



Omnis Developer Conference

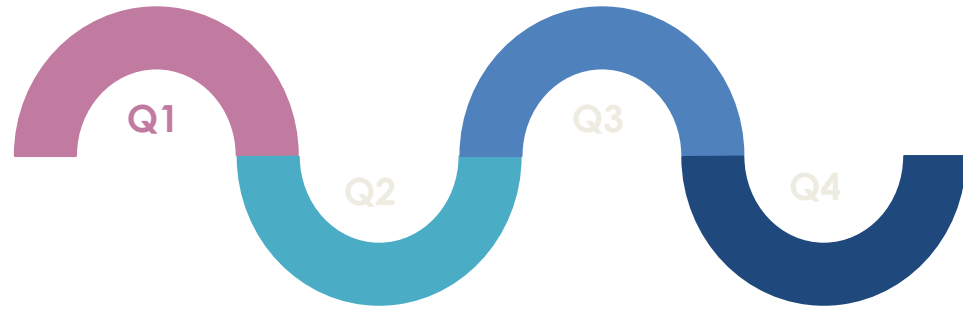
The Road Ahead. Omnis Roadmap

April 2024 – March 2026

Peter Kelly

Omnis: Road Map

Q1 – 2024/25



April 2024

- Studio Now
Rev 36849

May 2024

- Studio Now
Rev 37038

June 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



July 2024

- Studio Now
Rev 38349

August 2024

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

September 2024

- Studio Now
Rev 38721
- macOS Sequoia

Omnis: Road Map

Q3 – 2024/25



October 2024

- Studio Now
- noCode Prerelease

November 2024

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

December 2024

- Studio Now
- PDF Printing Enhanced
\$embedfile() and \$embeddata()

Omnis: Road Map

Q4 - 2024/25



January 2025

- Studio Now
- Method Editor Bookmarks

February 2025

- Studio Now
- New functions
idletime(), Fileops, OREGEX & More

March 2025

- Studio Now
- PDF Enterable Report Fields

Omnis: Road Map

Q1 - 2025/26



April 2025

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

May 2025

- Studio Now
- JS Border Icons

June 2025

- JS Scroll Shadows for lists

Omnis: Road Map

Q2 - 2025



July 2025

- **Studio 11.2 General Release**
- Subscription License support

Aug 2025

- Studio Now
- User Component Store
- Updated Desktop Controls

Sep 2025

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

Omnis: Road Map

Q3 - 2025



Oct 2025

- Studio Now
- Omnis dbGo
- Enhanced Dark mode Support (Windows 11)

Nov 2025

- Studio Now
- Initial Gesture Support

Dec 2025

- Studio Now
- Biometric Support
- Vertical Report Sizing

Omnis: Road Map

Q4 - 2025/26



Jan 2026

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

Feb 2026

- Studio Now
- Environment Workspaces
- Deployment Tool v2

Mar 2026

- Studio Now
- Column View Container

Beyond Mar 2026...

MDI Initial Steps, Ongoing AI research, Improved rendering



Thank you

Any Questions, Comments?