

Free Component Library (FCL):  
Reference guide.

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Reference guide for FCL units.  
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# Contents

0.1	Overview	65
<b>1</b>	<b>Reference for unit 'ascii85'</b>	<b>66</b>
1.1	Used units	66
1.2	Overview	66
1.3	Constants, types and variables	66
1.3.1	Types	66
1.4	TASCII85DecoderStream	67
1.4.1	Description	67
1.4.2	Method overview	67
1.4.3	Property overview	67
1.4.4	TASCII85DecoderStream.Create	67
1.4.5	TASCII85DecoderStream.Decode	68
1.4.6	TASCII85DecoderStream.Close	68
1.4.7	TASCII85DecoderStream.ClosedP	68
1.4.8	TASCII85DecoderStream.Destroy	68
1.4.9	TASCII85DecoderStream.Read	69
1.4.10	TASCII85DecoderStream.Seek	69
1.4.11	TASCII85DecoderStream.BExpectBoundary	69
1.5	TASCII85EncoderStream	69
1.5.1	Description	69
1.5.2	Method overview	70
1.5.3	Property overview	70
1.5.4	TASCII85EncoderStream.Create	70
1.5.5	TASCII85EncoderStream.Destroy	70
1.5.6	TASCII85EncoderStream.Write	70
1.5.7	TASCII85EncoderStream.Width	71
1.5.8	TASCII85EncoderStream.Boundary	71
1.6	TASCII85RingBuffer	71
1.6.1	Description	71
1.6.2	Method overview	71

1.6.3	Property overview	71
1.6.4	TASCII85RingBuffer.Write	72
1.6.5	TASCII85RingBuffer.Read	72
1.6.6	TASCII85RingBuffer.FillCount	72
1.6.7	TASCII85RingBuffer.Size	72
<b>2</b>	<b>Reference for unit 'AVL_Tree'</b>	<b>73</b>
2.1	Used units	73
2.2	Overview	73
2.3	TAVLTree	73
2.3.1	Description	73
2.3.2	Method overview	74
2.3.3	Property overview	74
2.3.4	TAVLTree.Find	74
2.3.5	TAVLTree.FindKey	75
2.3.6	TAVLTree.FindSuccessor	75
2.3.7	TAVLTree.FindPrecessor	75
2.3.8	TAVLTree.FindLowest	75
2.3.9	TAVLTree.FindHighest	76
2.3.10	TAVLTree.FindNearest	76
2.3.11	TAVLTree.FindPointer	76
2.3.12	TAVLTree.FindLeftMost	76
2.3.13	TAVLTree.FindRightMost	77
2.3.14	TAVLTree.FindLeftMostKey	77
2.3.15	TAVLTree.FindRightMostKey	77
2.3.16	TAVLTree.FindLeftMostSameKey	77
2.3.17	TAVLTree.FindRightMostSameKey	78
2.3.18	TAVLTree.Add	78
2.3.19	TAVLTree.Delete	78
2.3.20	TAVLTree.Remove	78
2.3.21	TAVLTree.RemovePointer	79
2.3.22	TAVLTree.MoveDataLeftMost	79
2.3.23	TAVLTree.MoveDataRightMost	79
2.3.24	TAVLTree.Clear	79
2.3.25	TAVLTree.FreeAndClear	80
2.3.26	TAVLTree.FreeAndDelete	80
2.3.27	TAVLTree.ConsistencyCheck	80
2.3.28	TAVLTree.WriteReportToStream	80
2.3.29	TAVLTree.ReportAsString	81
2.3.30	TAVLTree.SetNodeManager	81

2.3.31	TAVLTree.Create	81
2.3.32	TAVLTree.Destroy	81
2.3.33	TAVLTree.GetEnumerator	82
2.3.34	TAVLTree.OnCompare	82
2.3.35	TAVLTree.Count	82
2.4	TAVLTreeNode	82
2.4.1	Description	82
2.4.2	Method overview	82
2.4.3	TAVLTreeNode.Clear	83
2.4.4	TAVLTreeNode.TreeDepth	83
2.5	TAVLTreeNodeEnumerator	83
2.5.1	Description	83
2.5.2	Method overview	83
2.5.3	Property overview	83
2.5.4	TAVLTreeNodeEnumerator.Create	83
2.5.5	TAVLTreeNodeEnumerator.MoveNext	84
2.5.6	TAVLTreeNodeEnumerator.Current	84
2.6	TAVLTreeNodeMemManager	84
2.6.1	Description	84
2.6.2	Method overview	84
2.6.3	Property overview	84
2.6.4	TAVLTreeNodeMemManager.DisposeNode	85
2.6.5	TAVLTreeNodeMemManager.NewNode	85
2.6.6	TAVLTreeNodeMemManager.Clear	85
2.6.7	TAVLTreeNodeMemManager.Create	85
2.6.8	TAVLTreeNodeMemManager.Destroy	85
2.6.9	TAVLTreeNodeMemManager.MinimumFreeNode	86
2.6.10	TAVLTreeNodeMemManager.MaximumFreeNodeRatio	86
2.6.11	TAVLTreeNodeMemManager.Count	86
2.7	TBaseAVLTreeNodeManager	86
2.7.1	Description	86
2.7.2	Method overview	87
2.7.3	TBaseAVLTreeNodeManager.DisposeNode	87
2.7.4	TBaseAVLTreeNodeManager.NewNode	87
<b>3</b>	<b>Reference for unit 'base64'</b>	<b>88</b>
3.1	Used units	88
3.2	Overview	88
3.3	Constants, types and variables	88
3.3.1	Types	88

3.4	Procedures and functions	89
3.4.1	DecodeStringBase64	89
3.4.2	EncodeStringBase64	89
3.5	EBase64DecodingException	89
3.5.1	Description	89
3.6	TBase64DecodingStream	89
3.6.1	Description	89
3.6.2	Method overview	90
3.6.3	Property overview	90
3.6.4	TBase64DecodingStream.Create	90
3.6.5	TBase64DecodingStream.Reset	90
3.6.6	TBase64DecodingStream.Read	90
3.6.7	TBase64DecodingStream.Seek	91
3.6.8	TBase64DecodingStream.EOF	91
3.6.9	TBase64DecodingStream.Mode	91
3.7	TBase64EncodingStream	92
3.7.1	Description	92
3.7.2	Method overview	92
3.7.3	TBase64EncodingStream.Destroy	92
3.7.4	TBase64EncodingStream.Flush	92
3.7.5	TBase64EncodingStream.Write	93
3.7.6	TBase64EncodingStream.Seek	93
<b>4</b>	<b>Reference for unit 'BlowFish'</b>	<b>94</b>
4.1	Used units	94
4.2	Overview	94
4.3	Constants, types and variables	94
4.3.1	Constants	94
4.3.2	Types	94
4.4	EBlowFishError	95
4.4.1	Description	95
4.5	TBlowFish	95
4.5.1	Description	95
4.5.2	Method overview	95
4.5.3	TBlowFish.Create	95
4.5.4	TBlowFish.Encrypt	96
4.5.5	TBlowFish.Decrypt	96
4.6	TBlowFishDeCryptStream	96
4.6.1	Description	96
4.6.2	Method overview	96

4.6.3	TBlowFishDeCryptStream.Read	96
4.6.4	TBlowFishDeCryptStream.Seek	97
4.7	TBlowFishEncryptStream	97
4.7.1	Description	97
4.7.2	Method overview	97
4.7.3	TBlowFishEncryptStream.Destroy	97
4.7.4	TBlowFishEncryptStream.Write	98
4.7.5	TBlowFishEncryptStream.Seek	98
4.7.6	TBlowFishEncryptStream.Flush	98
4.8	TBlowFishStream	99
4.8.1	Description	99
4.8.2	Method overview	99
4.8.3	Property overview	99
4.8.4	TBlowFishStream.Create	99
4.8.5	TBlowFishStream.Destroy	99
4.8.6	TBlowFishStream.BlowFish	100
<b>5</b>	<b>Reference for unit 'bufstream'</b>	<b>101</b>
5.1	Used units	101
5.2	Overview	101
5.3	Constants, types and variables	101
5.3.1	Constants	101
5.4	TBufStream	101
5.4.1	Description	101
5.4.2	Method overview	102
5.4.3	Property overview	102
5.4.4	TBufStream.Create	102
5.4.5	TBufStream.Destroy	102
5.4.6	TBufStream.Buffer	103
5.4.7	TBufStream.Capacity	103
5.4.8	TBufStream.BufferPos	103
5.4.9	TBufStream.BufferSize	103
5.5	TReadBufStream	104
5.5.1	Description	104
5.5.2	Method overview	104
5.5.3	TReadBufStream.Seek	104
5.5.4	TReadBufStream.Read	104
5.6	TWriteBufStream	105
5.6.1	Description	105
5.6.2	Method overview	105

5.6.3	TWriteBufStream.Destroy	105
5.6.4	TWriteBufStream.Seek	105
5.6.5	TWriteBufStream.Write	105
<b>6</b>	<b>Reference for unit 'CacheCls'</b>	<b>107</b>
6.1	Used units	107
6.2	Overview	107
6.3	Constants, types and variables	107
6.3.1	Resource strings	107
6.3.2	Types	107
6.4	ECacheError	108
6.4.1	Description	108
6.5	TCache	108
6.5.1	Description	108
6.5.2	Method overview	109
6.5.3	Property overview	109
6.5.4	TCache.Create	109
6.5.5	TCache.Destroy	109
6.5.6	TCache.Add	109
6.5.7	TCache.AddNew	110
6.5.8	TCache.FindSlot	110
6.5.9	TCache.IndexOf	110
6.5.10	TCache.Remove	111
6.5.11	TCache.Data	111
6.5.12	TCache.MRUSlot	111
6.5.13	TCache.LRUSlot	112
6.5.14	TCache.SlotCount	112
6.5.15	TCache.Slots	112
6.5.16	TCache.OnIsDataEqual	112
6.5.17	TCache.OnFreeSlot	113
<b>7</b>	<b>Reference for unit 'contnrs'</b>	<b>114</b>
7.1	Used units	114
7.2	Overview	114
7.3	Constants, types and variables	114
7.3.1	Constants	114
7.3.2	Types	115
7.4	Procedures and functions	118
7.4.1	RSHash	118
7.5	EDuplicate	118
7.5.1	Description	118

---

7.6	EKeyNotFound	118
7.6.1	Description	118
7.7	TBucketList	118
7.7.1	Description	118
7.7.2	Method overview	119
7.7.3	TBucketList.Create	119
7.8	TClassList	119
7.8.1	Description	119
7.8.2	Method overview	119
7.8.3	Property overview	119
7.8.4	TClassList.Add	120
7.8.5	TClassList.Extract	120
7.8.6	TClassList.Remove	120
7.8.7	TClassList.IndexOf	120
7.8.8	TClassList.First	121
7.8.9	TClassList.Last	121
7.8.10	TClassList.Insert	121
7.8.11	TClassList.Items	121
7.9	TComponentList	122
7.9.1	Description	122
7.9.2	Method overview	122
7.9.3	Property overview	122
7.9.4	TComponentList.Destroy	122
7.9.5	TComponentList.Add	122
7.9.6	TComponentList.Extract	123
7.9.7	TComponentList.Remove	123
7.9.8	TComponentList.IndexOf	123
7.9.9	TComponentList.First	124
7.9.10	TComponentList.Last	124
7.9.11	TComponentList.Insert	124
7.9.12	TComponentList.Items	124
7.10	TCustomBucketList	125
7.10.1	Description	125
7.10.2	Method overview	125
7.10.3	Property overview	125
7.10.4	TCustomBucketList.Destroy	125
7.10.5	TCustomBucketList.Clear	125
7.10.6	TCustomBucketList.Add	126
7.10.7	TCustomBucketList.Assign	126
7.10.8	TCustomBucketList.Exists	126



7.10.9	TCustomBucketList.Find	126
7.10.10	TCustomBucketList.ForEach	127
7.10.11	TCustomBucketList.Remove	127
7.10.12	TCustomBucketList.Data	127
7.11	TFPCustomHashTable	127
7.11.1	Description	127
7.11.2	Method overview	128
7.11.3	Property overview	128
7.11.4	TFPCustomHashTable.Create	128
7.11.5	TFPCustomHashTable.CreateWith	129
7.11.6	TFPCustomHashTable.Destroy	129
7.11.7	TFPCustomHashTable.ChangeTableSize	129
7.11.8	TFPCustomHashTable.Clear	129
7.11.9	TFPCustomHashTable.Delete	130
7.11.10	TFPCustomHashTable.Find	130
7.11.11	TFPCustomHashTable.IsEmpty	130
7.11.12	TFPCustomHashTable.HashFunction	130
7.11.13	TFPCustomHashTable.Count	131
7.11.14	TFPCustomHashTable.HashTableSize	131
7.11.15	TFPCustomHashTable.HashTable	131
7.11.16	TFPCustomHashTable.VoidSlots	131
7.11.17	TFPCustomHashTable.LoadFactor	132
7.11.18	TFPCustomHashTable.AVGChainLen	132
7.11.19	TFPCustomHashTable.MaxChainLength	132
7.11.20	TFPCustomHashTable.NumberOfCollisions	132
7.11.21	TFPCustomHashTable.Density	133
7.12	TFPDataHashTable	133
7.12.1	Description	133
7.12.2	Method overview	133
7.12.3	Property overview	133
7.12.4	TFPDataHashTable.Add	133
7.12.5	TFPDataHashTable.Items	134
7.13	TFPHashList	134
7.13.1	Description	134
7.13.2	Method overview	135
7.13.3	Property overview	135
7.13.4	TFPHashList.Create	135
7.13.5	TFPHashList.Destroy	135
7.13.6	TFPHashList.Add	136
7.13.7	TFPHashList.Clear	136

7.13.8	TFPHashList.NameOfIndex	136
7.13.9	TFPHashList.HashOfIndex	136
7.13.10	TFPHashList.GetNextCollision	137
7.13.11	TFPHashList.Delete	137
7.13.12	TFPHashList.Error	137
7.13.13	TFPHashList.Expand	137
7.13.14	TFPHashList.Extract	138
7.13.15	TFPHashList.IndexOf	138
7.13.16	TFPHashList.Find	138
7.13.17	TFPHashList.FindIndexOf	138
7.13.18	TFPHashList.FindWithHash	139
7.13.19	TFPHashList.Rename	139
7.13.20	TFPHashList.Remove	139
7.13.21	TFPHashList.Pack	139
7.13.22	TFPHashList.ShowStatistics	140
7.13.23	TFPHashList.ForEachCall	140
7.13.24	TFPHashList.Capacity	140
7.13.25	TFPHashList.Count	140
7.13.26	TFPHashList.Items	141
7.13.27	TFPHashList.List	141
7.13.28	TFPHashList.Strs	141
7.14	TFPHashObject	141
7.14.1	Description	141
7.14.2	Method overview	142
7.14.3	Property overview	142
7.14.4	TFPHashObject.CreateNotOwned	142
7.14.5	TFPHashObject.Create	142
7.14.6	TFPHashObject.ChangeOwner	142
7.14.7	TFPHashObject.ChangeOwnerAndName	143
7.14.8	TFPHashObject.Rename	143
7.14.9	TFPHashObject.Name	143
7.14.10	TFPHashObject.Hash	143
7.15	TFPHashObjectList	144
7.15.1	Method overview	144
7.15.2	Property overview	144
7.15.3	TFPHashObjectList.Create	144
7.15.4	TFPHashObjectList.Destroy	144
7.15.5	TFPHashObjectList.Clear	145
7.15.6	TFPHashObjectList.Add	145
7.15.7	TFPHashObjectList.NameOfIndex	145

---

7.15.8	TFPHashObjectList.HashOfIndex	146
7.15.9	TFPHashObjectList.GetNextCollision	146
7.15.10	TFPHashObjectList.Delete	146
7.15.11	TFPHashObjectList.Expand	146
7.15.12	TFPHashObjectList.Extract	147
7.15.13	TFPHashObjectList.Remove	147
7.15.14	TFPHashObjectList.IndexOf	147
7.15.15	TFPHashObjectList.Find	147
7.15.16	TFPHashObjectList.FindIndexOf	148
7.15.17	TFPHashObjectList.FindWithHash	148
7.15.18	TFPHashObjectList.Rename	148
7.15.19	TFPHashObjectList.FindInstanceOf	148
7.15.20	TFPHashObjectList.Pack	149
7.15.21	TFPHashObjectList.ShowStatistics	149
7.15.22	TFPHashObjectList.ForEachCall	149
7.15.23	TFPHashObjectList.Capacity	149
7.15.24	TFPHashObjectList.Count	150
7.15.25	TFPHashObjectList.OwnsObjects	150
7.15.26	TFPHashObjectList.Items	150
7.15.27	TFPHashObjectList.List	150
7.16	TFPObjectHashTable	151
7.16.1	Description	151
7.16.2	Method overview	151
7.16.3	Property overview	151
7.16.4	TFPObjectHashTable.Create	151
7.16.5	TFPObjectHashTable.CreateWith	151
7.16.6	TFPObjectHashTable.Add	152
7.16.7	TFPObjectHashTable.Items	152
7.16.8	TFPObjectHashTable.OwnsObjects	152
7.17	TFPObjectList	153
7.17.1	Description	153
7.17.2	Method overview	153
7.17.3	Property overview	153
7.17.4	TFPObjectList.Create	153
7.17.5	TFPObjectList.Destroy	154
7.17.6	TFPObjectList.Clear	154
7.17.7	TFPObjectList.Add	154
7.17.8	TFPObjectList.Delete	155
7.17.9	TFPObjectList.Exchange	155
7.17.10	TFPObjectList.Expand	155

7.17.11 TFPObjectList.Extract . . . . .	155
7.17.12 TFPObjectList.Remove . . . . .	156
7.17.13 TFPObjectList.IndexOf . . . . .	156
7.17.14 TFPObjectList.FindInstanceOf . . . . .	156
7.17.15 TFPObjectList.Insert . . . . .	157
7.17.16 TFPObjectList.First . . . . .	157
7.17.17 TFPObjectList.Last . . . . .	157
7.17.18 TFPObjectList.Move . . . . .	157
7.17.19 TFPObjectList.Assign . . . . .	158
7.17.20 TFPObjectList.Pack . . . . .	158
7.17.21 TFPObjectList.Sort . . . . .	158
7.17.22 TFPObjectList.ForEachCall . . . . .	159
7.17.23 TFPObjectList.Capacity . . . . .	159
7.17.24 TFPObjectList.Count . . . . .	159
7.17.25 TFPObjectList.OwnsObjects . . . . .	159
7.17.26 TFPObjectList.Items . . . . .	160
7.17.27 TFPObjectList.List . . . . .	160
7.18 TFPStringHashTable . . . . .	160
7.18.1 Description . . . . .	160
7.18.2 Method overview . . . . .	160
7.18.3 Property overview . . . . .	161
7.18.4 TFPStringHashTable.Add . . . . .	161
7.18.5 TFPStringHashTable.Items . . . . .	161
7.19 THTCustomNode . . . . .	161
7.19.1 Description . . . . .	161
7.19.2 Method overview . . . . .	161
7.19.3 Property overview . . . . .	161
7.19.4 THTCustomNode.CreateWith . . . . .	162
7.19.5 THTCustomNode.HasKey . . . . .	162
7.19.6 THTCustomNode.Key . . . . .	162
7.20 THTDataNode . . . . .	162
7.20.1 Description . . . . .	162
7.20.2 Property overview . . . . .	163
7.20.3 THTDataNode.Data . . . . .	163
7.21 THTObjectNode . . . . .	163
7.21.1 Description . . . . .	163
7.21.2 Property overview . . . . .	163
7.21.3 THTObjectNode.Data . . . . .	163
7.22 THTOwnedObjectNode . . . . .	163
7.22.1 Description . . . . .	163

7.22.2	Method overview	164
7.22.3	THTOwnedObjectNode.Destroy	164
7.23	THTStringNode	164
7.23.1	Description	164
7.23.2	Property overview	164
7.23.3	THTStringNode.Data	164
7.24	TObjectBucketList	164
7.24.1	Description	164
7.24.2	Method overview	165
7.24.3	Property overview	165
7.24.4	TObjectBucketList.Add	165
7.24.5	TObjectBucketList.Remove	165
7.24.6	TObjectBucketList.Data	165
7.25	TObjectList	166
7.25.1	Description	166
7.25.2	Method overview	166
7.25.3	Property overview	166
7.25.4	TObjectList.create	166
7.25.5	TObjectList.Add	166
7.25.6	TObjectList.Extract	167
7.25.7	TObjectList.Remove	167
7.25.8	TObjectList.IndexOf	167
7.25.9	TObjectList.FindInstanceOf	168
7.25.10	TObjectList.Insert	168
7.25.11	TObjectList.First	168
7.25.12	TObjectList.Last	168
7.25.13	TObjectList.OwnsObjects	169
7.25.14	TObjectList.Items	169
7.26	TObjectQueue	169
7.26.1	Method overview	169
7.26.2	TObjectQueue.Push	169
7.26.3	TObjectQueue.Pop	170
7.26.4	TObjectQueue.Peek	170
7.27	TObjectStack	170
7.27.1	Description	170
7.27.2	Method overview	170
7.27.3	TObjectStack.Push	170
7.27.4	TObjectStack.Pop	171
7.27.5	TObjectStack.Peek	171
7.28	TOrderedList	171

