

## ObjectTools 5.1r1

ObjectTools 5.1 is a bundle that contains macOS (Intel/Apple Silicon 64-bit) and Windows versions (32/64-bit) for use with 4D v16+ on macOS 10.10.5+ or Windows 7 SP1+.

ObjectTools 5.1 runs in Unicode mode, which means that it fully supports Unicode text throughout.

### IMPORTANT NOTES

- Blobs saved with OT ObjectToBLOB/OT ObjectToNewBLOB are **not** backward compatible with versions of ObjectTools earlier than v3.x.
- Do not attempt to use OT GetBLOB or OT ObjectToBLOB either with a BLOB field or a dereferenced pointer to a BLOB field. Use the OT GetNewBLOB or OT ObjectToNewBLOB commands, or use a temporary variable and then assign the variable to the field.
- You may pass an element of a 2D array as an array parameter with OT PutArray but not with OT GetArray. You have to use a separate 1D array and copy the 2D array element from that.

### v5.1r1

- The minimum 4D version is v16.0.
- Now 64-bit only on macOS.
- Now runs on Apple Silicon (e.g. M1).

### v5.0r2

- Notarized the plugin so there should be no problem running it on macOS Catalina.

### v5.0r1

- Now runs in 64-bit mode on macOS.
- Now runs on 4D v15r2+.
- [1167] The error handler has been enhanced with two more parameters: the object reference and the item tag that were being used at the time the error occurred. **NOTE:** You **must** update your error handler methods to add the two new parameters. See the OT SetErrorHandler documentation for more information.

#### **v4.1r4**

- Packaged correct runtime DLLs.

#### **v4.1r3**

- Recompiled with Visual Studio 2013.
- Replaced deprecated calls on Windows

#### **v4.1r2**

- Recompiled with Xcode 6 and latest support libs.

#### **v4.1r1**

- Previously, things would fail on Windows if the user directory or database directory had non-ASCII characters in the full path. This has been fixed.
- Added support for time/blob arrays when running with 4D v14+.
- Added **OT PutTime** and **OT GetTime** commands.

#### **v4.0r4**

- Fixed a condition where resource files were not released when the plugin was unloaded but 4D did not quit.

#### **v4.0r3**

- Updated libraries, recompiled with Xcode 4 to fix crashes with Active4D exchange.

#### **v4.0r2**

- Fixed a crash in OT GetAllNamedProperties.

#### **v4.0r1**

- True 64-bit support has been implemented and is included with the plugin.
- Added support for Active4D interchange.
- Fixed a bug that prevented ObjectTools from starting up under 4D Remote when the user logged in using a network account.

#### **v3.0r5**

- Fixed some 64-bit issues with serialization, fixed a leak when deserializing picture

arrays.

#### **v3.0r4**

- Mostly internal changes necessary to support v12 64-bit Server.

#### **v3.0r3**

- This was an internal version that was never released publicly.

#### **v3.0r2**

- Fixed a crash when using OT GetArray with a non-empty text array.
- Adding missing Windows DLLs.

#### **v3.0r1**

- Fixed a crash when using OT GetVariable with a nil pointer.

#### **v3.0b1**

- A new method has been added, OT GetAllNamedProperties, which allows you to directly get the properties of an embedded object.
- OT CompareItems compares arrays element by element for equality.
- Basic information about ObjectTools' internal environment is now logged.

#### **Support**

ObjectTools support is via the 4D\_tech mailing list. In addition, you may report bugs here:

<http://www.aparajitaworld.com/tracker>