User Interface - Feature #12031

embedded mode developer improvements

10/20/2026 10:27 AM - Greg Shah

Status:	New	**Start date:**	
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:			
billable:	No	**reviewer:**	
vendor_id:	GCD	**production:**	No
case_num:		**env_name:**	
version_reported:		**topics:**	
version_resolved:			

Description

History

#1 - 10/20/2026 10:31 AM - Greg Shah

The current embedded mode development environments require a build step and then a restart of the server to pick up changes. Here is what we are need as the next steps:

1. We build changes in FWD to support a dev mode. Among other things it will pick up changes without a server restart.

2. Map embedded mode into our dev container approach. This is primarily DevOps work. We need to place the code and cfg on the host where it can be edited and even conversion can be run. The application then runs in the dev container using the contents from the host. Combined with the changes from item 1 above, this will make embedded mode development much faster.

#2 - 10/20/2026 10:36 AM - Paula Păstrăguș

Greg Shah wrote:

> 1. We build changes in FWD to support a dev mode. Among other things it will pick up changes without a server restart.

Are you referring to JS, CSS, or HTML changes here, or also 4GL changes? For 4GL changes to take effect, a reconversion and a server restart are mandatory.

#4 - 10/20/2026 11:20 AM - Greg Shah

Paula Păstrăguș wrote:

> Greg Shah wrote:

1. We build changes in FWD to support a dev mode. Among other things it will pick up changes without a server restart.

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I'm talking about the web side here (JS, CSS, or HTML changes).

#5 - 10/20/2026 11:27 AM - Constantin Asofiei

For development mode - the FWD server must support loading the web resources (JS, CSS, etc) from the filesystem, and not jar. Once we have this, it will be possible to change these files (for embedded mode) while the FWD server is running.

Also, it may be possible to do this even in docker, if a host folder is mounted in the docker container, and the FWD server reads the resources from there.