7.28.1	Description	171
7.28.2	Method overview	172
7.28.3	TOrderedList.Create	172
7.28.4	TOrderedList.Destroy	172
7.28.5	TOrderedList.Count	172
7.28.6	TOrderedList.AtLeast	173
7.28.7	TOrderedList.Push	173
7.28.8	TOrderedList.Pop	173
7.28.9	TOrderedList.Peek	173
7.29	TQueue	174
7.29.1	Description	174
7.30	TStack	174
7.30.1	Description	174
<b>8</b>	<b>Reference for unit 'CustApp'</b>	<b>175</b>
8.1	Used units	175
8.2	Overview	175
8.3	Constants, types and variables	175
8.3.1	Types	175
8.3.2	Variables	176
8.4	TCustomApplication	176
8.4.1	Description	176
8.4.2	Method overview	176
8.4.3	Property overview	177
8.4.4	TCustomApplication.Create	177
8.4.5	TCustomApplication.Destroy	177
8.4.6	TCustomApplication.HandleException	177
8.4.7	TCustomApplication.Initialize	178
8.4.8	TCustomApplication.Run	178
8.4.9	TCustomApplication.ShowException	178
8.4.10	TCustomApplication.Terminate	179
8.4.11	TCustomApplication.FindOptionIndex	179
8.4.12	TCustomApplication.GetOptionValue	179
8.4.13	TCustomApplication.HasOption	180
8.4.14	TCustomApplication.CheckOptions	180
8.4.15	TCustomApplication.GetEnvironmentList	181
8.4.16	TCustomApplication.Log	181
8.4.17	TCustomApplication.ExeName	181
8.4.18	TCustomApplication.HelpFile	182
8.4.19	TCustomApplication.Terminated	182

8.4.20	<a href="#">TCustomApplication.Title</a>	182
8.4.21	<a href="#">TCustomApplication.OnException</a>	183
8.4.22	<a href="#">TCustomApplication.ConsoleApplication</a>	183
8.4.23	<a href="#">TCustomApplication.Location</a>	183
8.4.24	<a href="#">TCustomApplication.Params</a>	183
8.4.25	<a href="#">TCustomApplication.ParamCount</a>	184
8.4.26	<a href="#">TCustomApplication.EnvironmentVariable</a>	184
8.4.27	<a href="#">TCustomApplication.OptionChar</a>	184
8.4.28	<a href="#">TCustomApplication.CaseSensitiveOptions</a>	185
8.4.29	<a href="#">TCustomApplication.StopOnException</a>	185
8.4.30	<a href="#">TCustomApplication.EventLogFilter</a>	185
<b>9</b>	<b>Reference for unit 'daemonapp'</b>	<b>186</b>
9.1	<a href="#">Used units</a>	186
9.2	<a href="#">Overview</a>	186
9.3	<a href="#">Daemon application architecture</a>	187
9.4	<a href="#">Constants, types and variables</a>	187
9.4.1	<a href="#">Resource strings</a>	187
9.4.2	<a href="#">Types</a>	188
9.4.3	<a href="#">Variables</a>	191
9.5	<a href="#">Procedures and functions</a>	191
9.5.1	<a href="#">Application</a>	191
9.5.2	<a href="#">DaemonError</a>	192
9.5.3	<a href="#">RegisterDaemonApplicationClass</a>	192
9.5.4	<a href="#">RegisterDaemonClass</a>	192
9.5.5	<a href="#">RegisterDaemonMapper</a>	192
9.6	<a href="#">EDaemon</a>	193
9.6.1	<a href="#">Description</a>	193
9.7	<a href="#">TCustomDaemon</a>	193
9.7.1	<a href="#">Description</a>	193
9.7.2	<a href="#">Method overview</a>	193
9.7.3	<a href="#">Property overview</a>	193
9.7.4	<a href="#">TCustomDaemon.LogMessage</a>	193
9.7.5	<a href="#">TCustomDaemon.ReportStatus</a>	194
9.7.6	<a href="#">TCustomDaemon.Definition</a>	194
9.7.7	<a href="#">TCustomDaemon.DaemonThread</a>	194
9.7.8	<a href="#">TCustomDaemon.Controller</a>	195
9.7.9	<a href="#">TCustomDaemon.Status</a>	195
9.7.10	<a href="#">TCustomDaemon.Logger</a>	195
9.8	<a href="#">TCustomDaemonApplication</a>	195

9.8.1	Description . . . . .	195
9.8.2	Method overview . . . . .	196
9.8.3	Property overview . . . . .	196
9.8.4	TCustomDaemonApplication.Destroy . . . . .	196
9.8.5	TCustomDaemonApplication.ShowException . . . . .	196
9.8.6	TCustomDaemonApplication.CreateDaemon . . . . .	196
9.8.7	TCustomDaemonApplication.StopDaemons . . . . .	197
9.8.8	TCustomDaemonApplication.InstallDaemons . . . . .	197
9.8.9	TCustomDaemonApplication.RunDaemons . . . . .	197
9.8.10	TCustomDaemonApplication.UnInstallDaemons . . . . .	197
9.8.11	TCustomDaemonApplication.ShowHelp . . . . .	198
9.8.12	TCustomDaemonApplication.CreateForm . . . . .	198
9.8.13	TCustomDaemonApplication.OnRun . . . . .	198
9.8.14	TCustomDaemonApplication.EventLog . . . . .	199
9.8.15	TCustomDaemonApplication.GUIMainLoop . . . . .	199
9.8.16	TCustomDaemonApplication.GuiHandle . . . . .	199
9.8.17	TCustomDaemonApplication.RunMode . . . . .	199
9.9	TCustomDaemonMapper . . . . .	200
9.9.1	Description . . . . .	200
9.9.2	Method overview . . . . .	200
9.9.3	Property overview . . . . .	200
9.9.4	TCustomDaemonMapper.Create . . . . .	200
9.9.5	TCustomDaemonMapper.Destroy . . . . .	200
9.9.6	TCustomDaemonMapper.DaemonDefs . . . . .	201
9.9.7	TCustomDaemonMapper.OnCreate . . . . .	201
9.9.8	TCustomDaemonMapper.OnDestroy . . . . .	201
9.9.9	TCustomDaemonMapper.OnRun . . . . .	201
9.9.10	TCustomDaemonMapper.OnInstall . . . . .	202
9.9.11	TCustomDaemonMapper.OnUnInstall . . . . .	202
9.10	TDaemon . . . . .	202
9.10.1	Description . . . . .	202
9.10.2	Property overview . . . . .	203
9.10.3	TDaemon.Definition . . . . .	203
9.10.4	TDaemon.Status . . . . .	203
9.10.5	TDaemon.OnStart . . . . .	203
9.10.6	TDaemon.OnStop . . . . .	204
9.10.7	TDaemon.OnPause . . . . .	204
9.10.8	TDaemon.OnContinue . . . . .	204
9.10.9	TDaemon.OnShutDown . . . . .	205
9.10.10	TDaemon.OnExecute . . . . .	205



9.10.11	<a href="#">TDaemon.BeforeInstall</a>	205
9.10.12	<a href="#">TDaemon.AfterInstall</a>	206
9.10.13	<a href="#">TDaemon.BeforeUnInstall</a>	206
9.10.14	<a href="#">TDaemon.AfterUnInstall</a>	206
9.10.15	<a href="#">TDaemon.OnControlCode</a>	206
9.11	<a href="#">TDaemonApplication</a>	207
9.11.1	<a href="#">Description</a>	207
9.12	<a href="#">TDaemonController</a>	207
9.12.1	<a href="#">Description</a>	207
9.12.2	<a href="#">Method overview</a>	207
9.12.3	<a href="#">Property overview</a>	207
9.12.4	<a href="#">TDaemonController.Create</a>	207
9.12.5	<a href="#">TDaemonController.Destroy</a>	208
9.12.6	<a href="#">TDaemonController.StartService</a>	208
9.12.7	<a href="#">TDaemonController.Main</a>	208
9.12.8	<a href="#">TDaemonController.Controller</a>	208
9.12.9	<a href="#">TDaemonController.ReportStatus</a>	209
9.12.10	<a href="#">TDaemonController.Daemon</a>	209
9.12.11	<a href="#">TDaemonController.Params</a>	209
9.12.12	<a href="#">TDaemonController.LastStatus</a>	209
9.12.13	<a href="#">TDaemonController.CheckPoint</a>	210
9.13	<a href="#">TDaemonDef</a>	210
9.13.1	<a href="#">Description</a>	210
9.13.2	<a href="#">Method overview</a>	210
9.13.3	<a href="#">Property overview</a>	210
9.13.4	<a href="#">TDaemonDef.Create</a>	210
9.13.5	<a href="#">TDaemonDef.Destroy</a>	211
9.13.6	<a href="#">TDaemonDef.DaemonClass</a>	211
9.13.7	<a href="#">TDaemonDef.Instance</a>	211
9.13.8	<a href="#">TDaemonDef.DaemonClassName</a>	211
9.13.9	<a href="#">TDaemonDef.Name</a>	212
9.13.10	<a href="#">TDaemonDef.Description</a>	212
9.13.11	<a href="#">TDaemonDef.DisplayName</a>	212
9.13.12	<a href="#">TDaemonDef.RunArguments</a>	212
9.13.13	<a href="#">TDaemonDef.Options</a>	213
9.13.14	<a href="#">TDaemonDef.Enabled</a>	213
9.13.15	<a href="#">TDaemonDef.WinBindings</a>	213
9.13.16	<a href="#">TDaemonDef.OnCreateInstance</a>	213
9.13.17	<a href="#">TDaemonDef.LogStatusReport</a>	214
9.14	<a href="#">TDaemonDefs</a>	214

9.14.1	Description	214
9.14.2	Method overview	214
9.14.3	Property overview	214
9.14.4	TDaemonDefs.Create	214
9.14.5	TDaemonDefs.IndexOfDaemonDef	215
9.14.6	TDaemonDefs.FindDaemonDef	215
9.14.7	TDaemonDefs.DaemonDefByName	215
9.14.8	TDaemonDefs.Daemons	215
9.15	TDaemonMapper	216
9.15.1	Description	216
9.15.2	Method overview	216
9.15.3	TDaemonMapper.Create	216
9.15.4	TDaemonMapper.CreateNew	216
9.16	TDaemonThread	217
9.16.1	Description	217
9.16.2	Method overview	217
9.16.3	Property overview	217
9.16.4	TDaemonThread.Create	217
9.16.5	TDaemonThread.Execute	217
9.16.6	TDaemonThread.CheckControlMessage	218
9.16.7	TDaemonThread.StopDaemon	218
9.16.8	TDaemonThread.PauseDaemon	218
9.16.9	TDaemonThread.ContinueDaemon	218
9.16.10	TDaemonThread.ShutDownDaemon	219
9.16.11	TDaemonThread.InterrogateDaemon	219
9.16.12	TDaemonThread.Daemon	219
9.17	TDependencies	219
9.17.1	Description	219
9.17.2	Method overview	219
9.17.3	Property overview	220
9.17.4	TDependencies.Create	220
9.17.5	TDependencies.Items	220
9.18	TDependency	220
9.18.1	Description	220
9.18.2	Method overview	220
9.18.3	Property overview	220
9.18.4	TDependency.Assign	221
9.18.5	TDependency.Name	221
9.18.6	TDependency.IsGroup	221
9.19	TWinBindings	221

9.19.1	Description	221
9.19.2	Method overview	221
9.19.3	Property overview	222
9.19.4	TWinBindings.Create	222
9.19.5	TWinBindings.Destroy	222
9.19.6	TWinBindings.Assign	222
9.19.7	TWinBindings.ErrCode	222
9.19.8	TWinBindings.Win32ErrCode	223
9.19.9	TWinBindings.Dependencies	223
9.19.10	TWinBindings.GroupName	223
9.19.11	TWinBindings.Password	224
9.19.12	TWinBindings.UserName	224
9.19.13	TWinBindings.StartType	224
9.19.14	TWinBindings.WaitHint	224
9.19.15	TWinBindings.IDTag	225
9.19.16	TWinBindings.ServiceType	225
9.19.17	TWinBindings.ErrorSeverity	225
<b>10</b>	<b>Reference for unit 'db'</b>	<b>226</b>
10.1	Used units	226
10.2	Overview	226
10.3	Constants, types and variables	226
10.3.1	Constants	226
10.3.2	Types	227
10.4	Procedures and functions	240
10.4.1	BuffersEqual	240
10.4.2	DatabaseError	241
10.4.3	DatabaseErrorFmt	241
10.4.4	DateTimeRecToDateTime	241
10.4.5	DateTimeToDateTimeRec	242
10.4.6	DisposeMem	242
10.4.7	ExtractFieldName	242
10.4.8	SkipComments	242
10.5	EDatabaseError	243
10.5.1	Description	243
10.6	EUpdateError	243
10.6.1	Description	243
10.6.2	Method overview	243
10.6.3	Property overview	243
10.6.4	EUpdateError.Create	243

10.6.5	EUpdateError.Destroy	244
10.6.6	EUpdateError.Context	244
10.6.7	EUpdateError.ErrorCode	244
10.6.8	EUpdateError.OriginalException	244
10.6.9	EUpdateError.PreviousError	245
10.7	IProviderSupport	245
10.7.1	Method overview	245
10.7.2	IProviderSupport.PSEndTransaction	245
10.7.3	IProviderSupport.PSExecute	245
10.7.4	IProviderSupport.PSExecuteStatement	246
10.7.5	IProviderSupport.PSGetAttributes	246
10.7.6	IProviderSupport.PSGetCommandText	246
10.7.7	IProviderSupport.PSGetCommandType	246
10.7.8	IProviderSupport.PSGetDefaultOrder	246
10.7.9	IProviderSupport.PSGetIndexDefs	246
10.7.10	IProviderSupport.PSGetKeyFields	246
10.7.11	IProviderSupport.PSGetParams	246
10.7.12	IProviderSupport.PSGetQuoteChar	246
10.7.13	IProviderSupport.PSGetTableName	247
10.7.14	IProviderSupport.PSGetUpdateException	247
10.7.15	IProviderSupport.PSInTransaction	247
10.7.16	IProviderSupport.PSIsSQLBased	247
10.7.17	IProviderSupport.PSIsSQLSupported	247
10.7.18	IProviderSupport.PSReset	247
10.7.19	IProviderSupport.PSSetCommandText	247
10.7.20	IProviderSupport.PSSetParams	247
10.7.21	IProviderSupport.PSStartTransaction	247
10.7.22	IProviderSupport.PSUpdateRecord	248
10.8	TAutoIncField	248
10.8.1	Description	248
10.8.2	Method overview	248
10.8.3	TAutoIncField.Create	248
10.9	TBCDField	248
10.9.1	Description	248
10.9.2	Method overview	249
10.9.3	Property overview	249
10.9.4	TBCDField.Create	249
10.9.5	TBCDField.CheckRange	249
10.9.6	TBCDField.Value	249
10.9.7	TBCDField.Precision	250

10.9.8	TBCDField.Currency	250
10.9.9	TBCDField.MaxValue	250
10.9.10	TBCDField.MinValue	251
10.9.11	TBCDField.Size	251
10.10	TBinaryField	251
10.10.1	Description	251
10.10.2	Method overview	251
10.10.3	Property overview	251
10.10.4	TBinaryField.Create	252
10.10.5	TBinaryField.Size	252
10.11	TBlobField	252
10.11.1	Description	252
10.11.2	Method overview	252
10.11.3	Property overview	253
10.11.4	TBlobField.Create	253
10.11.5	TBlobField.Clear	253
10.11.6	TBlobField.IsBlob	253
10.11.7	TBlobField.LoadFromFile	253
10.11.8	TBlobField.LoadFromStream	254
10.11.9	TBlobField.SaveToFile	254
10.11.10	TBlobField.SaveToStream	254
10.11.11	TBlobField.SetFieldType	255
10.11.12	TBlobField.BlobSize	255
10.11.13	TBlobField.Modified	255
10.11.14	TBlobField.Value	255
10.11.15	TBlobField.Transliterate	256
10.11.16	TBlobField.BlobType	256
10.11.17	TBlobField.Size	256
10.12	TBooleanField	256
10.12.1	Description	256
10.12.2	Method overview	257
10.12.3	Property overview	257
10.12.4	TBooleanField.Create	257
10.12.5	TBooleanField.Value	257
10.12.6	TBooleanField.DisplayValues	257
10.13	TBytesField	258
10.13.1	Description	258
10.13.2	Method overview	258
10.13.3	TBytesField.Create	258
10.14	TCheckConstraint	258

10.14.1 Description	258
10.14.2 Method overview	259
10.14.3 Property overview	259
10.14.4 TCheckConstraint.Assign	259
10.14.5 TCheckConstraint.CustomConstraint	259
10.14.6 TCheckConstraint.ErrorMessage	259
10.14.7 TCheckConstraint.FromDictionary	260
10.14.8 TCheckConstraint.ImportedConstraint	260
10.15 TCheckConstraints	260
10.15.1 Description	260
10.15.2 Method overview	260
10.15.3 Property overview	260
10.15.4 TCheckConstraints.Create	261
10.15.5 TCheckConstraints.Add	261
10.15.6 TCheckConstraints.Items	261
10.16 TCurrencyField	261
10.16.1 Description	261
10.16.2 Method overview	262
10.16.3 Property overview	262
10.16.4 TCurrencyField.Create	262
10.16.5 TCurrencyField.Currency	262
10.17 TCustomConnection	262
10.17.1 Description	262
10.17.2 Method overview	262
10.17.3 Property overview	263
10.17.4 TCustomConnection.Close	263
10.17.5 TCustomConnection.Destroy	263
10.17.6 TCustomConnection.Open	263
10.17.7 TCustomConnection.DataSetCount	264
10.17.8 TCustomConnection.DataSets	264
10.17.9 TCustomConnection.Connected	264
10.17.10 TCustomConnection.LoginPrompt	265
10.17.11 TCustomConnection.AfterConnect	265
10.17.12 TCustomConnection.AfterDisconnect	265
10.17.13 TCustomConnection.BeforeConnect	265
10.17.14 TCustomConnection.BeforeDisconnect	266
10.17.15 TCustomConnection.OnLogin	266
10.18 TDatabase	266
10.18.1 Description	266
10.18.2 Method overview	267

10.18.3 Property overview . . . . .	267
10.18.4 TDatabase.Create . . . . .	267
10.18.5 TDatabase.Destroy . . . . .	267
10.18.6 TDatabase.CloseDataSets . . . . .	267
10.18.7 TDatabase.CloseTransactions . . . . .	268
10.18.8 TDatabase.StartTransaction . . . . .	268
10.18.9 TDatabase.EndTransaction . . . . .	268
10.18.10 TDatabase.TransactionCount . . . . .	268
10.18.11 TDatabase.Transactions . . . . .	269
10.18.12 TDatabase.Directory . . . . .	269
10.18.13 TDatabase.IsSQLBased . . . . .	269
10.18.14 TDatabase.Connected . . . . .	270
10.18.15 TDatabase.DatabaseName . . . . .	270
10.18.16 TDatabase.KeepConnection . . . . .	270
10.18.17 TDatabase.Params . . . . .	270
10.19 TDataLink . . . . .	271
10.19.1 Description . . . . .	271
10.19.2 Method overview . . . . .	271
10.19.3 Property overview . . . . .	271
10.19.4 TDataLink.Create . . . . .	271
10.19.5 TDataLink.Destroy . . . . .	272
10.19.6 TDataLink.Edit . . . . .	272
10.19.7 TDataLink.UpdateRecord . . . . .	272
10.19.8 TDataLink.ExecuteAction . . . . .	272
10.19.9 TDataLink.UpdateAction . . . . .	273
10.19.10 TDataLink.Active . . . . .	273
10.19.11 TDataLink.ActiveRecord . . . . .	273
10.19.12 TDataLink.BOF . . . . .	273
10.19.13 TDataLink.BufferCount . . . . .	274
10.19.14 TDataLink.DataSet . . . . .	274
10.19.15 TDataLink.DataSource . . . . .	274
10.19.16 TDataLink.DataSourceFixed . . . . .	274
10.19.17 TDataLink.Editing . . . . .	275
10.19.18 TDataLink.Eof . . . . .	275
10.19.19 TDataLink.ReadOnly . . . . .	275
10.19.20 TDataLink.RecordCount . . . . .	275
10.20 TDataSet . . . . .	276
10.20.1 Description . . . . .	276
10.20.2 Method overview . . . . .	278
10.20.3 Property overview . . . . .	279

10.20.4 TDataSet.Create . . . . .	280
10.20.5 TDataSet.Destroy . . . . .	280
10.20.6 TDataSet.ActiveBuffer . . . . .	280
10.20.7 TDataSet.GetFieldData . . . . .	280
10.20.8 TDataSet.SetFieldData . . . . .	281
10.20.9 TDataSet.Append . . . . .	281
10.20.10 TDataSet.AppendRecord . . . . .	281
10.20.11 TDataSet.BookmarkValid . . . . .	282
10.20.12 TDataSet.Cancel . . . . .	282
10.20.13 TDataSet.CheckBrowseMode . . . . .	282
10.20.14 TDataSet.ClearFields . . . . .	282
10.20.15 TDataSet.Close . . . . .	283
10.20.16 TDataSet.ControlsDisabled . . . . .	283
10.20.17 TDataSet.CompareBookmarks . . . . .	283
10.20.18 TDataSet.CreateBlobStream . . . . .	284
10.20.19 TDataSet.CursorPosChanged . . . . .	284
10.20.20 TDataSet.DataConvert . . . . .	284
10.20.21 TDataSet.Delete . . . . .	284
10.20.22 TDataSet.DisableControls . . . . .	285
10.20.23 TDataSet.Edit . . . . .	285
10.20.24 TDataSet.EnableControls . . . . .	286
10.20.25 TDataSet.FieldByName . . . . .	286
10.20.26 TDataSet.FindField . . . . .	286
10.20.27 TDataSet.FindFirst . . . . .	287
10.20.28 TDataSet.FindLast . . . . .	287
10.20.29 TDataSet.FindNext . . . . .	287
10.20.30 TDataSet.FindPrior . . . . .	287
10.20.31 TDataSet.First . . . . .	288
10.20.32 TDataSet.FreeBookmark . . . . .	288
10.20.33 TDataSet.GetBookmark . . . . .	288
10.20.34 TDataSet.GetCurrentRecord . . . . .	289
10.20.35 TDataSet.GetFieldList . . . . .	289
10.20.36 TDataSet.GetFieldNames . . . . .	289
10.20.37 TDataSet.GotoBookmark . . . . .	289
10.20.38 TDataSet.Insert . . . . .	290
10.20.39 TDataSet.InsertRecord . . . . .	290
10.20.40 TDataSet.IsEmpty . . . . .	290
10.20.41 TDataSet.IsLinkedTo . . . . .	290
10.20.42 TDataSet.IsSequenced . . . . .	291
10.20.43 TDataSet.Last . . . . .	291



