

4Update

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4Update is a 4th Dimension External that updates the screen correctly on the rare occasion that 4th Dimension fails to do it itself. An example of this is documented below using ACIUS' MiniFans application.

Installation

1. You can install 4Update in two different ways:
 - A. You can install 4Update directly into your application database or 4D application by using the 4D External Mover. If you only want it installed in a specific database application, choose the respective **databasename.res** file and install it there. Remember to hold down the option key when opening the **.res** file, otherwise, it will not show up in the choose-file dialog box.
 - B. Your other choice is to rename the **4Update** file to **Proc.ext** (type it exactly, since 4D specifically looks for that filename) and put it into your System Folder so it's available for all the 4D applications.

Usage

Just place the procedure name **Update** on a separate line like the following:

Example: **Update**

Notes

4Update, as described previously, will fix some cases of redraw problems that may occur occasionally. If you have MiniFans, this problem can be duplicated as follows:

1. Launch ACIUS' MINIFans
2. Quit and enter the Design Environment
3. Edit the global procedure `myRedraw`
4. Comment out all the code by placing the character ``` at the beginning of each line
5. Enter the Custom Environment
6. Select the menu item Show All
7. Select the menu item *Fan* Letter
8. Type some words and click on the Print button. (When the print settings come up, choose

Preview On Screen so you don't need to waste time, energy and paper.)

9. When finished printing, click on the Done button in the Compose Letter window.

Now, because we commented out the code in the **MyRedraw** procedure, the screen will be messed up! Notice the edges, scroll bars, etc.

If you place our **Update** external procedure in where the **MyRedraw** procedure code used to be, all will be well.

Final Comments

NOTE! Most 4D users/developers/etc. won't need to use **4Update** unless you're having redraw problems. As well, there are internal work-arounds for it. However... if you are having a redraw problem similar to the one described above, this is the quickest and easiest way to correct it.

That's it! Feel free to use this external and also feel free, should you be so inclined, to send us any amount of money that you feel is appropriate. This is not a requirement, but when the ACIUS Radio Control Race Car 500 takes place, we want NIC to have the winning vehicle! Send any and all donations to:

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Have a blast.