



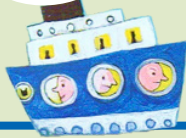
ogTools

4D component, from v16

ogTools is a component dedicated to programmer who wants to quickly develop and diffuse, with ease and efficiency, cutting edge interface for databases in 4D. This product makes extensive use of modern 4D features such as objects.

A 4D Component developer's "must have" on its every day's work

We are excited to present ogTools 1.0, the first public release



Bilingual for now

French, English, other on demand

As a programmer, I want

- not reinvent the world at every need!
- not to look for libraries that are always used!
- more advanced features than done for occasional needs

in order to get

- a clearer base, with fewer methods
- a simpler databases update: one component to change
- amazing widgets and features always used, on hand!
- 25 years of business experience put in a piece of code: ogTools!



color

- 4D and MD (material design) spaces, for single and twin colors. Huge set of methods for managing colors.



picker

- for colors, io, day(s), date(s), time(s), period, year, year month, year week, search(s), rotators, **popup**, **calendar**.



io

- dialog, confirm, three buttons, notification, progress.



window

- Manage positioning of windows in screen, depending of available space.



json

- a pannel to edit all properties of ogTools pickers and widgets.



rc

- Allows easy implementation of filter for lists, with single or multiple choice.



Objects "4D"

[ogTools HDI available on web site](#)

Objects based component

The use of objects allows the use of plenty parameters for widgets, pickers and managers.

- **Widget:** the basic flat graphical module, and the last end point. Example a calendar.
- **Picker:** an object which will open a form containing a widget. Example a date picker.
- **Manager :** some functionalities without ant interface. Example window manager.

In addition we introduce the notion, like in java, of « overload » which provides a very powerful way to change the parameters. This object given technology by 4D makes possible to design a totally generic component, with no use of any process variable, for a benefice in memory.

Multi instances

Each widget and picker has a general interprocess parameter object. This interprocess object is of course modifiable, either directly or by overload.

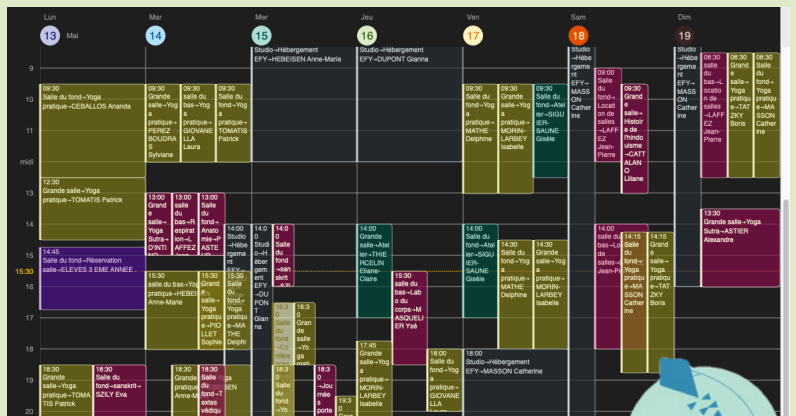
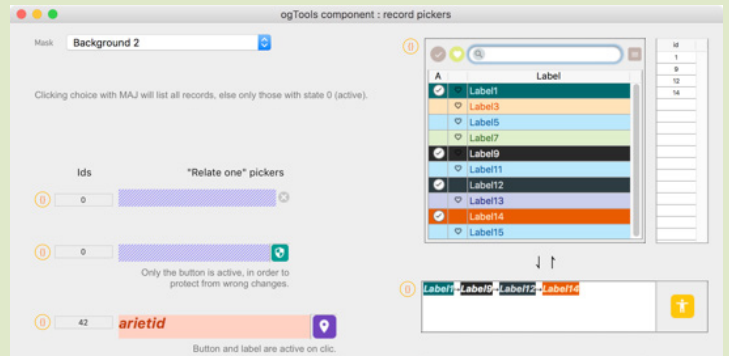
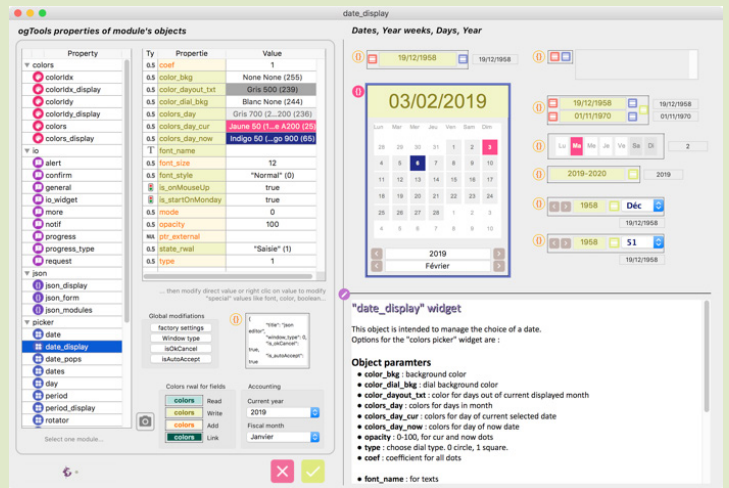
Each created instance copies and works with a new duplicate set of parameters.

This instance object is obviously modifiable to have as instances as different behaviors.

It is possible to send a partial object to the instance, and by the « overload » mechanism, the settings will only be updated with the partial object sent, others remained unchanged.

Layout

The widgets and pickers are all drawable in the form according to your wishes. The content will be fully resized to the area you have chosen for your instance.



Licensing & Pricing

ogTools has a very simple licensing scheme:

- € 400 per platform (Mac or Windows)
- € 600 if both platforms are purchased at once (Mac and Windows)

Both licenses allow unlimited deployment for compiled version (monoposte or server engine).



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