10.20.44	DataSet.Locate	291
10.20.45	DataSet.Lookup	292
10.20.46	DataSet.MoveBy	292
10.20.47	DataSet.Next	292
10.20.48	DataSet.Open	293
10.20.49	DataSet.Post	293
10.20.50	DataSet.Prior	294
10.20.51	DataSet.Refresh	294
10.20.52	DataSet.Resync	294
10.20.53	DataSet.SetFields	294
10.20.54	DataSet.Translate	295
10.20.55	DataSet.UpdateCursorPos	295
10.20.56	DataSet.UpdateRecord	295
10.20.57	DataSet.UpdateStatus	296
10.20.58	DataSet.BlockReadSize	296
10.20.59	DataSet.BOF	296
10.20.60	DataSet.Bookmark	296
10.20.61	DataSet.CanModify	297
10.20.62	DataSet.DataSource	297
10.20.63	DataSet.DefaultFields	298
10.20.64	DataSet.EOF	298
10.20.65	DataSet.FieldCount	299
10.20.66	DataSet.FieldDefs	299
10.20.67	DataSet.Found	299
10.20.68	DataSet.Modified	300
10.20.69	DataSet.IsUniDirectional	300
10.20.70	DataSet.RecordCount	300
10.20.71	DataSet.RecNo	301
10.20.72	DataSet.RecordSize	301
10.20.73	DataSet.State	301
10.20.74	DataSet.Fields	302
10.20.75	DataSet.FieldValues	302
10.20.76	DataSet.Filter	302
10.20.77	DataSet.Filtered	303
10.20.78	DataSet.FilterOptions	303
10.20.79	DataSet.Active	303
10.20.80	DataSet.AutoCalcFields	304
10.20.81	DataSet.BeforeOpen	304
10.20.82	DataSet.AfterOpen	305
10.20.83	DataSet.BeforeClose	305

10.20.84	TDataSet.AfterClose	305
10.20.85	TDataSet.BeforeInsert	305
10.20.86	TDataSet.AfterInsert	306
10.20.87	TDataSet.BeforeEdit	306
10.20.88	TDataSet.AfterEdit	306
10.20.89	TDataSet.BeforePost	307
10.20.90	TDataSet.AfterPost	307
10.20.91	TDataSet.BeforeCancel	307
10.20.92	TDataSet.AfterCancel	308
10.20.93	TDataSet.BeforeDelete	308
10.20.94	TDataSet.AfterDelete	308
10.20.95	TDataSet.BeforeScroll	308
10.20.96	TDataSet.AfterScroll	309
10.20.97	TDataSet.BeforeRefresh	309
10.20.98	TDataSet.AfterRefresh	309
10.20.99	TDataSet.OnCalcFields	310
10.20.100	TDataSet.OnDeleteError	310
10.20.101	TDataSet.OnEditError	310
10.20.102	TDataSet.OnFilterRecord	311
10.20.103	TDataSet.OnNewRecord	311
10.20.104	TDataSet.OnPostError	312
10.21	TDataSource	312
10.21.1	Description	312
10.21.2	Method overview	312
10.21.3	Property overview	313
10.21.4	TDataSource.Create	313
10.21.5	TDataSource.Destroy	313
10.21.6	TDataSource.Edit	313
10.21.7	TDataSource.IsLinkedTo	314
10.21.8	TDataSource.State	314
10.21.9	TDataSource.AutoEdit	314
10.21.10	TDataSource.DataSet	314
10.21.11	TDataSource.Enabled	315
10.21.12	TDataSource.OnStateChange	315
10.21.13	TDataSource.OnDataChange	315
10.21.14	TDataSource.OnUpdateData	316
10.22	TDateField	316
10.22.1	Description	316
10.22.2	Method overview	316
10.22.3	TDateField.Create	316

10.23TDateTimeField . . . . .	316
10.23.1 Description . . . . .	316
10.23.2 Method overview . . . . .	317
10.23.3 Property overview . . . . .	317
10.23.4 TDateTimeField.Create . . . . .	317
10.23.5 TDateTimeField.Value . . . . .	317
10.23.6 TDateTimeField.DisplayFormat . . . . .	317
10.23.7 TDateTimeField.EditMask . . . . .	318
10.24TDBDataset . . . . .	318
10.24.1 Description . . . . .	318
10.24.2 Method overview . . . . .	318
10.24.3 Property overview . . . . .	318
10.24.4 TDBDataset.destroy . . . . .	319
10.24.5 TDBDataset.DataBase . . . . .	319
10.24.6 TDBDataset.Transaction . . . . .	319
10.25TDBTransaction . . . . .	319
10.25.1 Description . . . . .	319
10.25.2 Method overview . . . . .	320
10.25.3 Property overview . . . . .	320
10.25.4 TDBTransaction.Create . . . . .	320
10.25.5 TDBTransaction.destroy . . . . .	320
10.25.6 TDBTransaction.CloseDataSets . . . . .	320
10.25.7 TDBTransaction.DataBase . . . . .	321
10.25.8 TDBTransaction.Active . . . . .	321
10.26TDefCollection . . . . .	321
10.26.1 Description . . . . .	321
10.26.2 Method overview . . . . .	321
10.26.3 Property overview . . . . .	321
10.26.4 TDefCollection.create . . . . .	322
10.26.5 TDefCollection.Find . . . . .	322
10.26.6 TDefCollection.GetItemNames . . . . .	322
10.26.7 TDefCollection.IndexOf . . . . .	322
10.26.8 TDefCollection.Dataset . . . . .	323
10.26.9 TDefCollection.Updated . . . . .	323
10.27TDetailDataLink . . . . .	323
10.27.1 Description . . . . .	323
10.27.2 Property overview . . . . .	323
10.27.3 TDetailDataLink.DetailDataSet . . . . .	323
10.28TField . . . . .	324
10.28.1 Description . . . . .	324

10.28.2 Method overview . . . . .	324
10.28.3 Property overview . . . . .	326
10.28.4 TField.Create . . . . .	327
10.28.5 TField.Destroy . . . . .	327
10.28.6 TField.Assign . . . . .	327
10.28.7 TField.AssignValue . . . . .	327
10.28.8 TField.Clear . . . . .	328
10.28.9 TField.FocusControl . . . . .	328
10.28.10 TField.GetData . . . . .	328
10.28.11 TField.IsBlob . . . . .	329
10.28.12 TField.IsValidChar . . . . .	329
10.28.13 TField.RefreshLookupList . . . . .	329
10.28.14 TField.SetData . . . . .	329
10.28.15 TField.SetFieldType . . . . .	330
10.28.16 TField.Validate . . . . .	330
10.28.17 TField.AsBCD . . . . .	330
10.28.18 TField.AsBoolean . . . . .	331
10.28.19 TField.AsBytes . . . . .	331
10.28.20 TField.AsCurrency . . . . .	331
10.28.21 TField.AsDateTime . . . . .	331
10.28.22 TField.AsFloat . . . . .	332
10.28.23 TField.AsLongint . . . . .	332
10.28.24 TField.AsLargeInt . . . . .	332
10.28.25 TField.AsInteger . . . . .	333
10.28.26 TField.AsString . . . . .	333
10.28.27 TField.AsWideString . . . . .	333
10.28.28 TField.AsVariant . . . . .	334
10.28.29 TField.AttributeSet . . . . .	334
10.28.30 TField.Calculated . . . . .	334
10.28.31 TField.CanModify . . . . .	335
10.28.32 TField.CurValue . . . . .	335
10.28.33 TField.DataSet . . . . .	335
10.28.34 TField.DataSize . . . . .	335
10.28.35 TField.DataType . . . . .	336
10.28.36 TField.DisplayName . . . . .	336
10.28.37 TField.DisplayText . . . . .	336
10.28.38 TField.EditMask . . . . .	336
10.28.39 TField.EditMaskPtr . . . . .	337
10.28.40 TField.FieldNo . . . . .	337
10.28.41 TField.IsIndexField . . . . .	337

10.28.42	Field.IsNull	338
10.28.43	Field.Lookup	338
10.28.44	Field.NewValue	338
10.28.45	Field.Offset	338
10.28.46	Field.Size	339
10.28.47	Field.Text	339
10.28.48	Field.ValidChars	339
10.28.49	Field.Value	340
10.28.50	Field.OldValue	340
10.28.51	Field.LookupList	340
10.28.52	Field.Alignment	341
10.28.53	Field.CustomConstraint	341
10.28.54	Field.ConstraintErrorMessage	341
10.28.55	Field.DefaultExpression	342
10.28.56	Field.DisplayLabel	342
10.28.57	Field.DisplayWidth	342
10.28.58	Field.FieldKind	342
10.28.59	Field.FieldName	343
10.28.60	Field.HasConstraints	343
10.28.61	Field.Index	343
10.28.62	Field.ImportedConstraint	343
10.28.63	Field.KeyFields	344
10.28.64	Field.LookupCache	344
10.28.65	Field.LookupDataSet	344
10.28.66	Field.LookupKeyFields	345
10.28.67	Field.LookupResultField	345
10.28.68	Field.Origin	345
10.28.69	Field.ProviderFlags	345
10.28.70	Field.ReadOnly	346
10.28.71	Field.Required	346
10.28.72	Field.Visible	346
10.28.73	Field.OnChange	347
10.28.74	Field.OnGetText	347
10.28.75	Field.OnSetText	347
10.28.76	Field.OnValidate	347
10.29	TFieldDef	348
10.29.1	Description	348
10.29.2	Method overview	348
10.29.3	Property overview	348
10.29.4	TFieldDef.Create	348

10.29.5 TFieldDef.Destroy	349
10.29.6 TFieldDef.Assign	349
10.29.7 TFieldDef.CreateField	349
10.29.8 TFieldDef.FieldClass	350
10.29.9 TFieldDef.FieldNo	350
10.29.10 TFieldDef.InternalCalcField	350
10.29.11 TFieldDef.Required	350
10.29.12 TFieldDef.Attributes	351
10.29.13 TFieldDef.DataType	351
10.29.14 TFieldDef.Precision	351
10.29.15 TFieldDef.Size	351
10.30 TFieldDefs	352
10.30.1 Description	352
10.30.2 Method overview	352
10.30.3 Property overview	352
10.30.4 TFieldDefs.Create	352
10.30.5 TFieldDefs.Add	352
10.30.6 TFieldDefs.AddFieldDef	353
10.30.7 TFieldDefs.Assign	353
10.30.8 TFieldDefs.Find	353
10.30.9 TFieldDefs.Update	353
10.30.10 TFieldDefs.MakeNameUnique	354
10.30.11 TFieldDefs.HiddenFields	354
10.30.12 TFieldDefs.Items	354
10.31 Tfields	354
10.31.1 Description	354
10.31.2 Method overview	355
10.31.3 Property overview	355
10.31.4 Tfields.Create	355
10.31.5 Tfields.Destroy	355
10.31.6 Tfields.Add	355
10.31.7 Tfields.CheckFieldName	356
10.31.8 Tfields.CheckFieldNames	356
10.31.9 Tfields.Clear	356
10.31.10 Tfields.FindField	357
10.31.11 Tfields.FieldByName	357
10.31.12 Tfields.FieldByNumber	357
10.31.13 Tfields.GetEnumerator	357
10.31.14 Tfields.GetFieldNames	358
10.31.15 Tfields.IndexOf	358

10.31.16	fields.Remove	358
10.31.17	fields.Count	358
10.31.18	fields.Dataset	359
10.31.19	fields.Fields	359
10.32	TFieldsEnumerator	359
10.32.1	Description	359
10.32.2	Method overview	360
10.32.3	Property overview	360
10.32.4	TFieldsEnumerator.Create	360
10.32.5	TFieldsEnumerator.MoveNext	360
10.32.6	TFieldsEnumerator.Current	360
10.33	TFloatField	361
10.33.1	Description	361
10.33.2	Method overview	361
10.33.3	Property overview	361
10.33.4	TFloatField.Create	361
10.33.5	TFloatField.CheckRange	361
10.33.6	TFloatField.Value	362
10.33.7	TFloatField.Currency	362
10.33.8	TFloatField.MaxValue	362
10.33.9	TFloatField.MinValue	363
10.33.10	TFloatField.Precision	363
10.34	TFMTBCDField	363
10.34.1	Method overview	363
10.34.2	Property overview	363
10.34.3	TFMTBCDField.Create	363
10.34.4	TFMTBCDField.CheckRange	364
10.34.5	TFMTBCDField.Value	364
10.34.6	TFMTBCDField.Precision	364
10.34.7	TFMTBCDField.Currency	364
10.34.8	TFMTBCDField.MaxValue	364
10.34.9	TFMTBCDField.MinValue	364
10.34.10	TFMTBCDField.Size	364
10.35	TGraphicField	365
10.35.1	Description	365
10.35.2	Method overview	365
10.35.3	TGraphicField.Create	365
10.36	TGuidField	365
10.36.1	Description	365
10.36.2	Method overview	365

10.36.3 Property overview . . . . .	366
10.36.4 TGuidField.Create . . . . .	366
10.36.5 TGuidField.AsGuid . . . . .	366
10.37 TIndexDef . . . . .	366
10.37.1 Description . . . . .	366
10.37.2 Method overview . . . . .	366
10.37.3 Property overview . . . . .	366
10.37.4 TIndexDef.Create . . . . .	367
10.37.5 TIndexDef.Expression . . . . .	367
10.37.6 TIndexDef.Fields . . . . .	367
10.37.7 TIndexDef.CaseInsFields . . . . .	368
10.37.8 TIndexDef.DescFields . . . . .	368
10.37.9 TIndexDef.Options . . . . .	368
10.37.10 TIndexDef.Source . . . . .	368
10.38 TIndexDefs . . . . .	369
10.38.1 Description . . . . .	369
10.38.2 Method overview . . . . .	369
10.38.3 Property overview . . . . .	369
10.38.4 TIndexDefs.Create . . . . .	369
10.38.5 TIndexDefs.Add . . . . .	369
10.38.6 TIndexDefs.AddIndexDef . . . . .	370
10.38.7 TIndexDefs.Find . . . . .	370
10.38.8 TIndexDefs.FindIndexForFields . . . . .	370
10.38.9 TIndexDefs.GetIndexForFields . . . . .	370
10.38.10 TIndexDefs.Update . . . . .	371
10.38.11 TIndexDefs.Items . . . . .	371
10.39 TIntegerField . . . . .	371
10.39.1 Description . . . . .	371
10.40 TLargeintField . . . . .	371
10.40.1 Description . . . . .	371
10.40.2 Method overview . . . . .	371
10.40.3 Property overview . . . . .	372
10.40.4 TLargeintField.Create . . . . .	372
10.40.5 TLargeintField.CheckRange . . . . .	372
10.40.6 TLargeintField.Value . . . . .	372
10.40.7 TLargeintField.MaxValue . . . . .	372
10.40.8 TLargeintField.MinValue . . . . .	373
10.41 TLongintField . . . . .	373
10.41.1 Description . . . . .	373
10.41.2 Method overview . . . . .	373



---

10.41.3 Property overview . . . . .	373
10.41.4 TLongintField.Create . . . . .	374
10.41.5 TLongintField.CheckRange . . . . .	374
10.41.6 TLongintField.Value . . . . .	374
10.41.7 TLongintField.MaxValue . . . . .	374
10.41.8 TLongintField.MinValue . . . . .	375
10.42 TLookupList . . . . .	375
10.42.1 Description . . . . .	375
10.42.2 Method overview . . . . .	375
10.42.3 TLookupList.Create . . . . .	375
10.42.4 TLookupList.Destroy . . . . .	375
10.42.5 TLookupList.Add . . . . .	376
10.42.6 TLookupList.Clear . . . . .	376
10.42.7 TLookupList.FirstKeyByValue . . . . .	376
10.42.8 TLookupList.ValueOfKey . . . . .	376
10.42.9 TLookupList.ValuesToStrings . . . . .	377
10.43 TMasterDataLink . . . . .	377
10.43.1 Description . . . . .	377
10.43.2 Method overview . . . . .	377
10.43.3 Property overview . . . . .	377
10.43.4 TMasterDataLink.Create . . . . .	377
10.43.5 TMasterDataLink.Destroy . . . . .	378
10.43.6 TMasterDataLink.FieldNames . . . . .	378
10.43.7 TMasterDataLink.Fields . . . . .	378
10.43.8 TMasterDataLink.OnMasterChange . . . . .	378
10.43.9 TMasterDataLink.OnMasterDisable . . . . .	379
10.44 TMasterParamsDataLink . . . . .	379
10.44.1 Description . . . . .	379
10.44.2 Method overview . . . . .	379
10.44.3 Property overview . . . . .	379
10.44.4 TMasterParamsDataLink.Create . . . . .	379
10.44.5 TMasterParamsDataLink.RefreshParamNames . . . . .	380
10.44.6 TMasterParamsDataLink.CopyParamsFromMaster . . . . .	380
10.44.7 TMasterParamsDataLink.Params . . . . .	380
10.45 TMemoField . . . . .	380
10.45.1 Description . . . . .	380
10.45.2 Method overview . . . . .	381
10.45.3 Property overview . . . . .	381
10.45.4 TMemoField.Create . . . . .	381
10.45.5 TMemoField.Transliterate . . . . .	381

10.46	TNamedItem	381
10.46.1	Description	381
10.46.2	Property overview	381
10.46.3	TNamedItem.DisplayName	382
10.46.4	TNamedItem.Name	382
10.47	TNumericField	382
10.47.1	Description	382
10.47.2	Method overview	382
10.47.3	Property overview	382
10.47.4	TNumericField.Create	383
10.47.5	TNumericField.Alignment	383
10.47.6	TNumericField.DisplayFormat	383
10.47.7	TNumericField.EditFormat	383
10.48	TParam	384
10.48.1	Description	384
10.48.2	Method overview	384
10.48.3	Property overview	385
10.48.4	TParam.Create	385
10.48.5	TParam.Assign	385
10.48.6	TParam.AssignField	386
10.48.7	TParam.AssignToField	386
10.48.8	TParam.AssignFieldValue	386
10.48.9	TParam.AssignFromField	387
10.48.10	TParam.Clear	387
10.48.11	TParam.GetData	387
10.48.12	TParam.GetDataSize	387
10.48.13	TParam.LoadFromFile	388
10.48.14	TParam.LoadFromStream	388
10.48.15	TParam.SetBlobData	388
10.48.16	TParam.SetData	388
10.48.17	TParam.AsBlob	389
10.48.18	TParam.AsBoolean	389
10.48.19	TParam.AsCurrency	389
10.48.20	TParam.AsDate	390
10.48.21	TParam.AsDateTime	390
10.48.22	TParam.AsFloat	390
10.48.23	TParam.AsInteger	390
10.48.24	TParam.AsLargeInt	391
10.48.25	TParam.AsMemo	391
10.48.26	TParam.AsSmallInt	391

10.48.27	TParam.AsString	391
10.48.28	TParam.AsTime	392
10.48.29	TParam.AsWord	392
10.48.30	TParam.AsFMTBCD	392
10.48.31	TParam.Bound	392
10.48.32	TParam.Dataset	393
10.48.33	TParam.IsNull	393
10.48.34	TParam.NativeStr	393
10.48.35	TParam.Text	393
10.48.36	TParam.Value	394
10.48.37	TParam.AsWideString	394
10.48.38	TParam.DataType	394
10.48.39	TParam.Name	394
10.48.40	TParam.NumericScale	395
10.48.41	TParam.ParamType	395
10.48.42	TParam.Precision	395
10.48.43	TParam.Size	396
10.49	TParams	396
10.49.1	Description	396
10.49.2	Method overview	396
10.49.3	Property overview	397
10.49.4	TParams.Create	397
10.49.5	TParams.AddParam	397
10.49.6	TParams.AssignValues	397
10.49.7	TParams.CreateParam	397
10.49.8	TParams.FindParam	398
10.49.9	TParams.GetParamList	398
10.49.10	TParams.IsEqual	398
10.49.11	TParams.ParamByName	399
10.49.12	TParams.ParseSQL	399
10.49.13	TParams.RemoveParam	400
10.49.14	TParams.CopyParamValuesFromDataset	400
10.49.15	TParams.Dataset	400
10.49.16	TParams.Items	401
10.49.17	TParams.ParamValues	401
10.50	TSmallintField	401
10.50.1	Description	401
10.50.2	Method overview	401
10.50.3	TSmallintField.Create	402
10.51	TStringField	402

---

10.51.1 Description . . . . .	402
10.51.2 Method overview . . . . .	402
10.51.3 Property overview . . . . .	402
10.51.4 TStringField.Create . . . . .	402
10.51.5 TStringField.SetFieldType . . . . .	403
10.51.6 TStringField.FixedChar . . . . .	403
10.51.7 TStringField.Transliterate . . . . .	403
10.51.8 TStringField.Value . . . . .	403
10.51.9 TStringField.EditMask . . . . .	404
10.51.10 TStringField.Size . . . . .	404
10.52 TTimeField . . . . .	404
10.52.1 Description . . . . .	404
10.52.2 Method overview . . . . .	404
10.52.3 TTimeField.Create . . . . .	405
10.53 TVarBytesField . . . . .	405
10.53.1 Description . . . . .	405
10.53.2 Method overview . . . . .	405
10.53.3 TVarBytesField.Create . . . . .	405
10.54 TVariantField . . . . .	405
10.54.1 Description . . . . .	405
10.54.2 Method overview . . . . .	406
10.54.3 TVariantField.Create . . . . .	406
10.55 TWideMemoField . . . . .	406
10.55.1 Description . . . . .	406
10.55.2 Method overview . . . . .	406
10.55.3 Property overview . . . . .	406
10.55.4 TWideMemoField.Create . . . . .	406
10.55.5 TWideMemoField.Value . . . . .	407
10.56 TWideStringField . . . . .	407
10.56.1 Description . . . . .	407
10.56.2 Method overview . . . . .	407
10.56.3 Property overview . . . . .	407
10.56.4 TWideStringField.Create . . . . .	407
10.56.5 TWideStringField.SetFieldType . . . . .	408
10.56.6 TWideStringField.Value . . . . .	408
10.57 TWordField . . . . .	408
10.57.1 Description . . . . .	408
10.57.2 Method overview . . . . .	408
10.57.3 TWordField.Create . . . . .	408

