

4D v16.0 Release Notes (all products)

January 10th, 2017

Bug Fixed List

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

4D Pop and 4D SVG Area distribution

4D Pop and 4D SVG Area are now available at this URL <http://download.4d.com/Components/4Dv16/>

Cache size limit of 4D 32-bit versions on macOS

To increase the stability of your application using 4D 32-bit on macOS, especially Sierra, the maximum cache size has been reduced from 2.3Gb to 1.5Gb. For those who want to benefit from a larger cache you should use the 64-bit macOS version, where the maximum cache size is unlimited and your application will benefit from the improved performance of the new cache manager of 4D v16.

Preview Version

4D Developer Edition and 4D Volume Desktop v16.0 Windows 64-bit are “Preview” versions. Please use them for development purpose only. They are especially delivered to allow plug-in developers to test and adjust their products, as these are the first “Altura-free” releases. Final and production ready versions are expected to be released with 4D v16 R2 and following R-releases. As a result, Windows 64-bit versions of 4D Developer Edition and 4D Volume Desktop will not be available anymore in future 4D v16.x (such as 16.1/16.2) releases.

Library Update

Open SSL: 1.0.2h
ICU: 56.1

Known Issue

XML commands thread safety will be available in the next minor release of v16.