

Conversion Tools - Feature #11742

implement a fully featured Debug Adapter Protocol (DAP) server for 4GL code (in FWD)

08/13/2026 10:05 AM - Greg Shah

Status:	New	Start date:	
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		reviewer:	
billable:	No	production:	No
vendor_id:	GCD	env_name:	
case_num:		topics:	
version_reported:			
version_resolved:			
Description			
Related issues:			
Related to Conversion Tools - Feature #11355: VSCode extension			New
Related to Conversion Tools - Feature #11741: implement a fully featured Lang...			New

History

- #1 - 08/13/2026 10:06 AM - Greg Shah

- Subject changed from implement a fully featured Debug Adapter Protocol server for 4GL code (in FWD) to implement a fully featured Debug Adapter Protocol (DAP) server for 4GL code (in FWD)
- The [Debug Adapter Protocol](#) is a platform independent protocol for separating the debugging back-end from the debugger UI. As such it allows the same back-end debugging support to be used by multiple IDEs.

It is an open standard, originally created by Microsoft for the VSCode product. It is being adopted by multiple IDEs now and it is a kind of companion to the Language Server Protocol.

It is required to be built for our VSCode extension in [#11355](#).
- #2 - 08/13/2026 10:06 AM - Greg Shah

- Related to Feature #11355: VSCode extension added
- #3 - 08/13/2026 10:06 AM - Greg Shah

- Related to Feature #11741: implement a fully featured Language Server Protocol (LSP) server for 4GL code added