<b>11 Reference for unit 'dbugintf'</b>	<b>409</b>
11.1 Overview	409
11.2 Writing a debug server	409
11.3 Constants, types and variables	409
11.3.1 Resource strings	409
11.3.2 Constants	410
11.3.3 Types	410
11.4 Procedures and functions	410
11.4.1 GetDebuggingEnabled	410
11.4.2 InitDebugClient	411
11.4.3 SendBoolean	411
11.4.4 SendDateTime	411
11.4.5 SendDebug	411
11.4.6 SendDebugEx	412
11.4.7 SendDebugFmt	412
11.4.8 SendDebugFmtEx	412
11.4.9 SendInteger	413
11.4.10 SendMethodEnter	413
11.4.11 SendMethodExit	413
11.4.12 SendPointer	414
11.4.13 SendSeparator	414
11.4.14 SetDebuggingEnabled	414
11.4.15 StartDebugServer	414
<b>12 Reference for unit 'dbugmsg'</b>	<b>416</b>
12.1 Used units	416
12.2 Overview	416
12.3 Constants, types and variables	416
12.3.1 Constants	416
12.3.2 Types	417
12.4 Procedures and functions	417
12.4.1 DebugMessageName	417
12.4.2 ReadDebugMessageFromStream	417
12.4.3 WriteDebugMessageToStream	418
<b>13 Reference for unit 'eventlog'</b>	<b>419</b>
13.1 Used units	419
13.2 Overview	419
13.3 Constants, types and variables	419
13.3.1 Resource strings	419
13.3.2 Types	420

13.4	ELogError	420
13.4.1	Description	420
13.5	TEventLog	421
13.5.1	Description	421
13.5.2	Method overview	421
13.5.3	Property overview	421
13.5.4	TEventLog.Destroy	421
13.5.5	TEventLog.EventTypeToString	422
13.5.6	TEventLog.RegisterMessageFile	422
13.5.7	TEventLog.UnRegisterMessageFile	423
13.5.8	TEventLog.Pause	423
13.5.9	TEventLog.Resume	423
13.5.10	TEventLog.Log	423
13.5.11	TEventLog.Warning	424
13.5.12	TEventLog.Error	424
13.5.13	TEventLog.Debug	424
13.5.14	TEventLog.Info	424
13.5.15	TEventLog.AppendContent	425
13.5.16	TEventLog.Identification	425
13.5.17	TEventLog.LogType	425
13.5.18	TEventLog.Active	425
13.5.19	TEventLog.RaiseExceptionOnError	426
13.5.20	TEventLog.DefaultEventType	426
13.5.21	TEventLog.FileName	426
13.5.22	TEventLog.TimeStampFormat	427
13.5.23	TEventLog.CustomLogType	427
13.5.24	TEventLog.EventIDOffset	427
13.5.25	TEventLog.OnGetCustomCategory	428
13.5.26	TEventLog.OnGetCustomEventID	428
13.5.27	TEventLog.OnGetCustomEvent	428
13.5.28	TEventLog.Paused	428
<b>14</b>	<b>Reference for unit 'ezcgi'</b>	<b>429</b>
14.1	Used units	429
14.2	Overview	429
14.3	Constants, types and variables	429
14.3.1	Constants	429
14.4	ECGIException	429
14.4.1	Description	429
14.5	TEZcgi	430

14.5.1	Description	430
14.5.2	Method overview	430
14.5.3	Property overview	430
14.5.4	TEZcgi.Create	430
14.5.5	TEZcgi.Destroy	430
14.5.6	TEZcgi.Run	431
14.5.7	TEZcgi.WriteContent	431
14.5.8	TEZcgi.PutLine	431
14.5.9	TEZcgi.GetValue	432
14.5.10	TEZcgi.DoPost	432
14.5.11	TEZcgi.DoGet	432
14.5.12	TEZcgi.Values	432
14.5.13	TEZcgi.Names	433
14.5.14	TEZcgi.Variables	433
14.5.15	TEZcgi.VariableCount	434
14.5.16	TEZcgi.Name	434
14.5.17	TEZcgi.Email	434
<b>15</b>	<b>Reference for unit 'fpTimer'</b>	<b>435</b>
15.1	Used units	435
15.2	Overview	435
15.3	Constants, types and variables	435
15.3.1	Types	435
15.3.2	Variables	435
15.4	TFPCustomTimer	436
15.4.1	Description	436
15.4.2	Method overview	436
15.4.3	TFPCustomTimer.Create	436
15.4.4	TFPCustomTimer.Destroy	436
15.4.5	TFPCustomTimer.StartTimer	437
15.4.6	TFPCustomTimer.StopTimer	437
15.5	TFPTimer	437
15.5.1	Description	437
15.5.2	Property overview	437
15.5.3	TFPTimer.Enabled	437
15.5.4	TFPTimer.Interval	438
15.5.5	TFPTimer.OnTimer	438
15.6	TFPTimerDriver	438
15.6.1	Description	438
15.6.2	Method overview	438

15.6.3	Property overview	438
15.6.4	TFPTimerDriver.Create	439
15.6.5	TFPTimerDriver.StartTimer	439
15.6.6	TFPTimerDriver.StopTimer	439
15.6.7	TFPTimerDriver.Timer	439
<b>16</b>	<b>Reference for unit 'gettext'</b>	<b>440</b>
16.1	Used units	440
16.2	Overview	440
16.3	Constants, types and variables	440
16.3.1	Constants	440
16.3.2	Types	440
16.4	Procedures and functions	441
16.4.1	GetLanguageIDs	441
16.4.2	TranslateResourceStrings	442
16.4.3	TranslateUnitResourceStrings	442
16.5	EMOFileError	442
16.5.1	Description	442
16.6	TMOFile	442
16.6.1	Description	442
16.6.2	Method overview	443
16.6.3	TMOFile.Create	443
16.6.4	TMOFile.Destroy	443
16.6.5	TMOFile.Translate	443
<b>17</b>	<b>Reference for unit 'IBConnection'</b>	<b>444</b>
17.1	Used units	444
17.2	Constants, types and variables	444
17.2.1	Constants	444
17.3	EIBDatabaseError	444
17.3.1	Description	444
17.4	TIBConnection	445
17.4.1	Description	445
17.4.2	Method overview	445
17.4.3	Property overview	446
17.4.4	TIBConnection.Create	446
17.4.5	TIBConnection.CreateDB	446
17.4.6	TIBConnection.DropDB	446
17.4.7	TIBConnection.GetDBDialect	447
17.4.8	TIBConnection.BlobSegmentSize	447
17.4.9	TIBConnection.DatabaseName	447



17.4.10	TIBConnection.Dialect	448
17.4.11	TIBConnection.KeepConnection	448
17.4.12	TIBConnection.LoginPrompt	448
17.4.13	TIBConnection.Params	449
17.4.14	TIBConnection.OnLogin	449
17.5	TIBConnectionDef	449
17.5.1	Description	449
17.5.2	Method overview	449
17.5.3	TIBConnectionDef.TypeName	450
17.5.4	TIBConnectionDef.ConnectionClass	450
17.5.5	TIBConnectionDef.Description	450
17.5.6	TIBConnectionDef.DefaultLibraryName	450
17.5.7	TIBConnectionDef.LoadFunction	450
17.5.8	TIBConnectionDef.UnLoadFunction	450
17.6	TIBCursor	451
17.6.1	Description	451
17.7	TIBTrans	451
17.7.1	Description	451
<b>18</b>	<b>Reference for unit 'idea'</b>	<b>452</b>
18.1	Used units	452
18.2	Overview	452
18.3	Constants, types and variables	452
18.3.1	Constants	452
18.3.2	Types	453
18.4	Procedures and functions	453
18.4.1	CipherIdea	453
18.4.2	DeKeyIdea	453
18.4.3	EnKeyIdea	454
18.5	EIDEAError	454
18.5.1	Description	454
18.6	TIDEADeCryptStream	454
18.6.1	Description	454
18.6.2	Method overview	454
18.6.3	TIDEADeCryptStream.Create	455
18.6.4	TIDEADeCryptStream.Read	455
18.6.5	TIDEADeCryptStream.Seek	455
18.7	TIDEAEncryptStream	456
18.7.1	Description	456
18.7.2	Method overview	456

18.7.3	TIDEAEncryptStream.Create	456
18.7.4	TIDEAEncryptStream.Destroy	456
18.7.5	TIDEAEncryptStream.Write	457
18.7.6	TIDEAEncryptStream.Seek	457
18.7.7	TIDEAEncryptStream.Flush	457
18.8	TIDEAStream	457
18.8.1	Description	457
18.8.2	Method overview	458
18.8.3	Property overview	458
18.8.4	TIDEAStream.Create	458
18.8.5	TIDEAStream.Key	458
<b>19</b>	<b>Reference for unit 'inicol'</b>	<b>459</b>
19.1	Used units	459
19.2	Overview	459
19.3	Constants, types and variables	459
19.3.1	Constants	459
19.4	EIniCol	460
19.4.1	Description	460
19.5	TIniCollection	460
19.5.1	Description	460
19.5.2	Method overview	460
19.5.3	Property overview	460
19.5.4	TIniCollection.Load	460
19.5.5	TIniCollection.Save	461
19.5.6	TIniCollection.SaveToIni	461
19.5.7	TIniCollection.SaveToFile	461
19.5.8	TIniCollection.LoadFromIni	462
19.5.9	TIniCollection.LoadFromFile	462
19.5.10	TIniCollection.Prefix	462
19.5.11	TIniCollection.SectionPrefix	463
19.5.12	TIniCollection.FileName	463
19.5.13	TIniCollection.GlobalSection	463
19.6	TIniCollectionItem	464
19.6.1	Description	464
19.6.2	Method overview	464
19.6.3	Property overview	464
19.6.4	TIniCollectionItem.SaveToIni	464
19.6.5	TIniCollectionItem.LoadFromIni	464
19.6.6	TIniCollectionItem.SaveToFile	465

19.6.7	TIniCollectionItem.LoadFromFile	465
19.6.8	TIniCollectionItem.SectionName	465
19.7	TNamedIniCollection	466
19.7.1	Description	466
19.7.2	Method overview	466
19.7.3	Property overview	466
19.7.4	TNamedIniCollection.IndexOfUserData	466
19.7.5	TNamedIniCollection.IndexOfName	466
19.7.6	TNamedIniCollection.FindByName	467
19.7.7	TNamedIniCollection.FindByUserData	467
19.7.8	TNamedIniCollection.NamedItems	467
19.8	TNamedIniCollectionItem	467
19.8.1	Description	467
19.8.2	Property overview	467
19.8.3	TNamedIniCollectionItem.UserData	468
19.8.4	TNamedIniCollectionItem.Name	468
<b>20</b>	<b>Reference for unit 'IniFiles'</b>	<b>469</b>
20.1	Used units	469
20.2	Overview	469
20.3	TCustomIniFile	469
20.3.1	Description	469
20.3.2	Method overview	470
20.3.3	Property overview	470
20.3.4	TCustomIniFile.Create	470
20.3.5	TCustomIniFile.Destroy	471
20.3.6	TCustomIniFile.SectionExists	471
20.3.7	TCustomIniFile.ReadString	471
20.3.8	TCustomIniFile.WriteString	472
20.3.9	TCustomIniFile.ReadInteger	472
20.3.10	TCustomIniFile.WriteInteger	472
20.3.11	TCustomIniFile.ReadBool	472
20.3.12	TCustomIniFile.WriteBool	473
20.3.13	TCustomIniFile.ReadDate	473
20.3.14	TCustomIniFile.ReadDateTime	473
20.3.15	TCustomIniFile.ReadFloat	474
20.3.16	TCustomIniFile.ReadTime	474
20.3.17	TCustomIniFile.ReadBinaryStream	474
20.3.18	TCustomIniFile.WriteDate	475
20.3.19	TCustomIniFile.WriteDateTime	475

---

20.3.20	TCustomIniFile.WriteFloat	475
20.3.21	TCustomIniFile.WriteTime	475
20.3.22	TCustomIniFile.WriteBinaryStream	476
20.3.23	TCustomIniFile.ReadSection	476
20.3.24	TCustomIniFile.ReadSections	476
20.3.25	TCustomIniFile.ReadSectionValues	477
20.3.26	TCustomIniFile.EraseSection	477
20.3.27	TCustomIniFile.DeleteKey	477
20.3.28	TCustomIniFile.UpdateFile	477
20.3.29	TCustomIniFile.ValueExists	478
20.3.30	TCustomIniFile.FileName	478
20.3.31	TCustomIniFile.EscapeLineFeeds	478
20.3.32	TCustomIniFile.CaseSensitive	478
20.3.33	TCustomIniFile.StripQuotes	479
20.4	THashedStringList	479
20.4.1	Description	479
20.4.2	Method overview	479
20.4.3	THashedStringList.Destroy	479
20.4.4	THashedStringList.IndexOf	479
20.4.5	THashedStringList.IndexOfName	480
20.5	TIniFile	480
20.5.1	Description	480
20.5.2	Method overview	480
20.5.3	Property overview	480
20.5.4	TIniFile.Create	480
20.5.5	TIniFile.Destroy	481
20.5.6	TIniFile.ReadString	481
20.5.7	TIniFile.WriteString	481
20.5.8	TIniFile.ReadSection	482
20.5.9	TIniFile.ReadSectionRaw	482
20.5.10	TIniFile.ReadSections	482
20.5.11	TIniFile.ReadSectionValues	482
20.5.12	TIniFile.EraseSection	483
20.5.13	TIniFile.DeleteKey	483
20.5.14	TIniFile.UpdateFile	483
20.5.15	TIniFile.Stream	483
20.5.16	TIniFile.CacheUpdates	484
20.6	TIniFileKey	484
20.6.1	Description	484
20.6.2	Method overview	484

20.6.3	Property overview	484
20.6.4	TIniFileKey.Create	484
20.6.5	TIniFileKey.Ident	485
20.6.6	TIniFileKey.Value	485
20.7	TIniFileKeyList	485
20.7.1	Description	485
20.7.2	Method overview	485
20.7.3	Property overview	485
20.7.4	TIniFileKeyList.Destroy	485
20.7.5	TIniFileKeyList.Clear	486
20.7.6	TIniFileKeyList.Items	486
20.8	TIniFileSection	486
20.8.1	Description	486
20.8.2	Method overview	486
20.8.3	Property overview	486
20.8.4	TIniFileSection.Empty	487
20.8.5	TIniFileSection.Create	487
20.8.6	TIniFileSection.Destroy	487
20.8.7	TIniFileSection.Name	487
20.8.8	TIniFileSection.KeyList	488
20.9	TIniFileSectionList	488
20.9.1	Description	488
20.9.2	Method overview	488
20.9.3	Property overview	488
20.9.4	TIniFileSectionList.Destroy	488
20.9.5	TIniFileSectionList.Clear	488
20.9.6	TIniFileSectionList.Items	489
20.10	TMemIniFile	489
20.10.1	Description	489
20.10.2	Method overview	489
20.10.3	TMemIniFile.Create	489
20.10.4	TMemIniFile.Clear	490
20.10.5	TMemIniFile.GetStrings	490
20.10.6	TMemIniFile.Rename	490
20.10.7	TMemIniFile.SetStrings	490
<b>21</b>	<b>Reference for unit 'iostream'</b>	<b>491</b>
21.1	Used units	491
21.2	Overview	491
21.3	Constants, types and variables	491

21.3.1	Types	491
21.4	EIOStreamError	492
21.4.1	Description	492
21.5	TIOStream	492
21.5.1	Description	492
21.5.2	Method overview	492
21.5.3	TIOStream.Create	492
21.5.4	TIOStream.Read	492
21.5.5	TIOStream.Write	493
21.5.6	TIOStream.Seek	493
<b>22</b>	<b>Reference for unit 'libtar'</b>	<b>494</b>
22.1	Used units	494
22.2	Overview	494
22.3	Constants, types and variables	494
22.3.1	Constants	494
22.3.2	Types	495
22.4	Procedures and functions	497
22.4.1	ClearDirRec	497
22.4.2	ConvertFilename	497
22.4.3	FileTimeGMT	497
22.4.4	PermissionString	497
22.5	TTarArchive	498
22.5.1	Description	498
22.5.2	Method overview	498
22.5.3	TTarArchive.Create	498
22.5.4	TTarArchive.Destroy	498
22.5.5	TTarArchive.Reset	498
22.5.6	TTarArchive.FindNext	499
22.5.7	TTarArchive.ReadFile	499
22.5.8	TTarArchive.GetFilePos	499
22.5.9	TTarArchive.SetFilePos	500
22.6	TTarWriter	500
22.6.1	Description	500
22.6.2	Method overview	500
22.6.3	Property overview	500
22.6.4	TTarWriter.Create	500
22.6.5	TTarWriter.Destroy	501
22.6.6	TTarWriter.AddFile	501
22.6.7	TTarWriter.AddStream	501

22.6.8	TTarWriter.AddString	502
22.6.9	TTarWriter.AddDir	502
22.6.10	TTarWriter.AddSymbolicLink	502
22.6.11	TTarWriter.AddLink	503
22.6.12	TTarWriter.AddVolumeHeader	503
22.6.13	TTarWriter.Finalize	503
22.6.14	TTarWriter.Permissions	503
22.6.15	TTarWriter.UID	504
22.6.16	TTarWriter.GID	504
22.6.17	TTarWriter.UserName	504
22.6.18	TTarWriter.GroupName	504
22.6.19	TTarWriter.Mode	505
22.6.20	TTarWriter.Magic	505
<b>23</b>	<b>Reference for unit 'mssqlconn'</b>	<b>506</b>
23.1	Used units	506
23.2	Overview	506
23.3	Constants, types and variables	506
23.3.1	Types	506
23.3.2	Variables	507
23.4	EMSSQLDatabaseError	507
23.4.1	Description	507
23.5	TMSSQLConnection	507
23.5.1	Description	507
23.5.2	Method overview	507
23.5.3	Property overview	508
23.5.4	TMSSQLConnection.Create	508
23.5.5	TMSSQLConnection.Password	508
23.5.6	TMSSQLConnection.Transaction	508
23.5.7	TMSSQLConnection.UserName	508
23.5.8	TMSSQLConnection.CharSet	509
23.5.9	TMSSQLConnection.HostName	509
23.5.10	TMSSQLConnection.Connected	509
23.5.11	TMSSQLConnection.Role	509
23.5.12	TMSSQLConnection.DatabaseName	509
23.5.13	TMSSQLConnection.KeepConnection	510
23.5.14	TMSSQLConnection.LoginPrompt	510
23.5.15	TMSSQLConnection.Params	510
23.5.16	TMSSQLConnection.OnLogin	510
23.6	TMSSQLConnectionDef	510

23.6.1	Method overview	510
23.6.2	TMSSQLConnectionDef.TypeName	510
23.6.3	TMSSQLConnectionDef.ConnectionClass	511
23.6.4	TMSSQLConnectionDef.Description	511
23.7	TSybaseConnection	511
23.7.1	Description	511
23.7.2	Method overview	511
23.7.3	TSybaseConnection.Create	511
23.8	TSybaseConnectionDef	511
23.8.1	Method overview	511
23.8.2	TSybaseConnectionDef.TypeName	512
23.8.3	TSybaseConnectionDef.ConnectionClass	512
23.8.4	TSybaseConnectionDef.Description	512
<b>24</b>	<b>Reference for unit 'Pipes'</b>	<b>513</b>
24.1	Used units	513
24.2	Overview	513
24.3	Constants, types and variables	513
24.3.1	Constants	513
24.4	Procedures and functions	513
24.4.1	CreatePipeHandles	513
24.4.2	CreatePipeStreams	514
24.5	EPipeCreation	514
24.5.1	Description	514
24.6	EPipeError	514
24.6.1	Description	514
24.7	EPipeSeek	514
24.7.1	Description	514
24.8	TInputPipeStream	514
24.8.1	Description	514
24.8.2	Method overview	515
24.8.3	Property overview	515
24.8.4	TInputPipeStream.Destroy	515
24.8.5	TInputPipeStream.Write	515
24.8.6	TInputPipeStream.Seek	515
24.8.7	TInputPipeStream.Read	516
24.8.8	TInputPipeStream.NumBytesAvailable	516
24.9	TOutputPipeStream	516
24.9.1	Description	516
24.9.2	Method overview	516



24.9.3	TOutputPipeStream.Destroy	517
24.9.4	TOutputPipeStream.Seek	517
24.9.5	TOutputPipeStream.Read	517
<b>25</b>	<b>Reference for unit 'pooledmm'</b>	<b>518</b>
25.1	Used units	518
25.2	Overview	518
25.3	Constants, types and variables	518
25.3.1	Types	518
25.4	TNonFreePooledMemManager	519
25.4.1	Description	519
25.4.2	Method overview	519
25.4.3	Property overview	519
25.4.4	TNonFreePooledMemManager.Clear	519
25.4.5	TNonFreePooledMemManager.Create	519
25.4.6	TNonFreePooledMemManager.Destroy	520
25.4.7	TNonFreePooledMemManager.NewItem	520
25.4.8	TNonFreePooledMemManager.EnumerateItems	520
25.4.9	TNonFreePooledMemManager.ItemSize	520
25.5	TPooledMemManager	521
25.5.1	Description	521
25.5.2	Method overview	521
25.5.3	Property overview	521
25.5.4	TPooledMemManager.Clear	521
25.5.5	TPooledMemManager.Create	521
25.5.6	TPooledMemManager.Destroy	522
25.5.7	TPooledMemManager.MinimumFreeCount	522
25.5.8	TPooledMemManager.MaximumFreeCountRatio	522
25.5.9	TPooledMemManager.Count	522
25.5.10	TPooledMemManager.FreeCount	523
25.5.11	TPooledMemManager.AllocatedCount	523
25.5.12	TPooledMemManager.FreedCount	523
<b>26</b>	<b>Reference for unit 'process'</b>	<b>524</b>
26.1	Used units	524
26.2	Overview	524
26.3	Constants, types and variables	524
26.3.1	Types	524
26.3.2	Variables	526
26.4	Procedures and functions	527
26.4.1	CommandToList	527

