



Omnis Developer Conference

Der Weg nach vorn. Die Omnis Roadmap

April 2024 – März 2026

Peter Kelly

Omnis: Road Map

Q1 – 2024/25



April 2024

- Studio Now
Rev 36849

Mai 2024

- Studio Now
Rev 37038

Juni 2024

- Studio Now
Rev 37255
- Studio 11.1
- PDF/UA
- Java Worker
- Remote Objects on Server
- Markdown
- UserConfig
- Position Assistant
- Find & Replace

Omnis: Road Map

Q2 – 2024/25



Juli 2024

- Studio Now
Rev 38349

August 2024

- Studio Now
Rev 38642
- macOS Tree
Restrukturierung
- Deployment Tool 1.1

September 2024

- Studio Now
Rev 38721
- macOS Sequoia

Omnis: Road Map

Q3 – 2024/25



Oktober 2024

- Studio Now
- noCode Prerelease

November 2024

- Studio Now
- JS Subform Set Panels
- JS Clipboard Support

Dezember 2024

- Studio Now
- PDF Printing Erweiterungen
\$embedfile() und \$embeddata()

Omnis: Road Map

Q4 - 2024/25



Januar 2025

- Studio Now
- Method Editor
Bookmarks

Februar 2025

- Studio Now
- Neue Funktionen
idletime(), Fileops, OREGEX & mehr

März 2025

- Studio Now
- PDF Enterable Report Fields

Omnis: Road Map

Q1 - 2025/26



April 2025

- Studio Now
- Omnis AI Workers
OpenAI, Gemini, Anthropic

Mai 2025

- Studio Now
- JS Border Icons

Juni 2025

- JS Scroll Shadows für Listen

Omnis: Road Map

Q2 - 2025



Juli 2025

- **Studio 11.2**
Allgemeines Release
- Subscription License
Unterstützung für
Abonnement-Modell

August 2025

- Studio Now
- User Component Store
- Updated Desktop Controls

September 2025

- Studio Now
- noCode 1.0
- Apple Intelligence
Writing Tools
- Apple Intelligence
Image Playground

Omnis: Road Map

Q3 - 2025



Oktober 2025

- Studio Now
- Omnis dbGo
- Erweiterte Dark Mode-Unterstützung (Windows 11)

November 2025

- Studio Now
- Initial Gesture Support

Dezember 2025

- Studio Now
- Biometric Support
- Vertical Report Sizing

Omnis: Road Map

Q4 - 2025/26



Januar 2026

- Studio Now
- Method Editor Groups
- Stripe - Payment Worker

Februar 2026

- Studio Now
- Environment Workspaces
- Deployment Tool v2

März 2026

- Studio Now
- Column View Container

Nach März 2026...

MDI erste Schritte, Fortlaufende AI-Untersuchung, Verbessertes Rendering



Thank you

Any Questions, Comments?