

4D v16 R5 Release Notes (all products)

January 16th, 2018

Bug Fix List

Available here: http://bugs.4d.fr/fixedbacklist?Version=16_R5

List of the bugs fixed in the previous versions:

- <http://bugs.4d.fr/fixedbacklist?Version=16>
- http://bugs.4d.fr/fixedbacklist?Version=16_R2
- http://bugs.4d.fr/fixedbacklist?Version=16_R3
- http://bugs.4d.fr/fixedbacklist?Version=16_R4

Library Update

CEF: Upgrade to update **301**

zlib: Upgrade to version **1.2.11**

libzip: Upgrade to version **1.2**

libldap: Upgrade to version **2.45**

libsasl: Upgrade to version **2.1.17**

Windows 10 (1709) and High DPI screens (HDPI)

4D Write and 4D View plugins are not certified for HDPI screens on Windows 10 (1709).

4D recommends to use the 64-bit product line (i.e. 4D Write Pro and 4D View Pro) for HDPI screens used with Windows 10 (1709).

Focus with system WebArea when using 4D 32-bit on macOS High Sierra (10.13)

When not using the embedded engine, the web area may not retrieve the focus properly after 4D goes to the background and back to the foreground.

We have reported the bug to Apple. While we wait for the fix from Apple, we recommend using the 4D 64-bit product line on MacOS 10.13.

PDF rendering in web area when using 4D 32-bit on macOS High Sierra (10.13)

The web area sometimes fails to display a PDF file using the system PDF viewer plugin on macOS High Sierra (10.13).

We have reported the bug to Apple. While we wait for the fix from Apple, we recommend using the 4D 64-bit product line on MacOS High Sierra (10.13).