---

26.4.2	DetectXTerm	527
26.4.3	RunCommand	527
26.4.4	RunCommandIndir	527
26.5	EProcess	528
26.5.1	Description	528
26.6	TProcess	528
26.6.1	Description	528
26.6.2	Method overview	528
26.6.3	Property overview	529
26.6.4	TProcess.Create	529
26.6.5	TProcess.Destroy	530
26.6.6	TProcess.Execute	530
26.6.7	TProcess.CloseInput	530
26.6.8	TProcess.CloseOutput	531
26.6.9	TProcess.CloseStderr	531
26.6.10	TProcess.Resume	531
26.6.11	TProcess.Suspend	531
26.6.12	TProcess.Terminate	532
26.6.13	TProcess.WaitOnExit	532
26.6.14	TProcess.WindowRect	532
26.6.15	TProcess.Handle	532
26.6.16	TProcess.ProcessHandle	533
26.6.17	TProcess.ThreadHandle	533
26.6.18	TProcess.ProcessID	533
26.6.19	TProcess.ThreadID	534
26.6.20	TProcess.Input	534
26.6.21	TProcess.Output	534
26.6.22	TProcess.Stderr	535
26.6.23	TProcess.ExitStatus	535
26.6.24	TProcess.InheritHandles	535
26.6.25	TProcess.OnForkEvent	536
26.6.26	TProcess.PipeBufferSize	536
26.6.27	TProcess.Active	536
26.6.28	TProcess.ApplicationName	536
26.6.29	TProcess.CommandLine	537
26.6.30	TProcess.Executable	537
26.6.31	TProcess.Parameters	537
26.6.32	TProcess.ConsoleTitle	538
26.6.33	TProcess.CurrentDirectory	538
26.6.34	TProcess.Desktop	539

26.6.35 TProcess.Environment . . . . .	539
26.6.36 TProcess.Options . . . . .	539
26.6.37 TProcess.Priority . . . . .	540
26.6.38 TProcess.StartupOptions . . . . .	541
26.6.39 TProcess.Running . . . . .	541
26.6.40 TProcess.ShowWindow . . . . .	541
26.6.41 TProcess.WindowColumns . . . . .	542
26.6.42 TProcess.WindowHeight . . . . .	542
26.6.43 TProcess.WindowLeft . . . . .	543
26.6.44 TProcess.WindowRows . . . . .	543
26.6.45 TProcess.WindowTop . . . . .	543
26.6.46 TProcess.WindowWidth . . . . .	543
26.6.47 TProcess.FillAttribute . . . . .	544
26.6.48 TProcess.XTermProgram . . . . .	544
<b>27 Reference for unit 'rttiutils'</b>	<b>545</b>
27.1 Used units . . . . .	545
27.2 Overview . . . . .	545
27.3 Constants, types and variables . . . . .	545
27.3.1 Constants . . . . .	545
27.3.2 Types . . . . .	545
27.3.3 Variables . . . . .	546
27.4 Procedures and functions . . . . .	546
27.4.1 CreateStoredItem . . . . .	546
27.4.2 ParseStoredItem . . . . .	547
27.4.3 UpdateStoredList . . . . .	547
27.5 TPropInfoList . . . . .	547
27.5.1 Description . . . . .	547
27.5.2 Method overview . . . . .	548
27.5.3 Property overview . . . . .	548
27.5.4 TPropInfoList.Create . . . . .	548
27.5.5 TPropInfoList.Destroy . . . . .	548
27.5.6 TPropInfoList.Contains . . . . .	548
27.5.7 TPropInfoList.Find . . . . .	549
27.5.8 TPropInfoList.Delete . . . . .	549
27.5.9 TPropInfoList.Intersect . . . . .	549
27.5.10 TPropInfoList.Count . . . . .	549
27.5.11 TPropInfoList.Items . . . . .	550
27.6 TPropsStorage . . . . .	550
27.6.1 Description . . . . .	550

27.6.2	Method overview	550
27.6.3	Property overview	550
27.6.4	TPropsStorage.StoreAnyProperty	550
27.6.5	TPropsStorage.LoadAnyProperty	551
27.6.6	TPropsStorage.StoreProperties	551
27.6.7	TPropsStorage.LoadProperties	551
27.6.8	TPropsStorage.LoadObjectsProps	552
27.6.9	TPropsStorage.StoreObjectsProps	552
27.6.10	TPropsStorage.AObject	553
27.6.11	TPropsStorage.Prefix	553
27.6.12	TPropsStorage.Section	553
27.6.13	TPropsStorage.OnReadString	554
27.6.14	TPropsStorage.OnWriteString	554
27.6.15	TPropsStorage.OnEraseSection	554
<b>28</b>	<b>Reference for unit 'simpleipc'</b>	<b>555</b>
28.1	Used units	555
28.2	Overview	555
28.3	Constants, types and variables	555
28.3.1	Resource strings	555
28.3.2	Constants	556
28.3.3	Types	556
28.3.4	Variables	557
28.4	EIPCErrors	557
28.4.1	Description	557
28.5	TIPCCClientComm	557
28.5.1	Description	557
28.5.2	Method overview	557
28.5.3	Property overview	557
28.5.4	TIPCCClientComm.Create	558
28.5.5	TIPCCClientComm.Connect	558
28.5.6	TIPCCClientComm.Disconnect	558
28.5.7	TIPCCClientComm.ServerRunning	559
28.5.8	TIPCCClientComm.SendMessage	559
28.5.9	TIPCCClientComm.Owner	559
28.6	TIPCServerComm	559
28.6.1	Description	559
28.6.2	Method overview	560
28.6.3	Property overview	560
28.6.4	TIPCServerComm.Create	560

28.6.5	TIPCServerComm.StartServer	560
28.6.6	TIPCServerComm.StopServer	560
28.6.7	TIPCServerComm.PeekMessage	561
28.6.8	TIPCServerComm.ReadMessage	561
28.6.9	TIPCServerComm.Owner	561
28.6.10	TIPCServerComm.InstanceID	562
28.7	TSimpleIPC	562
28.7.1	Description	562
28.7.2	Property overview	562
28.7.3	TSimpleIPC.Active	562
28.7.4	TSimpleIPC.ServerID	562
28.8	TSimpleIPCClient	563
28.8.1	Description	563
28.8.2	Method overview	563
28.8.3	Property overview	563
28.8.4	TSimpleIPCClient.Create	563
28.8.5	TSimpleIPCClient.Destroy	563
28.8.6	TSimpleIPCClient.Connect	564
28.8.7	TSimpleIPCClient.Disconnect	564
28.8.8	TSimpleIPCClient.ServerRunning	564
28.8.9	TSimpleIPCClient.SendMessage	565
28.8.10	TSimpleIPCClient.SendStringMessage	565
28.8.11	TSimpleIPCClient.SendStringMessageFmt	565
28.8.12	TSimpleIPCClient.ServerInstance	565
28.9	TSimpleIPCServer	566
28.9.1	Description	566
28.9.2	Method overview	566
28.9.3	Property overview	566
28.9.4	TSimpleIPCServer.Create	566
28.9.5	TSimpleIPCServer.Destroy	567
28.9.6	TSimpleIPCServer.StartServer	567
28.9.7	TSimpleIPCServer.StopServer	567
28.9.8	TSimpleIPCServer.PeekMessage	567
28.9.9	TSimpleIPCServer.GetMessageData	568
28.9.10	TSimpleIPCServer.StringMessage	568
28.9.11	TSimpleIPCServer.MsgType	568
28.9.12	TSimpleIPCServer.MsgData	569
28.9.13	TSimpleIPCServer.InstanceID	569
28.9.14	TSimpleIPCServer.Global	569
28.9.15	TSimpleIPCServer.OnMessage	569

<b>29 Reference for unit 'sqldb'</b>	<b>570</b>
29.1 Used units	570
29.2 Overview	570
29.3 Using the universal TSQLConnector type	571
29.4 Retrieving Schema Information	571
29.5 Automatic generation of update SQL statements	571
29.6 Using parameters	572
29.7 Constants, types and variables	573
29.7.1 Constants	573
29.7.2 Types	573
29.7.3 Variables	576
29.8 Procedures and functions	576
29.8.1 GetConnectionDef	576
29.8.2 GetConnectionList	577
29.8.3 RegisterConnection	577
29.8.4 UnRegisterConnection	577
29.9 TConnectionDef	578
29.9.1 Description	578
29.9.2 Method overview	578
29.9.3 TConnectionDef.TypeName	578
29.9.4 TConnectionDef.ConnectionClass	578
29.9.5 TConnectionDef.Description	579
29.9.6 TConnectionDef.DefaultLibraryName	579
29.9.7 TConnectionDef.LoadFunction	579
29.9.8 TConnectionDef.UnLoadFunction	579
29.9.9 TConnectionDef.ApplyParams	580
29.10 TCustomSQLQuery	580
29.10.1 Description	580
29.10.2 Method overview	580
29.10.3 Property overview	580
29.10.4 TCustomSQLQuery.Prepare	580
29.10.5 TCustomSQLQuery.UnPrepare	581
29.10.6 TCustomSQLQuery.ExecSQL	581
29.10.7 TCustomSQLQuery.Create	582
29.10.8 TCustomSQLQuery.Destroy	582
29.10.9 TCustomSQLQuery.SetSchemaInfo	582
29.10.10 TCustomSQLQuery.Notification	582
29.10.11 TCustomSQLQuery.RowsAffected	583
29.10.12 TCustomSQLQuery.ParamByName	583
29.10.13 TCustomSQLQuery.Prepared	583

29.11 TServerIndexDefs . . . . .	583
29.11.1 Description . . . . .	583
29.11.2 Method overview . . . . .	584
29.11.3 TServerIndexDefs.Create . . . . .	584
29.11.4 TServerIndexDefs.Update . . . . .	584
29.12 TSQLConnection . . . . .	584
29.12.1 Description . . . . .	584
29.12.2 Method overview . . . . .	584
29.12.3 Property overview . . . . .	585
29.12.4 TSQLConnection.GetAsSQLText . . . . .	585
29.12.5 TSQLConnection.Create . . . . .	585
29.12.6 TSQLConnection.Destroy . . . . .	585
29.12.7 TSQLConnection.StartTransaction . . . . .	586
29.12.8 TSQLConnection.EndTransaction . . . . .	586
29.12.9 TSQLConnection.ExecuteDirect . . . . .	586
29.12.10 TSQLConnection.GetTableNames . . . . .	587
29.12.11 TSQLConnection.GetProcedureNames . . . . .	587
29.12.12 TSQLConnection.GetFieldNames . . . . .	587
29.12.13 TSQLConnection.CreateDB . . . . .	587
29.12.14 TSQLConnection.DropDB . . . . .	588
29.12.15 TSQLConnection.Handle . . . . .	588
29.12.16 TSQLConnection.FieldNameQuoteChars . . . . .	588
29.12.17 TSQLConnection.ConnOptions . . . . .	589
29.12.18 TSQLConnection.Password . . . . .	589
29.12.19 TSQLConnection.Transaction . . . . .	589
29.12.20 TSQLConnection.UserName . . . . .	589
29.12.21 TSQLConnection.CharSet . . . . .	590
29.12.22 TSQLConnection.HostName . . . . .	590
29.12.23 TSQLConnection.OnLog . . . . .	590
29.12.24 TSQLConnection.LogEvents . . . . .	591
29.12.25 TSQLConnection.Connected . . . . .	591
29.12.26 TSQLConnection.Role . . . . .	591
29.12.27 TSQLConnection.DatabaseName . . . . .	592
29.12.28 TSQLConnection.KeepConnection . . . . .	592
29.12.29 TSQLConnection.LoginPrompt . . . . .	592
29.12.30 TSQLConnection.Params . . . . .	593
29.12.31 TSQLConnection.OnLogin . . . . .	593
29.13 TSQLConnector . . . . .	593
29.13.1 Description . . . . .	593
29.13.2 Method overview . . . . .	593

29.13.3 Property overview	593
29.13.4 TSQLConnector.GetAsSQLText	594
29.13.5 TSQLConnector.ConnectorType	594
29.14 TSQLCursor	594
29.14.1 Description	594
29.15 TSQLHandle	594
29.15.1 Description	594
29.16 TSQLQuery	595
29.16.1 Description	595
29.16.2 Property overview	596
29.16.3 TSQLQuery.SchemaType	597
29.16.4 TSQLQuery.MaxIndexesCount	597
29.16.5 TSQLQuery.FieldDefs	597
29.16.6 TSQLQuery.Active	597
29.16.7 TSQLQuery.AutoCalcFields	597
29.16.8 TSQLQuery.Filter	598
29.16.9 TSQLQuery.Filtered	598
29.16.10 TSQLQuery.AfterCancel	598
29.16.11 TSQLQuery.AfterClose	598
29.16.12 TSQLQuery.AfterDelete	598
29.16.13 TSQLQuery.AfterEdit	598
29.16.14 TSQLQuery.AfterInsert	598
29.16.15 TSQLQuery.AfterOpen	599
29.16.16 TSQLQuery.AfterPost	599
29.16.17 TSQLQuery.AfterScroll	599
29.16.18 TSQLQuery.BeforeCancel	599
29.16.19 TSQLQuery.BeforeClose	599
29.16.20 TSQLQuery.BeforeDelete	599
29.16.21 TSQLQuery.BeforeEdit	599
29.16.22 TSQLQuery.BeforeInsert	600
29.16.23 TSQLQuery.BeforeOpen	600
29.16.24 TSQLQuery.BeforePost	600
29.16.25 TSQLQuery.BeforeScroll	600
29.16.26 TSQLQuery.OnCalcFields	600
29.16.27 TSQLQuery.OnDeleteError	600
29.16.28 TSQLQuery.OnEditError	600
29.16.29 TSQLQuery.OnFilterRecord	601
29.16.30 TSQLQuery.OnNewRecord	601
29.16.31 TSQLQuery.OnPostError	601
29.16.32 TSQLQuery.Database	601



29.16.33	TSQLQuery.Transaction	601
29.16.34	TSQLQuery.ReadOnly	602
29.16.35	TSQLQuery.SQL	602
29.16.36	TSQLQuery.UpdateSQL	602
29.16.37	TSQLQuery.InsertSQL	603
29.16.38	TSQLQuery.DeleteSQL	603
29.16.39	TSQLQuery.IndexDefs	603
29.16.40	TSQLQuery.Params	604
29.16.41	TSQLQuery.UpdateMode	604
29.16.42	TSQLQuery.UsePrimaryKeyAsKey	604
29.16.43	TSQLQuery.ParseSQL	605
29.16.44	TSQLQuery.DataSource	605
29.16.45	TSQLQuery.ServerFilter	605
29.16.46	TSQLQuery.ServerFiltered	606
29.16.47	TSQLQuery.ServerIndexDefs	606
29.17	TSQLScript	606
29.17.1	Description	606
29.17.2	Method overview	607
29.17.3	Property overview	607
29.17.4	TSQLScript.Create	607
29.17.5	TSQLScript.Destroy	607
29.17.6	TSQLScript.Execute	607
29.17.7	TSQLScript.ExecuteScript	608
29.17.8	TSQLScript.DataBase	608
29.17.9	TSQLScript.Transaction	608
29.17.10	TSQLScript.OnDirective	609
29.17.11	TSQLScript.Directives	609
29.17.12	TSQLScript.Defines	609
29.17.13	TSQLScript.Script	609
29.17.14	TSQLScript.Terminator	610
29.17.15	TSQLScript.CommentsinSQL	610
29.17.16	TSQLScript.UseSetTerm	610
29.17.17	TSQLScript.UseCommit	611
29.17.18	TSQLScript.UseDefines	611
29.17.19	TSQLScript.OnException	612
29.18	TSQLTransaction	612
29.18.1	Description	612
29.18.2	Method overview	613
29.18.3	Property overview	613
29.18.4	TSQLTransaction.Commit	613

29.18.5 TSQLTransaction.CommitRetaining . . . . .	613
29.18.6 TSQLTransaction.Rollback . . . . .	614
29.18.7 TSQLTransaction.RollbackRetaining . . . . .	614
29.18.8 TSQLTransaction.StartTransaction . . . . .	614
29.18.9 TSQLTransaction.Create . . . . .	615
29.18.10 TSQLTransaction.Destroy . . . . .	615
29.18.11 TSQLTransaction.EndTransaction . . . . .	615
29.18.12 TSQLTransaction.Handle . . . . .	615
29.18.13 TSQLTransaction.Action . . . . .	615
29.18.14 TSQLTransaction.Database . . . . .	616
29.18.15 TSQLTransaction.Params . . . . .	616
<b>30 Reference for unit 'streamcoll'</b>	<b>617</b>
30.1 Used units . . . . .	617
30.2 Overview . . . . .	617
30.3 Procedures and functions . . . . .	617
30.3.1 ColReadBoolean . . . . .	617
30.3.2 ColReadCurrency . . . . .	618
30.3.3 ColReadDateTime . . . . .	618
30.3.4 ColReadFloat . . . . .	618
30.3.5 ColReadInteger . . . . .	618
30.3.6 ColReadString . . . . .	619
30.3.7 ColWriteBoolean . . . . .	619
30.3.8 ColWriteCurrency . . . . .	619
30.3.9 ColWriteDateTime . . . . .	619
30.3.10 ColWriteFloat . . . . .	620
30.3.11 ColWriteInteger . . . . .	620
30.3.12 ColWriteString . . . . .	620
30.4 EStreamColl . . . . .	620
30.4.1 Description . . . . .	620
30.5 TStreamCollection . . . . .	620
30.5.1 Description . . . . .	620
30.5.2 Method overview . . . . .	621
30.5.3 Property overview . . . . .	621
30.5.4 TStreamCollection.LoadFromStream . . . . .	621
30.5.5 TStreamCollection.SaveToStream . . . . .	621
30.5.6 TStreamCollection.Streaming . . . . .	621
30.6 TStreamCollectionItem . . . . .	622
30.6.1 Description . . . . .	622
<b>31 Reference for unit 'streamex'</b>	<b>623</b>

31.1	Used units	623
31.2	Overview	623
31.3	TBidirBinaryObjectReader	623
31.3.1	Description	623
31.3.2	Property overview	623
31.3.3	TBidirBinaryObjectReader.Position	623
31.4	TBidirBinaryObjectWriter	624
31.4.1	Description	624
31.4.2	Property overview	624
31.4.3	TBidirBinaryObjectWriter.Position	624
31.5	TDelphiReader	624
31.5.1	Description	624
31.5.2	Method overview	624
31.5.3	Property overview	625
31.5.4	TDelphiReader.GetDriver	625
31.5.5	TDelphiReader.ReadStr	625
31.5.6	TDelphiReader.Read	625
31.5.7	TDelphiReader.Position	625
31.6	TDelphiWriter	626
31.6.1	Description	626
31.6.2	Method overview	626
31.6.3	Property overview	626
31.6.4	TDelphiWriter.GetDriver	626
31.6.5	TDelphiWriter.FlushBuffer	626
31.6.6	TDelphiWriter.Write	626
31.6.7	TDelphiWriter.WriteStr	627
31.6.8	TDelphiWriter.WriteValue	627
31.6.9	TDelphiWriter.Position	627
<b>32</b>	<b>Reference for unit 'StreamIO'</b>	<b>628</b>
32.1	Used units	628
32.2	Overview	628
32.3	Procedures and functions	628
32.3.1	AssignStream	628
32.3.2	GetStream	629
<b>33</b>	<b>Reference for unit 'syncobjs'</b>	<b>630</b>
33.1	Used units	630
33.2	Overview	630
33.3	Constants, types and variables	630
33.3.1	Constants	630

33.3.2	Types	630
33.4	TCriticalSection	631
33.4.1	Description	631
33.4.2	Method overview	631
33.4.3	TCriticalSection.Acquire	632
33.4.4	TCriticalSection.Release	632
33.4.5	TCriticalSection.Enter	632
33.4.6	TCriticalSection.TryEnter	632
33.4.7	TCriticalSection.Leave	633
33.4.8	TCriticalSection.Create	633
33.4.9	TCriticalSection.Destroy	633
33.5	TEventObject	633
33.5.1	Description	633
33.5.2	Method overview	634
33.5.3	Property overview	634
33.5.4	TEventObject.Create	634
33.5.5	TEventObject.destroy	634
33.5.6	TEventObject.ResetEvent	634
33.5.7	TEventObject.SetEvent	635
33.5.8	TEventObject.WaitFor	635
33.5.9	TEventObject.ManualReset	635
33.6	THandleObject	635
33.6.1	Description	635
33.6.2	Method overview	636
33.6.3	Property overview	636
33.6.4	THandleObject.destroy	636
33.6.5	THandleObject.Handle	636
33.6.6	THandleObject.LastError	636
33.7	TSimpleEvent	636
33.7.1	Description	636
33.7.2	Method overview	637
33.7.3	TSimpleEvent.Create	637
33.8	TSynchroObject	637
33.8.1	Description	637
33.8.2	Method overview	637
33.8.3	TSynchroObject.Acquire	637
33.8.4	TSynchroObject.Release	637
<b>34</b>	<b>Reference for unit 'URIParser'</b>	<b>639</b>
34.1	Overview	639

