)

 [CommonComment](#)

 [CommonCompanyName](#)

 [CommonFileDescription](#)

 [CommonInternalName](#)

 [CommonLegalTrademark](#)

 [CommonPrivateBuild](#)

 [CommonSpecialBuild](#)

Overview

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

CommonVersion

/ Preferences4D / BuildApp / Versioning / Common / CommonVersion

Accepted values

Version number

説明

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.

CommonCopyright

/ Preferences4D / BuildApp / Versioning / Common / CommonCopyright

Accepted values

Copyright text

説明

This key contains the text to insert in:

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

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

CommonCreator

/ Preferences4D / BuildApp / Versioning / Common / CommonCreator

Accepted values

Creator code (4 characters maximum)

説明

This key can only be used under Mac OS.

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

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

This key does nothing under Windows.

CommonComment

/ Preferences4D / BuildApp / Versioning / Common / CommonComment

Accepted values

Comment (31 characters maximum)

説明

This key is only used under Windows.

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

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

This key does nothing under Mac OS.

CommonCompanyName

/ Preferences4D / BuildApp / Versioning / Common / CommonCompanyName

Accepted values

Company name (31 characters maximum)

説明

This key is only used under Windows.

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

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

This key does nothing under Mac OS.

CommonFileDescription

/ Preferences4D / BuildApp / Versioning / Common / CommonFileDescription

Accepted values

Description (31 characters maximum)

説明

This key is only used under Windows.

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

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

This key does nothing under Mac OS.

CommonInternalName

/ Preferences4D / BuildApp / Versioning / Common / CommonInternalName

Accepted values

Internal name (31 characters maximum)

説明

This key is only used under Windows.

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

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

This key does nothing under Mac OS.

CommonLegalTrademark

/ Preferences4D / BuildApp / Versioning / Common / CommonLegalTrademark

Accepted values

Legal trademark (31 characters maximum)

説明

This key is only used under Windows.

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

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

This key does nothing under Mac OS.

CommonPrivateBuild

/ Preferences4D / BuildApp / Versioning / Common / CommonPrivateBuild

Accepted values

Private build (31 characters maximum)

説明

This key is only used under Windows.

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

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

This key does nothing under Mac OS.

CommonSpecialBuild

/ Preferences4D / BuildApp / Versioning / Common / CommonSpecialBuild

Accepted values

Special build (31 characters maximum)

説明

This key is only used under Windows.

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

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

This key does nothing under Mac OS.

Versioning / RuntimeVL

 [Overview](#)

 [RuntimeVLVersion](#)

 [RuntimeVLCopyright](#)

 [RuntimeVLCreator](#)

 [RuntimeVLComment](#)

 [RuntimeVLCompanyName](#)

 [RuntimeVLFileDescription](#)

 [RuntimeVLInternalName](#)

 [RuntimeVLLegalTrademark](#)

 [RuntimeVLPrivateBuild](#)

 [RuntimeVLSpecialBuild](#)

Overview

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

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

RuntimeVLVersion

/ Preferences4D / BuildApp / Versioning / RuntimeVL / RuntimeVLVersion

Accepted values

Version number

説明

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.

RuntimeVLCopyright

/ Preferences4D / BuildApp / Versioning / RuntimeVL / RuntimeVLCopyright

Accepted values

Copyright text

説明

This key contains the text inserted into:

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

If this key is omitted and if the [CommonCopyright](#) key is also omitted, the Copyright information of the 4D Volume Desktop application is used.

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

RuntimeVLCreator

/ Preferences4D / BuildApp / Versioning / RuntimeVL / RuntimeVLCreator

Accepted values

Creator code (4 characters maximum)

説明

This key is only used under Mac OS.

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

If this key is omitted and if the [CommonCreator](#) key is not passed, the creator of the 4D Volume Desktop is used.

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

This key does nothing under Windows.

RuntimeVLComment

/ Preferences4D / BuildApp / Versioning / RuntimeVL / RuntimeVLComment

Accepted values

Comment (31 characters maximum)

説明

This key is only used under Windows.

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

If this key is omitted and if the [CommonComment](#) key is also omitted, the comments associated with the 4D Volume Desktop application are used.

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

This key does nothing under Mac OS.

RuntimeVLCompanyName

/ Preferences4D / BuildApp / Versioning / RuntimeVL / RuntimeVLCompanyName

Accepted values

Company name (31 characters maximum)

説明

This key is only used under Windows.

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

If this key is omitted and if the [CommonCompanyName](#) key is also omitted, the company name associated with the 4D Volume Desktop application is used.

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

This key does nothing under Mac OS.

RuntimeVLFileDescription

/ Preferences4D / BuildApp / Versioning / RuntimeVL / RuntimeVLFileDescription

Accepted values

Description (31 characters maximum)

説明

This key is only used under Windows.

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

If this key is omitted and if the [CommonFileDescription](#) key is also omitted, the file description associated with the 4D Volume Desktop application is used.

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

This key does nothing under Mac OS.

