

# 4D v16 R3 Release Notes (all products)

June 28<sup>th</sup>, 2017

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## Bug Fixed List

Available here: [http://bugs.4d.fr/fixedbacklist?Version=16\\_R3](http://bugs.4d.fr/fixedbacklist?Version=16_R3)

List of the bug fixed in the previous versions:

- [http://bugs.4d.fr/fixedbacklist?Version=16\\_R2](http://bugs.4d.fr/fixedbacklist?Version=16_R2)
- <http://bugs.4d.fr/fixedbacklist?Version=16>

## ‘Altura-free’ 4D 64-bit product line on Windows

Mac2Win/Altura legacy library has been removed from 4D Developer Edition and 4D Volume Desktop Windows 64-bit since 4D v16 R2.

The entire 64-bit Windows product line will be ‘Altura-free’, once when we will have achieved the same process on 4D Server in a coming R-release.

For more details, please read this post on [4D blog](#).

## Change of behaviour in execution of external file

Starting with 4D v16 R3, the execution of external file references, used in XML entities, is disabled by default for both DOM and SAX XML parser to enhance security.

In case you need to allow external file reference execution (as in previous versions), you can still use the following syntax:

**XML SET OPTIONS** ("";XML external entity resolution;XML enabled)