34.2	Constants, types and variables	639
34.2.1	Types	639
34.3	Procedures and functions	639
34.3.1	EncodeURI	639
34.3.2	FilenameToURI	640
34.3.3	IsAbsoluteURI	640
34.3.4	ParseURI	640
34.3.5	ResolveRelativeURI	641
34.3.6	URIToFilename	641
<b>35</b>	<b>Reference for unit 'zipper'</b>	<b>642</b>
35.1	Used units	642
35.2	Overview	642
35.3	Constants, types and variables	642
35.3.1	Constants	642
35.3.2	Types	643
35.4	EZipError	645
35.4.1	Description	645
35.5	TCompressor	645
35.5.1	Description	645
35.5.2	Method overview	645
35.5.3	Property overview	645
35.5.4	TCompressor.Create	645
35.5.5	TCompressor.Compress	646
35.5.6	TCompressor.ZipID	646
35.5.7	TCompressor.ZipVersionReqd	646
35.5.8	TCompressor.ZipBitFlag	646
35.5.9	TCompressor.BufferSize	646
35.5.10	TCompressor.OnPercent	646
35.5.11	TCompressor.OnProgress	646
35.5.12	TCompressor.Crc32Val	647
35.6	TDeCompressor	647
35.6.1	Description	647
35.6.2	Method overview	647
35.6.3	Property overview	647
35.6.4	TDeCompressor.Create	647
35.6.5	TDeCompressor.DeCompress	647
35.6.6	TDeCompressor.ZipID	648
35.6.7	TDeCompressor.BufferSize	648
35.6.8	TDeCompressor.OnPercent	648

35.6.9 TDeCompressor.OnProgress	648
35.6.10 TDeCompressor.Crc32Val	648
35.7 TDeflater	648
35.7.1 Description	648
35.7.2 Method overview	649
35.7.3 Property overview	649
35.7.4 TDeflater.Create	649
35.7.5 TDeflater.Compress	649
35.7.6 TDeflater.ZipID	649
35.7.7 TDeflater.ZipVersionReqd	649
35.7.8 TDeflater.ZipBitFlag	649
35.7.9 TDeflater.CompressionLevel	649
35.8 TFullZipFileEntries	650
35.8.1 Property overview	650
35.8.2 TFullZipFileEntries.FullEntries	650
35.9 TFullZipFileEntry	650
35.9.1 Property overview	650
35.9.2 TFullZipFileEntry.CompressMethod	650
35.9.3 TFullZipFileEntry.CompressedSize	650
35.9.4 TFullZipFileEntry.CRC32	650
35.10 TInflater	650
35.10.1 Description	650
35.10.2 Method overview	651
35.10.3 TInflater.Create	651
35.10.4 TInflater.DeCompress	651
35.10.5 TInflater.ZipID	651
35.11 TShrinker	651
35.11.1 Description	651
35.11.2 Method overview	651
35.11.3 TShrinker.Create	651
35.11.4 TShrinker.Destroy	652
35.11.5 TShrinker.Compress	652
35.11.6 TShrinker.ZipID	652
35.11.7 TShrinker.ZipVersionReqd	652
35.11.8 TShrinker.ZipBitFlag	652
35.12 TUnZipper	652
35.12.1 Method overview	652
35.12.2 Property overview	653
35.12.3 TUnZipper.Create	653
35.12.4 TUnZipper.Destroy	653

35.12.5 TUnZipper.UnZipAllFiles . . . . .	653
35.12.6 TUnZipper.UnZipFiles . . . . .	654
35.12.7 TUnZipper.Clear . . . . .	654
35.12.8 TUnZipper.Examine . . . . .	654
35.12.9 TUnZipper.BufferSize . . . . .	654
35.12.10 TUnZipper.OnOpenInputStream . . . . .	654
35.12.11 TUnZipper.OnCloseInputStream . . . . .	654
35.12.12 TUnZipper.OnCreateStream . . . . .	655
35.12.13 TUnZipper.OnDoneStream . . . . .	655
35.12.14 TUnZipper.OnPercent . . . . .	655
35.12.15 TUnZipper.OnProgress . . . . .	655
35.12.16 TUnZipper.OnStartFile . . . . .	655
35.12.17 TUnZipper.OnEndFile . . . . .	655
35.12.18 TUnZipper.FileName . . . . .	656
35.12.19 TUnZipper.OutputPath . . . . .	656
35.12.20 TUnZipper.FileComment . . . . .	656
35.12.21 TUnZipper.Files . . . . .	656
35.12.22 TUnZipper.Entries . . . . .	656
35.13 TZipFileEntries . . . . .	656
35.13.1 Description . . . . .	656
35.13.2 Method overview . . . . .	657
35.13.3 Property overview . . . . .	657
35.13.4 TZipFileEntries.AddFileEntry . . . . .	657
35.13.5 TZipFileEntries.AddFileEntries . . . . .	657
35.13.6 TZipFileEntries.Entries . . . . .	657
35.14 TZipFileEntry . . . . .	657
35.14.1 Method overview . . . . .	657
35.14.2 Property overview . . . . .	658
35.14.3 TZipFileEntry.Create . . . . .	658
35.14.4 TZipFileEntry.IsDirectory . . . . .	658
35.14.5 TZipFileEntry.IsLink . . . . .	658
35.14.6 TZipFileEntry.Assign . . . . .	658
35.14.7 TZipFileEntry.Stream . . . . .	658
35.14.8 TZipFileEntry.ArchiveFileName . . . . .	658
35.14.9 TZipFileEntry.DiskFileName . . . . .	659
35.14.10 TZipFileEntry.Size . . . . .	659
35.14.11 TZipFileEntry.DateTime . . . . .	659
35.14.12 TZipFileEntry.OS . . . . .	659
35.14.13 TZipFileEntry.Attributes . . . . .	659
35.14.14 TZipFileEntry.CompressionLevel . . . . .	659

35.15	TZipper	660
35.15.1	Method overview	660
35.15.2	Property overview	660
35.15.3	TZipper.Create	660
35.15.4	TZipper.Destroy	660
35.15.5	TZipper.ZipAllFiles	660
35.15.6	TZipper.SaveToFile	661
35.15.7	TZipper.SaveToStream	661
35.15.8	TZipper.ZipFiles	661
35.15.9	TZipper.Clear	661
35.15.10	TZipper.BufferSize	661
35.15.11	TZipper.OnPercent	661
35.15.12	TZipper.OnProgress	662
35.15.13	TZipper.OnStartFile	662
35.15.14	TZipper.OnEndFile	662
35.15.15	TZipper.FileName	662
35.15.16	TZipper.FileComment	662
35.15.17	TZipper.Files	662
35.15.18	TZipper.InMemSize	662
35.15.19	TZipper.Entries	663
<b>36</b>	<b>Reference for unit 'zstream'</b>	<b>664</b>
36.1	Used units	664
36.2	Overview	664
36.3	Constants, types and variables	664
36.3.1	Types	664
36.4	Ecompressionerror	665
36.4.1	Description	665
36.5	Edecompressionerror	665
36.5.1	Description	665
36.6	Egzfileerror	665
36.6.1	Description	665
36.7	Ezliberror	665
36.7.1	Description	665
36.8	Tcompressionstream	665
36.8.1	Description	665
36.8.2	Method overview	666
36.8.3	Property overview	666
36.8.4	Tcompressionstream.create	666
36.8.5	Tcompressionstream.destroy	666



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36.8.6	Tcompressionstream.write	666
36.8.7	Tcompressionstream.flush	667
36.8.8	Tcompressionstream.get_compressionrate	667
36.8.9	Tcompressionstream.OnProgress	667
36.9	Tcustomzlibstream	667
36.9.1	Description	667
36.9.2	Method overview	668
36.9.3	Tcustomzlibstream.create	668
36.9.4	Tcustomzlibstream.destroy	668
36.10	Tdecompressionstream	668
36.10.1	Description	668
36.10.2	Method overview	668
36.10.3	Property overview	669
36.10.4	Tdecompressionstream.create	669
36.10.5	Tdecompressionstream.destroy	669
36.10.6	Tdecompressionstream.read	669
36.10.7	Tdecompressionstream.seek	670
36.10.8	Tdecompressionstream.get_compressionrate	670
36.10.9	Tdecompressionstream.OnProgress	670
36.11	TGZFileStream	671
36.11.1	Description	671
36.11.2	Method overview	671
36.11.3	TGZFileStream.create	671
36.11.4	TGZFileStream.read	671
36.11.5	TGZFileStream.write	672
36.11.6	TGZFileStream.seek	672
36.11.7	TGZFileStream.destroy	672

## About this guide

This document describes all constants, types, variables, functions and procedures as they are declared in the units that come standard with the FCL (Free Component Library).

Throughout this document, we will refer to functions, types and variables with `typewriter` font. Functions and procedures have their own subsections, and for each function or procedure we have the following topics:

**Declaration** The exact declaration of the function.

**Description** What does the procedure exactly do ?

**Errors** What errors can occur.

**See Also** Cross references to other related functions/commands.

## 0.1 Overview

The Free Component Library is a series of units that implement various classes and non-visual components for use with Free Pascal. They are building blocks for non-visual and visual programs, such as designed in Lazarus.

The `TDataset` descendents have been implemented in a way that makes them compatible to the Delphi implementation of these units. There are other units that have counterparts in Delphi, but most of them are unique to Free Pascal.

# Chapter 1

## Reference for unit 'ascii85'

### 1.1 Used units

Table 1.1: Used units by unit 'ascii85'

Name	Page
Classes	??
System	??
sysutils	??

### 1.2 Overview

The `ascii85` provides an ASCII 85 or base 85 decoding algorithm. It is class and stream based: the `TASCII85DecoderStream` ([67](#)) stream can be used to decode any stream with ASCII85 encoded data.

Currently, no ASCII85 encoder stream is available.

It's usage and purpose is similar to the IDEA ([452](#)) or base64 ([88](#)) units.

### 1.3 Constants, types and variables

#### 1.3.1 Types

```
TASCII85State = (ascInitial, ascOneEncodedChar, ascTwoEncodedChars,  
                 ascThreeEncodedChars, ascFourEncodedChars,  
                 ascNoEncodedChar, ascPrefix)
```

Table 1.2: Enumeration values for type TASCII85State

Value	Explanation
ascFourEncodedChars	Four encoded characters in buffer.
ascInitial	Initial state
ascNoEncodedChar	No encoded characters in buffer.
ascOneEncodedChar	One encoded character in buffer.
ascPrefix	Prefix processing
ascThreeEncodedChars	Three encoded characters in buffer.
ascTwoEncodedChars	Two encoded characters in buffer.

TASCII85State is for internal use, it contains the current state of the decoder.

## 1.4 TASCII85DecoderStream

### 1.4.1 Description

TASCII85DecoderStream is a read-only stream: it takes an input stream with ASCII 85 encoded data, and decodes the data as it is read. To this end, it overrides the TStream.Read (??) method.

The stream cannot be written to, trying to write to the stream will result in an exception.

### 1.4.2 Method overview

Page	Property	Description
<a href="#">68</a>	Close	Close decoder
<a href="#">68</a>	ClosedP	Check if the state is correct
<a href="#">67</a>	Create	Create new ASCII 85 decoder stream
<a href="#">68</a>	Decode	Decode source byte
<a href="#">68</a>	Destroy	Clean up instance
<a href="#">69</a>	Read	Read data from stream
<a href="#">69</a>	Seek	Set stream position

### 1.4.3 Property overview

Page	Property	Access	Description
<a href="#">69</a>	BExpectBoundary	rw	Expect character

### 1.4.4 TASCII85DecoderStream.Create

Synopsis: Create new ASCII 85 decoder stream

Declaration: constructor Create(aStream: TStream)

Visibility: published

Description: Create instantiates a new TASCII85DecoderStream instance, and sets aStream as the source stream.

See also: TASCII85DecoderStream.Destroy (??)

### 1.4.5 TASCII85DecoderStream.Decode

Synopsis: Decode source byte

Declaration: `procedure Decode(aInput: Byte)`

Visibility: published

Description: `Decode` decodes a source byte, and transfers it to the buffer. It is an internal routine and should not be used directly.

See also: `TASCII85DecoderStream.Close` (??)

### 1.4.6 TASCII85DecoderStream.Close

Synopsis: Close decoder

Declaration: `procedure Close`

Visibility: published

Description: `Close` closes the decoder mechanism: it checks if all data was read and performs a check to see whether all input data was consumed.

Errors: If the input stream was invalid, an `EConvertError` exception is raised.

See also: `TASCII85DecoderStream.ClosedP` (??), `TASCII85DecoderStream.Read` (??), `TASCII85DecoderStream.Destroy` (??)

### 1.4.7 TASCII85DecoderStream.ClosedP

Synopsis: Check if the state is correct

Declaration: `function ClosedP : Boolean`

Visibility: published

Description: `ClosedP` checks if the decoder state is one of `ascInitial`, `ascNoEncodedChar`, `ascPrefix`, and returns `True` if it is.

See also: `TASCII85DecoderStream.Close` (??), `TASCII85DecoderStream.BExpectBoundary` (??)

### 1.4.8 TASCII85DecoderStream.Destroy

Synopsis: Clean up instance

Declaration: `destructor Destroy; Override`

Visibility: public

Description: `Destroy` closes the input stream using `Close` (??) and cleans up the `TASCII85DecoderStream` instance from memory.

Errors: In case the input stream was invalid, an exception may occur.

See also: `TASCII85DecoderStream.Close` (??)

### 1.4.9 TASCII85DecoderStream.Read

Synopsis: Read data from stream

Declaration: `function Read(var aBuffer;aCount: LongInt) : LongInt; Override`

Visibility: public

Description: Read attempts to read `aCount` bytes from the stream and places them in `aBuffer`. It reads only as much data as is available. The actual number of read bytes is returned.

The read method reads as much data from the input stream as needed to get to `aCount` bytes, in general this will be `aCount*5/4` bytes.

### 1.4.10 TASCII85DecoderStream.Seek

Synopsis: Set stream position

Declaration: `function Seek(aOffset: LongInt;aOrigin: Word) : LongInt; Override`  
`function Seek(const aOffset: Int64;aOrigin: TSeekOrigin) : Int64`  
`; Override; Overload`

Visibility: default

Description: Seek sets the stream position. It only allows to set the position to the current position of this file, and returns then the current position. All other arguments will result in an `EReadError` exception.

Errors: In case the arguments are different from `soCurrent` and 0, an `EReadError` exception will be raised.

See also: `TASCII85DecoderStream.Read` (??)

### 1.4.11 TASCII85DecoderStream.BExpectBoundary

Synopsis: Expect character

Declaration: `Property BExpectBoundary : Boolean`

Visibility: published

Access: Read,Write

Description: `BExpectBoundary` is `True` if a encoded data boundary is to be expected (">").

See also: `ClosedP` (??)

## 1.5 TASCII85EncoderStream

### 1.5.1 Description

`TASCII85EncoderStream` is the counterpart to the `TASCII85DecoderStream` (67) decoder stream: what `TASCII85EncoderStream` encodes, can be decoded by `TASCII85DecoderStream` (67).

The encoder stream works using a destination stream: whatever data is written to the encoder stream is encoded and written to the destination stream. The stream must be passed on in the constructor.

Note that all encoded data is only written to the destination stream when the encoder stream is destroyed.

See also: `TASCII85EncoderStream.create` (??), `TASCII85DecoderStream` (67)

### 1.5.2 Method overview

Page	Property	Description
<a href="#">70</a>	Create	Create a new instance of <code>TASCII85EncoderStream</code>
<a href="#">70</a>	Destroy	Flushed the data to the output stream and cleans up the encoder instance.
<a href="#">70</a>	Write	Write data encoded to the destination stream

### 1.5.3 Property overview

Page	Property	Access	Description
<a href="#">71</a>	Boundary	r	Is a boundary delineator written before and after the data
<a href="#">71</a>	Width	r	Width of the lines written to the data stream

### 1.5.4 TASCII85EncoderStream.Create

Synopsis: Create a new instance of `TASCII85EncoderStream`

Declaration: `constructor Create(ADest: TStream; AWidth: Integer; ABoundary: Boolean)`

Visibility: `public`

Description: `Create` creates a new instance of `TASCII85EncoderStream`. It stores `ADest` as the destination stream for the encoded data. The `Width` parameter indicates the width of the lines that are written by the encoder: after this amount of characters, a linefeed is put in the data stream. If `ABoundary` is `True` then a boundary delineator is written to the stream before and after the data.

See also: `TASCII85EncoderStream` ([69](#)), `Width` ([??](#)), `Boundary` ([??](#))

### 1.5.5 TASCII85EncoderStream.Destroy

Synopsis: Flushed the data to the output stream and cleans up the encoder instance.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` writes the data remaining in the internal buffer to the destination stream (possibly followed by a boundary delineator) and then destroys the encoder instance.

See also: `TASCII85EncoderStream.Write` ([??](#)), `TASCII85EncoderStream.Boundary` ([??](#))

### 1.5.6 TASCII85EncoderStream.Write

Synopsis: Write data encoded to the destination stream

Declaration: `function Write(const aBuffer; aCount: LongInt) : LongInt; Override`

Visibility: `public`

Description: `Write` encodes the `aCount` bytes of data in `aBuffer` and writes the encoded data to the destination stream.

Not all data is written immediatly to the destination stream. Only after the encoding stream is destroyed will the destination stream contain the full data.

See also: `TASCII85EncoderStream.Destroy` ([??](#))

### 1.5.7 TASCII85EncoderStream.Width

Synopsis: Width of the lines written to the data stream

Declaration: `Property Width : Integer`

Visibility: `public`

Access: `Read`

Description: `Width` is the width of the lines of encoded data written to the stream. After `Width` lines, a line ending will be written to the stream. The value is passed to the constructor and cannot be changed afterwards.

See also: `Boundary (??)`, `Create (??)`

### 1.5.8 TASCII85EncoderStream.Boundary

Synopsis: Is a boundary delineator written before and after the data

Declaration: `Property Boundary : Boolean`

Visibility: `public`

Access: `Read`

Description: `Boundary` indicates whether the stream will write a boundary delineator before and after the encoded data. It is passed to the constructor and cannot be changed.

See also: `Width (??)`, `Create (??)`

## 1.6 TASCII85RingBuffer

### 1.6.1 Description

`TASCII85RingBuffer` is an internal buffer class: it maintains a memory buffer of 1Kb, for faster reading of the stream. It should not be necessary to instantiate an instance of this class, the `TASCII85DecoderStream` (67) decoder stream will create an instance of this class automatically.

See also: `TASCII85DecoderStream` (67)

### 1.6.2 Method overview

Page	Property	Description
<a href="#">72</a>	<code>Read</code>	Read data from the internal buffer
<a href="#">72</a>	<code>Write</code>	Write data to the internal buffer

### 1.6.3 Property overview

Page	Property	Access	Description
<a href="#">72</a>	<code>FillCount</code>	<code>r</code>	Number of bytes in buffer
<a href="#">72</a>	<code>Size</code>	<code>r</code>	Size of buffer



### 1.6.4 TASCII85RingBuffer.Write

Synopsis: Write data to the internal buffer

Declaration: `procedure Write(const aBuffer; aSize: Cardinal)`

Visibility: published

Description: `Write` writes `aSize` bytes from `aBuffer` to the internal memory buffer. Only as much bytes are written as will fit in the buffer.

See also: `TASCII85RingBuffer.FillCount` (??), `TASCII85RingBuffer.Read` (??), `TASCII85RingBuffer.Size` (??)

### 1.6.5 TASCII85RingBuffer.Read

Synopsis: Read data from the internal buffer

Declaration: `function Read(var aBuffer; aSize: Cardinal) : Cardinal`

Visibility: published

Description: `Read` will read `aSize` bytes from the internal buffer and writes them to `aBuffer`. If not enough bytes are available, only as much bytes as available will be written. The function returns the number of bytes transferred.

See also: `TASCII85RingBuffer.FillCount` (??), `TASCII85RingBuffer.Write` (??), `TASCII85RingBuffer.Size` (??)

### 1.6.6 TASCII85RingBuffer.FillCount

Synopsis: Number of bytes in buffer

Declaration: `Property FillCount : Cardinal`

Visibility: published

Access: Read

Description: `FillCount` is the available amount of bytes in the buffer.

See also: `TASCII85RingBuffer.Write` (??), `TASCII85RingBuffer.Read` (??), `TASCII85RingBuffer.Size` (??)

### 1.6.7 TASCII85RingBuffer.Size

Synopsis: Size of buffer

Declaration: `Property Size : Cardinal`

Visibility: published

Access: Read

Description: `Size` is the total size of the memory buffer. This is currently hardcoded to 1024Kb.

See also: `TASCII85RingBuffer.FillCount` (??)

## Chapter 2

# Reference for unit 'AVL\_Tree'

### 2.1 Used units

Table 2.1: Used units by unit 'AVL\_Tree'

Name	Page
Classes	??
System	??
sysutils	??

### 2.2 Overview

The `avl_tree` unit implements a general-purpose AVL (balanced) tree class: the `TAVLTree` (73) class and it's associated data node class `TAVLTreeNode` (82).

### 2.3 TAVLTree

#### 2.3.1 Description

`TAVLTree` maintains a balanced AVL tree. The tree consists of `TAVLTreeNode` (82) nodes, each of which has a `Data` pointer associated with it. The `TAVLTree` component offers methods to balance and search the tree.

By default, the list is searched with a simple pointer comparison algorithm, but a custom search mechanism can be specified in the `OnCompare` (??) property.

See also: `TAVLTreeNode` (82)

### 2.3.2 Method overview

Page	Property	Description
<a href="#">78</a>	Add	Add a new node to the tree
<a href="#">79</a>	Clear	Clears the tree
<a href="#">80</a>	ConsistencyCheck	Check the consistency of the tree
<a href="#">81</a>	Create	Create a new instance of <code>TAVLTree</code>
<a href="#">78</a>	Delete	Delete a node from the tree
<a href="#">81</a>	Destroy	Destroy the <code>TAVLTree</code> instance
<a href="#">74</a>	Find	Find a data item in the tree.
<a href="#">76</a>	FindHighest	Find the highest (rightmost) node in the tree.
<a href="#">75</a>	FindKey	Find a data item in the tree using alternate compare mechanism
<a href="#">76</a>	FindLeftMost	Find the node most left to a specified data node
<a href="#">77</a>	FindLeftMostKey	Find the node most left to a specified key node
<a href="#">77</a>	FindLeftMostSameKey	Find the node most left to a specified node with the same data
<a href="#">75</a>	FindLowest	Find the lowest (leftmost) node in the tree.
<a href="#">76</a>	FindNearest	Find the node closest to the data in the tree
<a href="#">76</a>	FindPointer	Search for a data pointer
<a href="#">75</a>	FindPrecessor	
<a href="#">77</a>	FindRightMost	Find the node most right to a specified node
<a href="#">77</a>	FindRightMostKey	Find the node most right to a specified key node
<a href="#">78</a>	FindRightMostSameKey	Find the node most right of a specified node with the same data
<a href="#">75</a>	FindSuccessor	Find successor to node
<a href="#">80</a>	FreeAndClear	Clears the tree and frees nodes
<a href="#">80</a>	FreeAndDelete	Delete a node from the tree and destroy it
<a href="#">82</a>	GetEnumerator	Get an enumerator for the tree.
<a href="#">79</a>	MoveDataLeftMost	Move data to the nearest left element
<a href="#">79</a>	MoveDataRightMost	Move data to the nearest right element
<a href="#">78</a>	Remove	Remove a data item from the list.
<a href="#">79</a>	RemovePointer	Remove a pointer item from the list.
<a href="#">81</a>	ReportAsString	Return the tree report as a string
<a href="#">81</a>	SetNodeManager	Set the node instance manager to use
<a href="#">80</a>	WriteReportToStream	Write the contents of the tree consistency check to the stream

### 2.3.3 Property overview

Page	Property	Access	Description
<a href="#">82</a>	Count	r	Number of nodes in the tree.
<a href="#">82</a>	OnCompare	rw	Compare function used when comparing nodes

### 2.3.4 TAVLTree.Find

Synopsis: Find a data item in the tree.

