

Active4D 2.0

Read the manual!

2.0fc2 - 3 December 2001

- If the **On Session Start** event handler is defined, a session will always be created, even if nothing is stored in the session within the event handler. This allows a redirect within the handler to always work.
- The **lowercase** command would crash horribly. This has been fixed.
- Added a new command, **clear array**, which resizes one or more arrays to zero.
- If an invalid character was passed in the query string to the **A4D Execute text** or **A4D Execute BLOB** command, an alert would appear and Active4D would be disabled. Now Active4D correctly just returns the error status.
- If the web folder did not exist, **A4D Get root** and **get root** would return a path without a trailing '/'. These commands now always return a path with a trailing '/', even if the web folder does not exist.
- Added a new config option, "client is web server". If Active4D is running under Client and this option is set to false, Active4D is disabled. This option corresponds to the `ioClientIsWebServer` parameter in **A4D__INIT HOOK**.
- Fixed the DNS lookups in the ITK and TCPsd shells to only return dotted notation.
- If a control structure is not terminated correctly, Active4D now reports the expected terminator, rather than the expected initiator. So if **End case** is found terminating an **If** clause, Active4D will say "Expecting Else or End if" instead of saying "End case without matching Case". This makes it easier to find out what the error actually is.
- The Active4D folder will now be found in the Client application directory when running under Client.
- Multiple-choice lists would under some circumstances not work correctly or cause a crash. This has been fixed.

2.0fc1 - 19 November 2001

- Active4D has been Carbonized! It runs with 6.7.6b1 under Mac OS 9 and Mac OS X. Since the web server has not yet been enabled in 6.7.6 under Mac OS X, there isn't much you can do. But it works fine under Mac OS 9.
- Non-existent directories or files used in document commands were returning an error code of -54 (Attempt to open locked file for writing.) instead of -43 (File not found) or -120 (Directory not found). This has been fixed.
- If an attempt is made to access a directory that is not considered safe, `A4D_Error` will contain -46 (Volume is locked by an application.) instead of -54 (Attempt to open locked file for writing.). This is hopefully a better clue as to what is going on.
- For completeness, **globals has**, **form variables has**, and **query params has** commands have

been added.

- Added **write blob** command to allow writing of graphics (and files) created outside of Active4D.
- Added **day of year** and **week of year** commands.
- Added new commands for converting from the local time to UTC (aka GMT): **get utc delta**, **local time to utc**, **utc to local time**, **local datetime to utc**, **utc to local datetime**.
- Added a full suite of **timestamp** commands. See the documentation for information.
- **directory of path** has been renamed **directory of**.
- **filename of path** has been renamed **filename of**.
- **get filename extension** has been renamed **extension of**.
- If QuickTime was not installed on the Mac, Active4D would not load. This has been fixed.
- **QUERY SELECTION** would not work when searching for an empty string. This has been fixed.
- If a file upload command is given a reference to a non-existent upload, OK is set to zero and A4D_Error is set to -43 (file not found).
- When using **A4D Execute text** and **A4D Execute BLOB**, the root directory is set according to **VirtualHosts.ini** and the “root” option in Active4D.ini.
- If **Test path name** is used on an alias (shortcut on Windows), the alias is resolved first, then the test is applied.
- A low level routine was broken that caused **copy upload** and most document commands to misbehave. This has been fixed.
- Limited support has been added for the Shift_JIS Japanese character set. If running on a Japanese system, the platform charset, output charset and content charset default to **A4D Charset Shift_JIS**, and the output encoding defaults to “none”. Internal routines were modified to properly handle Shift_JIS literal strings, form variables and query params if the platform charset is Shift_JIS.
- When the server was restarted from within 4D, the config files were not reparsed.
- The Prefs dialog would show “Unlimited” time left if an OEM license was run in interpreted mode. In actual fact an OEM license in interpreted mode only has one hour. The dialog nows correctly shows the time left.
- A small bug in the console has been fixed.
- Added \$err to **C_LONGINT** declaration in **A4D_ITK CLOSER**.
- **A4D__INIT HOOK** and **A4D__SSL HOOK** have been moved out of the Active4D group.
- Documentation was missing for some commands and has been added.

2.0b6 - 7 November 2001

- Active4D will now follow directory and file aliases on Mac and Windows. For directories, either the directory must be the target or the target file must be in an aliased directory. Directories in the middle of a path may not be aliases.
- Added the **ORDER BY FORMULA** command.
- Output encoding modes have been drastically changed to make them much more useful. Please read the documentation for “set output encoding” to see how it works now.
- The frames demo was broken. It has been fixed.
- The frame and session demo folders have been renamed to “demo_frames” and “demo_sessions”.
- Active4D always parses a query string if it is part of the URL. There is a bug in **GET WEB FORM VARIABLES** that this avoids.
- The “default page” option in Active4D.ini was broken. It now works again.
- Fixed a bunch of problems with the Session Monitor dialog when running under Client/Server.
- The 4D 6.7 shell now gets the host port number directly from the database parameter.
- Clarified and added some stuff in the documentation.

2.0b5 - 30 October 2001

- **SPEED!!!** This version is almost **twice as fast** as b4 -- no joke!
- Completely new shells for use with 4D 6.5, 4D 6.7, ITK and TCP Server Deux, with matching Insider libraries.
- The ITK shell has been completely rewritten to use the latest techniques. Christian Quest will be helping me to further enhance it.
- **dump locals** now shows the contents of an array.
- **include into(inPath; outDest)** This is a new command that allows you to include a file and place the entire resulting output into outDest. See the documentation for more info.
- **execute(inExpression)** New command. See the documentation for more info.
- Fixed numerous problems with the web server.
- The documentation is pretty much complete, I just need to document the session editor and session monitor.
- All hard-coded strings were moved to resources for easy localization.
- Increased the possible length of the library extension to a dot plus 5 characters.

- Added the ability to restart the server without quitting and restarting 4D.
- **A4D SET ROOT** has been added.
- **A4D Execute stream request** will now return the request method, requested URL, HTTP version, and request headers if you pass two text arrays at the end of the call.
- Fixed a bug where a comment followed '-' alone would cause the next line to be skipped.
- A default path for cookies was not being sent, causing some browsers to not recognize them. This messed up session management.
- If an error occurs during loading of the Active4D library at startup, an error message is written to the debug console. Likewise, if an error occurs during refresh of a library that has already been loaded, an error message is written to the debug console.
- The **query** command has been extended to support the full (undocumented) syntax allowed by 4D. See the documentation for more info.
- **get upload size** now returns -1 if the upload does not exist. Previously it returned zero if the upload did not exist, which is not a true test for existence since the user could upload an empty file.
- The cryptography commands **md5**, **blowfish encrypt** and **blowfish decrypt**, along with their matching 4D counterparts, have been removed pending a redesign (and great expansion) of the cryptography capabilities.
- **html to native path** and **native to html path** have been renamed to **url to native path** and **native to url path** to be consistent with the terminology used throughout my docs.

Read the manual!

The first thing you should do is to read the Active4D 2 Reference from beginning to end. It is important for you to get a feeling for the awesome power and scope of this new product.

Read the manual!

As the Active4D pioneers, I am counting on you to help spread the word of what a revolution this product is. If you like it, say so on the NUG. I would like to generate a lot of anticipation for my demos at the Summit.

I look forward to your comments, suggestions, and bug reports. Have fun! Did I mention that you should read the manual?

- Aparajita :-)