

ogDevTools



Programmer's guide

Component's programmer data sheet

IN PROGRESS

Release	Version	Date	Rédacteur	Commentaires
Initial		18 janvier 2023	OG	First version



from v19 R6, project mode

Protée
IT, app design

Protée sarl
31, rue Sainte-Marthe
31000 TOULOUSE

Tél : 0970 46 56 46
Mob : 06 3718 5941
www.protee.org / info@protee.org



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Overview

Introduction

The **ogDevTools** component is designed to help the developer in its daily routine, with functionalities not available in the regular 4D product. It gives some meta interfaces too, with high level interaction with your database. It integrates a new widget and interface for project database, in order to see, analyse and drag&drop items between your project databases.

In this documentation, you will learn how to use the embedded widgets, and methods provided in it. Right now, only one widget is available.



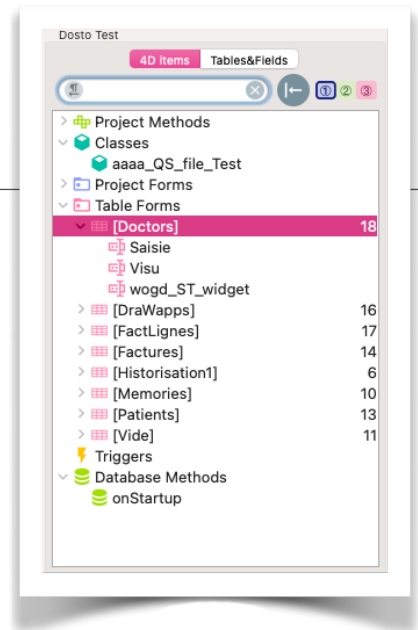
Widgets

Database explorer

« wod_gnanam_db » widget

Description

The widget allows to see all the items and documentation in a particular database path. It allows to see on disk, delete, and drag&drop between two widgets for copying. The drag pasteboard also contains a text instance to copy in text area (item, or field). This is a must!



gnanam_db		
property	Type	Description
label	num	If not empty, label is displayed in a group for the widget.
is_tab	boolean	If true, display the tabs for 4D items, and Tables&Fields
is_level_left	boolean	If true, levels selector displayed on left, else on right.
page	num	Default page. Needs a redraw.
level	num	Level break displayed. Needs a redraw.
db_path	text	Path to a database folder.
is_editable	boolean	Editable if true.
ptr_external	pointer	direct pointer to value if not nil

Once loaded, a lazy load is done. [vJ_widget].catalog is created.

But if one already exists, no database parse is made. You must remove this object (:=null) to get a new parse of the given db path.

All generic methods are « wod_ ».