Declaration: `function Find(Data: Pointer) : TAVLTreeNode`

Visibility: `public`

Description: `Find` uses the default `OnCompare` (??) comparing function to find the `Data` pointer in the tree. It returns the `TAVLTreeNode` instance that results in a successful compare with the `Data` pointer, or `Nil` if none is found.

The default `OnCompare` function compares the actual pointers, which means that by default `Find` will give the same result as `FindPointer` (??).

See also: OnCompare (??), FindKey (??)

### 2.3.5 TAVLTree.FindKey

Synopsis: Find a data item in the tree using alternate compare mechanism

Declaration: `function FindKey(Key: Pointer; OnCompareKeyWithData: TListSortCompare)  
: TAVLTreeNode`

Visibility: public

Description: `FindKey` uses the specified `OnCompareKeyWithData` comparing function to find the `Key` pointer in the tree. It returns the `TAVLTreeNode` instance that matches the `Data` pointer, or `Nil` if none is found.

See also: OnCompare (??), Find (??)

### 2.3.6 TAVLTree.FindSuccessor

Synopsis: Find successor to node

Declaration: `function FindSuccessor(ANode: TAVLTreeNode) : TAVLTreeNode`

Visibility: public

Description: `FindSuccessor` returns the successor to `ANode`: this is the leftmost node in the right subtree, or the leftmost node above the node `ANode`. This can of course be `Nil`.

This method is used when a node must be inserted at the rightmost position.

See also: `TAVLTree.FindPrecessor (??)`, `TAVLTree.MoveDataRightMost (??)`

### 2.3.7 TAVLTree.FindPrecessor

Synopsis:

Declaration: `function FindPrecessor(ANode: TAVLTreeNode) : TAVLTreeNode`

Visibility: public

Description: `FindPrecessor` returns the successor to `ANode`: this is the rightmost node in the left subtree, or the rightmost node above the node `ANode`. This can of course be `Nil`.

This method is used when a node must be inserted at the leftmost position.

See also: `TAVLTree.FindSuccessor (??)`, `TAVLTree.MoveDataLeftMost (??)`

### 2.3.8 TAVLTree.FindLowest

Synopsis: Find the lowest (leftmost) node in the tree.

Declaration: `function FindLowest : TAVLTreeNode`

Visibility: public

Description: `FindLowest` returns the leftmost node in the tree, i.e. the node which is reached when descending from the rootnode via the left (??) subtrees.

See also: `FindHighest (??)`

### 2.3.9 TAVLTree.FindHighest

Synopsis: Find the highest (rightmost) node in the tree.

Declaration: `function FindHighest : TAVLTreeNode`

Visibility: public

Description: `FindHighest` returns the rightmost node in the tree, i.e. the node which is reached when descending from the rootnode via the Right (??) subtrees.

See also: `FindLowest (??)`

### 2.3.10 TAVLTree.FindNearest

Synopsis: Find the node closest to the data in the tree

Declaration: `function FindNearest(Data: Pointer) : TAVLTreeNode`

Visibility: public

Description: `FindNearest` searches the node in the data tree that is closest to the specified `Data`. If `Data` appears in the tree, then its node is returned.

See also: `FindHighest (??)`, `FindLowest (??)`, `Find (??)`, `FindKey (??)`

### 2.3.11 TAVLTree.FindPointer

Synopsis: Search for a data pointer

Declaration: `function FindPointer(Data: Pointer) : TAVLTreeNode`

Visibility: public

Description: `FindPointer` searches for a node where the actual data pointer equals `Data`. This is a more fine search than `find (??)`, where a custom compare function can be used.

The default `OnCompare (??)` compares the data pointers, so the default `Find` will return the same node as `FindPointer`

See also: `TAVLTree.Find (??)`, `TAVLTree.FindKey (??)`

### 2.3.12 TAVLTree.FindLeftMost

Synopsis: Find the node most left to a specified data node

Declaration: `function FindLeftMost(Data: Pointer) : TAVLTreeNode`

Visibility: public

Description: `FindLeftMost` finds the node most left from the `Data` node. It starts at the preceding node for `Data` and tries to move as far right in the tree as possible.

This operation corresponds to finding the previous item in a list.

See also: `TAVLTree.FindRightMost (??)`, `TAVLTree.FindLeftMostKey (??)`, `TAVLTree.FindRightMostKey (??)`

### 2.3.13 TAVLTree.FindRightMost

Synopsis: Find the node most right to a specified node

Declaration: `function FindRightMost (Data: Pointer) : TAVLTreeNode`

Visibility: public

Description: `FindRightMost` finds the node most right from the `Data` node. It starts at the succeeding node for `Data` and tries to move as far left in the tree as possible.

This operation corresponds to finding the next item in a list.

See also: `TAVLTree.FindLeftMost (??)`, `TAVLTree.FindLeftMostKey (??)`, `TAVLTree.FindRightMostKey (??)`

### 2.3.14 TAVLTree.FindLeftMostKey

Synopsis: Find the node most left to a specified key node

Declaration: `function FindLeftMostKey (Key: Pointer;  
OnCompareKeyWithData: TListSortCompare)  
: TAVLTreeNode`

Visibility: public

Description: `FindLeftMostKey` finds the node most left from the node associated with `Key`. It starts at the preceding node for `Key` and tries to move as far left in the tree as possible.

See also: `TAVLTree.FindLeftMost (??)`, `TAVLTree.FindRightMost (??)`, `TAVLTree.FindRightMostKey (??)`

### 2.3.15 TAVLTree.FindRightMostKey

Synopsis: Find the node most right to a specified key node

Declaration: `function FindRightMostKey (Key: Pointer;  
OnCompareKeyWithData: TListSortCompare)  
: TAVLTreeNode`

Visibility: public

Description: `FindRightMostKey` finds the node most left from the node associated with `Key`. It starts at the succeeding node for `Key` and tries to move as far right in the tree as possible.

See also: `TAVLTree.FindLeftMost (??)`, `TAVLTree.FindRightMost (??)`, `TAVLTree.FindLeftMostKey (??)`

### 2.3.16 TAVLTree.FindLeftMostSameKey

Synopsis: Find the node most left to a specified node with the same data

Declaration: `function FindLeftMostSameKey (ANode: TAVLTreeNode) : TAVLTreeNode`

Visibility: public

Description: `FindLeftMostSameKey` finds the node most left from and with the same data as the specified node `ANode`.

See also: `TAVLTree.FindLeftMost (??)`, `TAVLTree.FindLeftMostKey (??)`, `TAVLTree.FindRightMostSameKey (??)`

### 2.3.17 TAVLTree.FindRightMostSameKey

Synopsis: Find the node most right of a specified node with the same data

Declaration: `function FindRightMostSameKey (ANode: TAVLTreeNode) : TAVLTreeNode`

Visibility: public

Description: `FindRightMostSameKey` finds the node most right from and with the same data as the specified node `ANode`.

See also: `TAVLTree.FindRightMost (??)`, `TAVLTree.FindRightMostKey (??)`, `TAVLTree.FindLeftMostSameKey (??)`

### 2.3.18 TAVLTree.Add

Synopsis: Add a new node to the tree

Declaration: `procedure Add (ANode: TAVLTreeNode)`  
`function Add (Data: Pointer) : TAVLTreeNode`

Visibility: default

Description: `Add` adds a new `Data` or `Node` to the tree. It inserts the node so that the tree is maximally balanced by rebalancing the tree after the insert. In case a data pointer is added to the tree, then the node that was created is returned.

See also: `TAVLTree.Delete (??)`, `TAVLTree.Remove (??)`

### 2.3.19 TAVLTree.Delete

Synopsis: Delete a node from the tree

Declaration: `procedure Delete (ANode: TAVLTreeNode)`

Visibility: public

Description: `Delete` removes the node from the tree. The node is not freed, but is passed to a `TAVLTreeNode-MemManager (84)` instance for future reuse. The data that the node represents is also not freed. The tree is rebalanced after the node was deleted.

See also: `TAVLTree.Remove (??)`, `TAVLTree.RemovePointer (??)`, `TAVLTree.Clear (??)`

### 2.3.20 TAVLTree.Remove

Synopsis: Remove a data item from the list.

Declaration: `procedure Remove (Data: Pointer)`

Visibility: public

Description: `Remove` finds the node associated with `Data` using `find (??)` and, if found, deletes it from the tree. Only the first occurrence of `Data` will be removed.

See also: `TAVLTree.Delete (??)`, `TAVLTree.RemovePointer (??)`, `TAVLTree.Clear (??)`, `TAVLTree.Find (??)`

### 2.3.21 TAVLTree.RemovePointer

Synopsis: Remove a pointer item from the list.

Declaration: `procedure RemovePointer(Data: Pointer)`

Visibility: `public`

Description: `Remove` uses `FindPointer` (??) to find the node associated with the pointer `Data` and, if found, deletes it from the tree. Only the first occurrence of `Data` will be removed.

See also: `TAVLTree.Remove` (??), `TAVLTree.Delete` (??), `TAVLTree.Clear` (??)

### 2.3.22 TAVLTree.MoveDataLeftMost

Synopsis: Move data to the nearest left element

Declaration: `procedure MoveDataLeftMost(var ANode: TAVLTreeNode)`

Visibility: `public`

Description: `MoveDataLeftMost` moves the data from the node `ANode` to the nearest left location relative to `ANode`. It returns the new node where the data is positioned. The data from the former left node will be switched to `ANode`.

This operation corresponds to switching the current with the previous element in a list.

See also: `TAVLTree.MoveDataRightMost` (??)

### 2.3.23 TAVLTree.MoveDataRightMost

Synopsis: Move data to the nearest right element

Declaration: `procedure MoveDataRightMost(var ANode: TAVLTreeNode)`

Visibility: `public`

Description: `MoveDataRightMost` moves the data from the node `ANode` to the rightmost location relative to `ANode`. It returns the new node where the data is positioned. The data from the former rightmost node will be switched to `ANode`.

This operation corresponds to switching the current with the next element in a list.

See also: `TAVLTree.MoveDataLeftMost` (??)

### 2.3.24 TAVLTree.Clear

Synopsis: Clears the tree

Declaration: `procedure Clear`

Visibility: `public`

Description: `Clear` deletes all nodes from the tree. The nodes themselves are not freed, and the data pointer in the nodes is also not freed.

If the node's data must be freed as well, use `TAVLTree.FreeAndClear` (??) instead.

See also: `TAVLTree.FreeAndClear` (??), `TAVLTree.Delete` (??)



### 2.3.25 TAVLTree.FreeAndClear

Synopsis: Clears the tree and frees nodes

Declaration: `procedure FreeAndClear`

Visibility: public

Description: `FreeAndClear` deletes all nodes from the tree. The data pointer in the nodes is assumed to be an object, and is freed prior to deleting the node from the tree.

See also: `TAVLTree.Clear` (??), `TAVLTree.Delete` (??), `TAVLTree.FreeAndDelete` (??)

### 2.3.26 TAVLTree.FreeAndDelete

Synopsis: Delete a node from the tree and destroy it

Declaration: `procedure FreeAndDelete (ANode: TAVLTreeNode)`

Visibility: public

Description: `FreeAndDelete` deletes a node from the tree, and destroys the data pointer: The data pointer in the nodes is assumed to be an object, and is freed by calling its destructor.

See also: `TAVLTree.Clear` (??), `TAVLTree.Delete` (??), `TAVLTree.FreeAndClear` (??)

### 2.3.27 TAVLTree.ConsistencyCheck

Synopsis: Check the consistency of the tree

Declaration: `function ConsistencyCheck : Integer`

Visibility: public

Description: `ConsistencyCheck` checks the correctness of the tree. It returns 0 if the tree is internally consistent, and a negative number if the tree contains an error somewhere.

- 1The Count property doesn't match the actual node count
- 2A left node does not point to the correct parent
- 3A left node is larger than parent node
- 4A right node does not point to the correct parent
- 5A right node is less than parent node
- 6The balance of a node is not calculated correctly

See also: `TAVLTree.WriteReportToStream` (??)

### 2.3.28 TAVLTree.WriteReportToStream

Synopsis: Write the contents of the tree consistency check to the stream

Declaration: `procedure WriteReportToStream(s: TStream; var StreamSize: Int64)`

Visibility: public

Description: `WriteReportToStream` writes a visual representation of the tree to the stream S. The total number of written bytes is returned in `StreamSize`. This method is only useful for debugging purposes.

See also: `TAVLTree.ConsistencyCheck` (??)

### 2.3.29 TAVLTree.ReportAsString

Synopsis: Return the tree report as a string

Declaration: `function ReportAsString : string`

Visibility: `public`

Description: `ReportAsString` calls `WriteReportToStream` (??) and returns the stream data as a string.

See also: `TAVLTree.WriteReportToStream` (??)

### 2.3.30 TAVLTree.SetNodeManager

Synopsis: Set the node instance manager to use

Declaration: `procedure SetNodeManager (NewMgr: TBaseAVLTreeNodeManager;  
AutoFree: Boolean)`

Visibility: `public`

Description: `SetNodeManager` sets the node manager instance used by the tree to `newmgr`. It should be called before any nodes are added to the tree. The `TAVLTree` instance will not destroy the nodemanager, thus the same instance of the tree node manager can be used to manager the nodes of multiple `TAVLTree` instances.

By default, a single instance of `TAVLTreeNodeMemManager` (84) is used to manage the nodes of all `TAVLTree` instances.

See also: `TBaseAVLTreeNodeManager` (86), `TAVLTreeNodeMemManager` (84)

### 2.3.31 TAVLTree.Create

Synopsis: Create a new instance of `TAVLTree`

Declaration: `constructor Create (OnCompareMethod: TListSortCompare)  
constructor Create`

Visibility: `default`

Description: `Create` initializes a new instance of `TAVLTree` (73). An alternate `OnCompare` (??) can be provided: the default `OnCompare` method compares the 2 data pointers of a node.

See also: `OnCompare` (??)

### 2.3.32 TAVLTree.Destroy

Synopsis: Destroy the `TAVLTree` instance

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` clears the nodes (the node data is not freed) and then destroys the `TAVLTree` instance.

See also: `TAVLTree.Create` (??), `TAVLTree.Clean` (??)

### 2.3.33 TAVLTree.GetEnumerator

Synopsis: Get an enumerator for the tree.

Declaration: `function GetEnumerator : TAVLTreeNodeEnumerator`

Visibility: public

Description: `GetEnumerator` returns an instance of the standard tree node enumerator `TAVLTreeNodeEnumerator` (83).

See also: `TAVLTreeNodeEnumerator` (83)

### 2.3.34 TAVLTree.OnCompare

Synopsis: Compare function used when comparing nodes

Declaration: `Property OnCompare : TListSortCompare`

Visibility: public

Access: Read,Write

Description: `OnCompare` is the comparing function used when the data of 2 nodes must be compared. By default, the function simply compares the 2 data pointers. A different function can be specified on creation.

See also: `TAVLTree.Create` (??)

### 2.3.35 TAVLTree.Count

Synopsis: Number of nodes in the tree.

Declaration: `Property Count : Integer`

Visibility: public

Access: Read

Description: `Count` is the number of nodes in the tree.

## 2.4 TAVLTreeNode

### 2.4.1 Description

`TAVLTreeNode` represents a single node in the AVL tree. It contains references to the other nodes in the tree, and provides a `Data` (??) pointer which can be used to store the data, associated with the node.

See also: `TAVLTree` (73), `TAVLTreeNode.Data` (??)

### 2.4.2 Method overview

Page	Property	Description
<a href="#">83</a>	<code>Clear</code>	Clears the node's data
<a href="#">83</a>	<code>TreeDepth</code>	Level of the node in the tree below

### 2.4.3 TAVLTreeNode.Clear

Synopsis: Clears the node's data

Declaration: `procedure Clear`

Visibility: `public`

Description: `Clear` clears all pointers and references in the node. It does not free the memory pointed to by these references.

### 2.4.4 TAVLTreeNode.TreeDepth

Synopsis: Level of the node in the tree below

Declaration: `function TreeDepth : Integer`

Visibility: `public`

Description: `TreeDepth` is the height of the node: this is the largest height of the left or right nodes, plus 1. If no nodes appear below this node (`left` and `Right` are `Nil`), the depth is 1.

See also: `Balance` (??)

## 2.5 TAVLTreeNodeEnumerator

### 2.5.1 Description

`TAVLTreeNodeEnumerator` is a class which implements the enumerator interface for the `TAVLTree` (73). It enumerates all the nodes in the tree.

See also: `TAVLTree` (73)

### 2.5.2 Method overview

Page	Property	Description
<a href="#">83</a>	<code>Create</code>	Create a new instance of <code>TAVLTreeNodeEnumerator</code>
<a href="#">84</a>	<code>MoveNext</code>	Move to next node in the tree.

### 2.5.3 Property overview

Page	Property	Access	Description
<a href="#">84</a>	<code>Current</code>	<code>r</code>	Current node in the tree

### 2.5.4 TAVLTreeNodeEnumerator.Create

Synopsis: Create a new instance of `TAVLTreeNodeEnumerator`

Declaration: `constructor Create (Tree: TAVLTree)`

Visibility: `public`

Description: `Create` creates a new instance of `TAVLTreeNodeEnumerator` and saves the `Tree` argument for later use in the enumerator.

## 2.5.5 TAVLTreeNodeEnumerator.MoveNext

Synopsis: Move to next node in the tree.

Declaration: `function MoveNext : Boolean`

Visibility: public

Description: `MoveNext` will return the lowest node in the tree to start with, and for all other calls returns the successor node of the current node with `TAVLTree.FindSuccessor` (??).

See also: `TAVLTree.FindSuccessor` (??)

## 2.5.6 TAVLTreeNodeEnumerator.Current

Synopsis: Current node in the tree

Declaration: `Property Current : TAVLTreeNode`

Visibility: public

Access: Read

Description: `Current` is the current node in the enumeration.

See also: `TAVLTreeNodeEnumerator.MoveNext` (??)

## 2.6 TAVLTreeNodeMemManager

### 2.6.1 Description

`TAVLTreeNodeMemManager` is an internal object used by the `avl_tree` unit. Normally, no instance of this object should be created: An instance is created by the unit initialization code, and freed when the unit is finalized.

See also: `TAVLTreeNode` ([82](#)), `TAVLTree` ([73](#))

### 2.6.2 Method overview

Page	Property	Description
<a href="#">85</a>	<code>Clear</code>	Frees all unused nodes
<a href="#">85</a>	<code>Create</code>	Create a new instance of <code>TAVLTreeNodeMemManager</code>
<a href="#">85</a>	<code>Destroy</code>	
<a href="#">85</a>	<code>DisposeNode</code>	Return a node to the free list
<a href="#">85</a>	<code>NewNode</code>	Create a new <code>TAVLTreeNode</code> instance

### 2.6.3 Property overview

Page	Property	Access	Description
<a href="#">86</a>	<code>Count</code>	r	Number of nodes in the list.
<a href="#">86</a>	<code>MaximumFreeNodeRatio</code>	rw	Maximum amount of free nodes in the list
<a href="#">86</a>	<code>MinimumFreeNode</code>	rw	Minimum amount of free nodes to be kept.

### 2.6.4 TAVLTreeNodeMemManager.DisposeNode

Synopsis: Return a node to the free list

Declaration: `procedure DisposeNode (ANode: TAVLTreeNode); Override`

Visibility: `public`

Description: `DisposeNode` is used to put the node `ANode` in the list of free nodes, or optionally destroy it if the free list is full. After a call to `DisposeNode`, `ANode` must be considered invalid.

See also: `TAVLTreeNodeMemManager.NewNode (??)`

### 2.6.5 TAVLTreeNodeMemManager.NewNode

Synopsis: Create a new `TAVLTreeNode` instance

Declaration: `function NewNode : TAVLTreeNode; Override`

Visibility: `public`

Description: `NewNode` returns a new `TAVLTreeNode` (82) instance. If there is a node in the free list, itare returned. If no more free nodes are present, a new node is created.

See also: `TAVLTreeNodeMemManager.DisposeNode (??)`

### 2.6.6 TAVLTreeNodeMemManager.Clear

Synopsis: Frees all unused nodes

Declaration: `procedure Clear`

Visibility: `public`

Description: `Clear` removes all unused nodes from the list and frees them.

See also: `TAVLTreeNodeMemManager.MinimumFreeNode (??)`, `TAVLTreeNodeMemManager.MaximumFreeNodeRatio (??)`

### 2.6.7 TAVLTreeNodeMemManager.Create

Synopsis: Create a new instance of `TAVLTreeNodeMemManager`

Declaration: `constructor Create`

Visibility: `public`

Description: `Create` initializes a new instance of `TAVLTreeNodeMemManager`.

See also: `TAVLTreeNodeMemManager.Destroy (??)`

### 2.6.8 TAVLTreeNodeMemManager.Destroy

Synopsis:

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` calls `clear` to clean up the free node list and then calls the inherited `destroy`.