RuntimeVLInternalName

/ Preferences4D / BuildApp / Versioning / RuntimeVL / RuntimeVLInternalName

Accepted values

Internal name (31 characters maximum)

説明

This key is only used under Windows.

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

If this key is omitted and if the [CommonInternalName](#) key is also omitted, the internal name associated with the 4D Volume Desktop application is used.

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

This key does nothing under Mac OS.

RuntimeVLLegalTrademark

/ Preferences4D / BuildApp / Versioning / RuntimeVL / RuntimeVLLegalTrademark

Accepted values

Legal trademark (31 characters maximum)

説明

This key is only used under Windows.

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

If this key is omitted and if the [CommonLegalTrademark](#) key is also omitted, the legal trademarks associated with the 4D Volume Desktop application are used.

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

This key does nothing under Mac OS.

RuntimeVLPrivateBuild

/ Preferences4D / BuildApp / Versioning / RuntimeVL / RuntimeVLPrivateBuild

Accepted values

Private build (31 characters maximum)

説明

This key is only used under Windows.

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

If this key is omitted and if the [CommonPrivateBuild](#) key is also omitted, the private build associated with the 4D Volume Desktop application is used.

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

This key does nothing under Mac OS.

RuntimeVLSpecialBuild

/ Preferences4D / BuildApp / Versioning / RuntimeVL / RuntimeVLSpecialBuild

Accepted values

Special build (31 characters maximum)

説明

This key is only used under Windows.

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

If this key is omitted and if the [CommonSpecialBuild](#) key is also omitted, the special build associated with the 4D Volume Desktop application is used.

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

This key does nothing under Mac OS.

Versioning / Server

 [Overview](#)

 [ServerVersion](#)

 [ServerCopyright](#)

 [ServerCreator](#)

 [ServerComment](#)

 [ServerCompanyName](#)

 [ServerFileDescription](#)

 [ServerInternalName](#)

 [ServerLegalTrademark](#)

 [ServerPrivateBuild](#)

 [ServerSpecialBuild](#)

Overview

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

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

ServerVersion

/ Preferences4D / BuildApp / Versioning / Server / ServerVersion

Accepted values

Version number

説明

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.

ServerCopyright

/ Preferences4D / BuildApp / Versioning / Server / ServerCopyright

Accepted values

Copyright text

説明

This key contains the text inserted into:

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

If this key is omitted and if the [CommonCopyright](#) key is also omitted, the Copyright information of the 4D Server application is used.

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

ServerCreator

/ Preferences4D / BuildApp / Versioning / Server / ServerCreator

Accepted values

Creator code (4 characters maximum)

説明

This key is only used under Mac OS.

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

If this key is omitted and if the [CommonCreator](#) key is also omitted, the creator of 4D Server is used.

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

This key does nothing under Windows.

ServerComment

/ Preferences4D / BuildApp / Versioning / Server / ServerComment

Accepted values

Comment (31 characters maximum)

説明

This key is only used under Windows.

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

If this key is omitted and if the [CommonComment](#) key is also omitted, the comments associated with the 4D Server application are used.

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

This key does nothing under Mac OS.

ServerCompanyName

/ Preferences4D / BuildApp / Versioning / Server / ServerCompanyName

Accepted values

Company name (31 characters maximum)

説明

This key is only used under Windows.

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

If this key is omitted and if the [CommonCompanyName](#) key is also omitted, the company name associated with the 4D Server application is used.

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

This key does nothing under Mac OS.

ServerFileDescription

/ Preferences4D / BuildApp / Versioning / Server / ServerFileDescription

Accepted values

Description (31 characters maximum)

説明

This key is only used under Windows.

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

If this key is omitted and if the [CommonFileDescription](#) key is also omitted, the description associated with the 4D Server application is used.

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

This key does nothing under Mac OS.

ServerInternalName

/ Preferences4D / BuildApp / Versioning / Server / ServerInternalName

Accepted values

Internal name (31 characters maximum)

説明

This key is only used under Windows.

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

If this key is omitted and if the [CommonInternalName](#) key is also omitted, the internal name associated with the 4D Server application is used.

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

This key does nothing under Mac OS.

ServerLegalTrademark

/ Preferences4D / BuildApp / Versioning / Server / ServerLegalTrademark

Accepted values

Legal trademark (31 characters maximum)

説明

This key is only used under Windows.

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

If this key is omitted and if the [CommonLegalTrademark](#) key is also omitted, the legal trademarks associated with the 4D Server application are used.

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

This key does nothing under Mac OS.

ServerPrivateBuild

/ Preferences4D / BuildApp / Versioning / Server / ServerPrivateBuild

Accepted values

Private build (31 characters maximum)

説明

This key is only used under Windows.

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

If this key is omitted and if the [CommonPrivateBuild](#) key is also omitted, the private build associated with the 4D Server application is used.

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

This key does nothing under Mac OS.

ServerSpecialBuild

/ Preferences4D / BuildApp / Versioning / Server / ServerSpecialBuild

Accepted values

Special build (31 characters maximum)

説明

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.

アプリケーションビルド設定ファイル - コマンドリスト (文字順)