See also: `TAVLTreeNodeMemManager.Create (??)`

## 2.6.9 TAVLTreeNodeMemManager.MinimumFreeNode

Synopsis: Minimum amount of free nodes to be kept.

Declaration: `Property MinimumFreeNode : Integer`

Visibility: `public`

Access: `Read,Write`

Description: `MinimumFreeNode` is the minimum amount of nodes that must be kept in the free nodes list.

See also: `TAVLTreeNodeMemManager.MaximumFreeNodeRatio` (??)

## 2.6.10 TAVLTreeNodeMemManager.MaximumFreeNodeRatio

Synopsis: Maximum amount of free nodes in the list

Declaration: `Property MaximumFreeNodeRatio : Integer`

Visibility: `public`

Access: `Read,Write`

Description: `MaximumFreeNodeRatio` is the maximum amount of free nodes that should be kept in the list: if a node is disposed of, then the ratio of the free nodes versus the total amount of nodes is checked, and if it is less than the `MaximumFreeNodeRatio` ratio but larger than the minimum amount of free nodes, then the node is disposed of instead of added to the free list.

See also: `TAVLTreeNodeMemManager.Count` (??), `TAVLTreeNodeMemManager.MinimumFreeNode` (??)

## 2.6.11 TAVLTreeNodeMemManager.Count

Synopsis: Number of nodes in the list.

Declaration: `Property Count : Integer`

Visibility: `public`

Access: `Read`

Description: `Count` is the total number of nodes in the list, used or not.

See also: `TAVLTreeNodeMemManager.MinimumFreeNode` (??), `TAVLTreeNodeMemManager.MaximumFreeNodeRatio` (??)

## 2.7 TBaseAVLTreeNodeManager

### 2.7.1 Description

`TBaseAVLTreeNodeManager` is an abstract class from which a descendent can be created that manages creating and disposing of tree nodes (instances of `TAVLTreeNode` (82)) for a `TAVLTree` (73) tree instance. No instance of this class should be created, it is a purely abstract class. The default descendant of this class used by an `TAVLTree` instance is `TAVLTreeNodeMemManager` (84).

The `TAVLTree.SetNodeManager` (??) method can be used to set the node manager that a `TAVLTree` instance should use.

See also: `TAVLTreeNodeMemManager` (84), `TAVLTree.SetNodeManager` (??), `TAVLTreeNode` (82)

### 2.7.2 Method overview

Page	Property	Description
<a href="#">87</a>	DisposeNode	Called when the AVL tree no longer needs node
<a href="#">87</a>	NewNode	Called when the AVL tree needs a new node

### 2.7.3 TBaseAVLTreeNodeManager.DisposeNode

Synopsis: Called when the AVL tree no longer needs node

Declaration: `procedure DisposeNode (ANode: TAVLTreeNode); Virtual; Abstract`

Visibility: `public`

Description: `DisposeNode` is called by `TAVLTree` ([73](#)) when it no longer needs a `TAVLTreeNode` ([82](#)) instance. The manager may decide to re-use the instance for later use instead of destroying it.

See also: `TBaseAVLTreeNodeManager.NewNode` ([??](#)), `TAVLTree.Delete` ([??](#)), `TAVLTreeNode` ([82](#))

### 2.7.4 TBaseAVLTreeNodeManager.NewNode

Synopsis: Called when the AVL tree needs a new node

Declaration: `function NewNode : TAVLTreeNode; Virtual; Abstract`

Visibility: `public`

Description: `NewNode` is called by `TAVLTree` ([73](#)) when it needs a new node in `TAVLTree.Add` ([??](#)). It must be implemented by descendants to return a new `TAVLTreeNode` ([82](#)) instance.

See also: `TBaseAVLTreeNodeManager.DisposeNode` ([??](#)), `TAVLTree.Add` ([??](#)), `TAVLTreeNode` ([82](#))



## Chapter 3

# Reference for unit 'base64'

### 3.1 Used units

Table 3.1: Used units by unit 'base64'

Name	Page
Classes	??
System	??
sysutils	??

### 3.2 Overview

`base64` implements base64 encoding (as used for instance in MIME encoding) based on streams. It implements 2 streams which encode or decode anything written or read from it. The source or the destination of the encoded data is another stream. 2 classes are implemented for this: `TBase64EncodingStream` (92) for encoding, and `TBase64DecodingStream` (89) for decoding.

The streams are designed as plug-in streams, which can be placed between other streams, to provide base64 encoding and decoding on-the-fly...

### 3.3 Constants, types and variables

#### 3.3.1 Types

```
TBase64DecodingMode = (bdmStrict, bdMIME)
```

Table 3.2: Enumeration values for type `TBase64DecodingMode`

Value	Explanation
<code>bdmMIME</code>	MIME encoding
<code>bdmStrict</code>	Strict encoding

`TBase64DecodingMode` determines the decoding algorithm used by `TBase64DecodingStream` (89). There are 2 modes:

**bdmStrict** Strict mode, which follows RFC3548 and rejects any characters outside of base64 alphabet. In this mode only up to two '=' characters are accepted at the end. It requires the input to have a `Size` being a multiple of 4, otherwise an `EBase64DecodingException` (89) exception is raised.

**bdmMime** MIME mode, which follows RFC2045 and ignores any characters outside of base64 alphabet. In this mode any '=' is seen as the end of string, it handles apparently truncated input streams gracefully.

## 3.4 Procedures and functions

### 3.4.1 DecodeStringBase64

Synopsis: Decodes a Base64 encoded string and returns the decoded data as a string.

Declaration: `function DecodeStringBase64(const s: string; strict: Boolean) : string`

Visibility: default

Description: `DecodeStringBase64` decodes the string `s` (containing Base 64 encoded data) returns the decoded data as a string. It uses a `TBase64DecodingStream` (89) to do this.

See also: `DecodeStringBase64` (89), `TBase64DecodingStream` (89)

### 3.4.2 EncodeStringBase64

Synopsis: Encode a string with Base64 encoding and return the result as a string.

Declaration: `function EncodeStringBase64(const s: string) : string`

Visibility: default

Description: `EncodeStringBase64` encodes the string `s` using Base 64 encoding and returns the result. It uses a `TBase64EncodingStream` (92) to do this.

See also: `DecodeStringBase64` (89), `TBase64EncodingStream` (92)

## 3.5 EBase64DecodingException

### 3.5.1 Description

`EBase64DecodeException` is raised when the stream contains errors against the encoding format. Whether or not this exception is raised depends on the mode in which the stream is decoded.

## 3.6 TBase64DecodingStream

### 3.6.1 Description

`TBase64DecodingStream` can be used to read data from a stream (the source stream) that contains Base64 encoded data. The data is read and decoded on-the-fly.

The decoding stream is read-only, and provides a limited forward-seeking capability.

See also: [TBase64EncodingStream \(92\)](#)

### 3.6.2 Method overview

Page	Property	Description
<a href="#">90</a>	Create	Create a new instance of the <code>TBase64DecodingStream</code> class
<a href="#">90</a>	Read	Read and decrypt data from the source stream
<a href="#">90</a>	Reset	Reset the stream
<a href="#">91</a>	Seek	Set stream position.

### 3.6.3 Property overview

Page	Property	Access	Description
<a href="#">91</a>	EOF	r	
<a href="#">91</a>	Mode	rw	Decoding mode

### 3.6.4 TBase64DecodingStream.Create

Synopsis: Create a new instance of the `TBase64DecodingStream` class

Declaration: `constructor Create (ASource: TStream)`  
`constructor Create (ASource: TStream; AMode: TBase64DecodingMode)`

Visibility: default

Description: `Create` creates a new instance of the `TBase64DecodingStream` class. It stores the source stream `ASource` for reading the data from.

The optional `AMode` parameter determines the mode in which the decoding will be done. If omitted, `bdmMIME` is used.

See also: [TBase64EncodingStream.Create \(??\)](#), [TBase64DecodingMode \(88\)](#)

### 3.6.5 TBase64DecodingStream.Reset

Synopsis: Reset the stream

Declaration: `procedure Reset`

Visibility: public

Description: `Reset` resets the data as if it was again on the start of the decoding stream.

Errors: None.

See also: [TBase64DecodingStream.EOF \(??\)](#), [TBase64DecodingStream.Read \(??\)](#)

### 3.6.6 TBase64DecodingStream.Read

Synopsis: Read and decrypt data from the source stream

Declaration: `function Read (var Buffer; Count: LongInt) : LongInt; Override`

Visibility: public

**Description:** Read reads encrypted data from the source stream and stores this data in `Buffer`. At most `Count` bytes will be stored in the buffer, but more bytes will be read from the source stream: the encoding algorithm multiplies the number of bytes.

The function returns the number of bytes stored in the buffer.

**Errors:** If an error occurs during the read from the source stream, an exception may occur.

**See also:** `TBase64DecodingStream.Write` (??), `TBase64DecodingStream.Seek` (??), `TStream.Read` (??)

### 3.6.7 TBase64DecodingStream.Seek

**Synopsis:** Set stream position.

**Declaration:** `function Seek(Offset: LongInt; Origin: Word) : LongInt; Override`

**Visibility:** public

**Description:** `Seek` sets the position of the stream. In the `TBase64DecodingStream` class, the seek operation is forward only, it does not support backward seeks. The forward seek is emulated by reading and discarding data till the desired position is reached.

For an explanation of the parameters, see `TStream.Seek` (??)

**Errors:** In case of an unsupported operation, an `EStreamError` exception is raised.

**See also:** `TBase64DecodingStream.Read` (??), `TBase64DecodingStream.Write` (??), `TBase64EncodingStream.Seek` (??), `TStream.Seek` (??)

### 3.6.8 TBase64DecodingStream.EOF

**Synopsis:**

**Declaration:** `Property EOF : Boolean`

**Visibility:** public

**Access:** Read

**Description:**

### 3.6.9 TBase64DecodingStream.Mode

**Synopsis:** Decoding mode

**Declaration:** `Property Mode : TBase64DecodingMode`

**Visibility:** public

**Access:** Read, Write

**Description:** `Mode` is the mode in which the stream is read. It can be set when creating the stream or at any time afterwards.

**See also:** `TBase64DecodingStream` (89)

## 3.7 TBase64EncodingStream

### 3.7.1 Description

TBase64EncodingStream can be used to encode data using the base64 algorithm. At creation time, a destination stream is specified. Any data written to the TBase64EncodingStream instance will be base64 encoded, and subsequently written to the destination stream.

The TBase64EncodingStream stream is a write-only stream. Obviously it is also not seekable. It is meant to be included in a chain of streams.

By the nature of base64 encoding, when a buffer is written to the stream, the output stream does not yet contain all output: input must be a multiple of 3. In order to be sure that the output contains all encoded bytes, the Flush (??) method can be used. The destructor will automatically call Flush, so all data is written to the destination stream when the decodes is destroyed.

See also: TBase64DecodingStream (89)

### 3.7.2 Method overview

Page	Property	Description
<a href="#">92</a>	Destroy	Remove a TBase64EncodingStream instance from memory
<a href="#">92</a>	Flush	Flush the remaining bytes to the output stream.
<a href="#">93</a>	Seek	Position the stream
<a href="#">93</a>	Write	Write data to the stream.

### 3.7.3 TBase64EncodingStream.Destroy

Synopsis: Remove a TBase64EncodingStream instance from memory

Declaration: destructor Destroy; Override

Visibility: public

Description: Destroy flushes any remaining output and then removes the TBase64EncodingStream instance from memory by calling the inherited destructor.

Errors: An exception may be raised if the destination stream no longer exists or is closed.

See also: TBase64EncodingStream.Create (??)

### 3.7.4 TBase64EncodingStream.Flush

Synopsis: Flush the remaining bytes to the output stream.

Declaration: function Flush : Boolean

Visibility: public

Description: Flush writes the remaining bytes from the internal encoding buffer to the output stream and pads the output with "=" signs. It returns True if padding was necessary, and False if not.

See also: TBase64EncodingStream.Destroy (??)

### 3.7.5 TBase64EncodingStream.Write

Synopsis: Write data to the stream.

Declaration: `function Write(const Buffer; Count: LongInt) : LongInt; Override`

Visibility: `public`

Description: `Write` encodes `Count` bytes from `Buffer` using the Base64 mechanism, and then writes the encoded data to the destination stream. It returns the number of bytes from `Buffer` that were actually written. Note that this is not the number of bytes written to the destination stream: the base64 mechanism writes more bytes to the destination stream.

Errors: If there is an error writing to the destination stream, an error may occur.

See also: `TBase64EncodingStream.Seek` (??), `TBase64EncodingStream.Read` (??), `TBase64DecodingStream.Write` (??), `TStream.Write` (??)

### 3.7.6 TBase64EncodingStream.Seek

Synopsis: Position the stream

Declaration: `function Seek(Offset: LongInt; Origin: Word) : LongInt; Override`

Visibility: `public`

Description: `Seek` always raises an `EStreamError` exception unless the arguments it received it don't change the current file pointer position. The encryption stream is not seekable.

Errors: An `EStreamError` error is raised.

See also: `TBase64EncodingStream.Read` (??), `TBase64EncodingStream.Write` (??), `TStream.Seek` (??)

## Chapter 4

# Reference for unit 'BlowFish'

### 4.1 Used units

Table 4.1: Used units by unit 'BlowFish'

Name	Page
Classes	??
System	??
sysutils	??

### 4.2 Overview

The BlowFish implements a class TBlowFish (95) to handle blowfish encryption/decryption of memory buffers, and 2 TStream (??) descendents TBlowFishDeCryptStream (96) which decrypts any data that is read from it on the fly, as well as TBlowFishEnCryptStream (97) which encrypts the data that is written to it on the fly.

### 4.3 Constants, types and variables

#### 4.3.1 Constants

`BFRounds = 16`

Number of rounds in blowfish encryption.

#### 4.3.2 Types

`PBlowFishKey = ^TBlowFishKey`

PBlowFishKey is a simple pointer to a TBlowFishKey (95) array.

`TBFBlock = Array[0..1] of LongInt`

TBFBLOCK is the basic data structure used by the encrypting/decrypting routines in TBlowFish (95), TBlowFishDeCryptStream (96) and TBlowFishEnCryptStream (97). It is the basic encryption/decryption block for all encrypting/decrypting: all encrypting/decrypting happens on a TBFBLOCK structure.

TBlowFishKey = Array[0..55] of Byte

TBlowFishKey is a data structure which keeps the encryption or decryption key for the TBlowFish (95), TBlowFishDeCryptStream (96) and TBlowFishEnCryptStream (97) classes. It should be filled with the encryption key and passed to the constructor of one of these classes.

## 4.4 EBlowFishError

### 4.4.1 Description

EBlowFishError is used by the TBlowFishStream (99), TBlowFishEncryptStream (97) and TBlowFishDecryptStream (96) classes to report errors.

See also: TBlowFishStream (99), TBlowFishEncryptStream (97), TBlowFishDecryptStream (96)

## 4.5 TBlowFish

### 4.5.1 Description

TBlowFish is a simple class that can be used to encrypt/decrypt a single TBFBLOCK (95) data block with the Encrypt (??) and Decrypt (??) calls. It is used internally by the TBlowFishEnCryptStream (97) and TBlowFishDeCryptStream (96) classes to encrypt or decrypt the actual data.

See also: TBlowFishEnCryptStream (97), TBlowFishDeCryptStream (96)

### 4.5.2 Method overview

Page	Property	Description
95	Create	Create a new instance of the TBlowFish class
96	Decrypt	Decrypt a block
96	Encrypt	Encrypt a block

### 4.5.3 TBlowFish.Create

Synopsis: Create a new instance of the TBlowFish class

Declaration: constructor Create(Key: TBlowFishKey; KeySize: Integer)

Visibility: public

Description: Create initializes a new instance of the TBlowFish class: it stores the key Key in the internal data structures so it can be used in later calls to Encrypt (??) and Decrypt (??).

See also: Encrypt (??), Decrypt (??)



#### 4.5.4 TBlowFish.Encrypt

Synopsis: Encrypt a block

Declaration: `procedure Encrypt (var Block: TBFBlock)`

Visibility: public

Description: `Encrypt` encrypts the data in `Block` (always 8 bytes) using the key (95) specified when the `TBlowFish` instance was created.

See also: `TBlowFishKey` (95), `Decrypt` (??), `Create` (??)

#### 4.5.5 TBlowFish.Decrypt

Synopsis: Decrypt a block

Declaration: `procedure Decrypt (var Block: TBFBlock)`

Visibility: public

Description: `decrypt` decrypts the data in `Block` (always 8 bytes) using the key (95) specified when the `TBlowFish` instance was created. The data must have been encrypted with the same key and the `Encrypt` (??) call.

See also: `TBlowFishKey` (95), `Encrypt` (??), `Create` (??)

### 4.6 TBlowFishDeCryptStream

#### 4.6.1 Description

The `TBlowFishDecryptStream` provides On-the-fly Blowfish decryption: all data that is read from the source stream is decrypted before it is placed in the output buffer. The source stream must be specified when the `TBlowFishDecryptStream` instance is created. The Decryption key must also be created when the stream instance is created, and must be the same key as the one used when encrypting the data.

This is a read-only stream: it is seekable only in a forward direction, and data can only be read from it, writing is not possible. For writing data so it is encrypted, the `TBlowFishEncryptStream` (97) stream must be used.

See also: `Create` (??), `TBlowFishEncryptStream` (97)

#### 4.6.2 Method overview

Page	Property	Description
96	Read	Read data from the stream
97	Seek	Set the stream position.

#### 4.6.3 TBlowFishDeCryptStream.Read

Synopsis: Read data from the stream

Declaration: `function Read (var Buffer; Count: LongInt) : LongInt; Override`

Visibility: public

**Description:** Read reads `Count` bytes from the source stream, decrypts them using the key provided when the `TBlowFishDeCryptStream` instance was created, and writes the decrypted data to `Buffer`

See also: [Create \(??\)](#), [TBlowFishEncryptStream \(97\)](#)

#### 4.6.4 TBlowFishDeCryptStream.Seek

**Synopsis:** Set the stream position.

**Declaration:** `function Seek(const Offset: Int64; Origin: TSeekOrigin) : Int64; Override`

**Visibility:** public

**Description:** `Seek` emulates a forward seek by reading and discarding data. The discarded data is lost. Since it is a forward seek, this means that only `soFromCurrent` can be specified for `Origin` with a positive (or zero) `Offset` value. All other values will result in an exception. The function returns the new position in the stream.

**Errors:** If any other combination of `Offset` and `Origin` than the allowed combination is specified, then an `EBlowFishError` [\(95\)](#) exception will be raised.

See also: [Read \(??\)](#), [EBlowFishError \(95\)](#)

### 4.7 TBlowFishEncryptStream

#### 4.7.1 Description

The `TBlowFishEncryptStream` provides On-the-fly Blowfish encryption: all data that is written to it is encrypted and then written to a destination stream, which must be specified when the `TBlowFishEncryptStream` instance is created. The encryption key must also be created when the stream instance is created.

This is a write-only stream: it is not seekable, and data can only be written to it, reading is not possible. For reading encrypted data, the `TBlowFishDeCryptStream` [\(96\)](#) stream must be used.

See also: [Create \(??\)](#), [TBlowFishDeCryptStream \(96\)](#)

#### 4.7.2 Method overview

Page	Property	Description
<a href="#">97</a>	Destroy	Free the <code>TBlowFishEncryptStream</code>
<a href="#">98</a>	Flush	Flush the encryption buffer
<a href="#">98</a>	Seek	Set the position in the stream
<a href="#">98</a>	Write	Write data to the stream

#### 4.7.3 TBlowFishEncryptStream.Destroy

**Synopsis:** Free the `TBlowFishEncryptStream`

**Declaration:** `destructor Destroy; Override`

**Visibility:** public

**Description:** `Destroy` flushes the encryption buffer, and writes it to the destination stream. After that the `Inherited` destructor is called to clean up the `TBlowFishEncryptStream` instance.

See also: `Flush (??)`, `Create (??)`

#### 4.7.4 TBlowFishEncryptStream.Write

**Synopsis:** Write data to the stream

**Declaration:** `function Write(const Buffer;Count: LongInt) : LongInt; Override`

**Visibility:** `public`

**Description:** `Write` will encrypt and write `Count` bytes from `Buffer` to the destination stream. The function returns the actual number of bytes written. The data is not encrypted in-place, but placed in a special buffer for encryption.

Data is always written 4 bytes at a time, since this is the amount of bytes required by the Blowfish algorithm. If no multiple of 4 was written to the destination stream, the `Flush (??)` mechanism can be used to write the remaining bytes.

See also: `TBlowFishEncryptStream.Read (??)`

#### 4.7.5 TBlowFishEncryptStream.Seek

**Synopsis:** Set the position in the stream

**Declaration:** `function Seek(const Offset: Int64;Origin: TSeekOrigin) : Int64; Override`

**Visibility:** `public`

**Description:** `Read` will raise an `EBlowFishError` exception: `TBlowFishEncryptStream` is a write-only stream, and cannot be positioned.

**Errors:** Calling this function always results in an `EBlowFishError (95)` exception.

See also: `TBlowFishEncryptStream.Write (??)`

#### 4.7.6 TBlowFishEncryptStream.Flush

**Synopsis:** Flush the encryption buffer

**Declaration:** `procedure Flush`

**Visibility:** `public`

**Description:** `Flush` writes the remaining data in the encryption buffer to the destination stream.

For efficiency, data is always written 4 bytes at a time, since this is the amount of bytes required by the Blowfish algorithm. If no multiple of 4 was written to the destination stream, the `Flush` mechanism can be used to write the remaining bytes.

`Flush` is called automatically when the stream is destroyed, so there is no need to call it after all data was written and the stream is no longer needed.

See also: `Write (??)`, `TBFBlock (95)`

## 4.8 TBlowFishStream

### 4.8.1 Description

TBlowFishStream is an abstract class which is used as a parent class for TBlowFishEncryptStream (97) and TBlowFishDecryptStream (96). It simply provides a constructor and storage for a TBlowFish (95) instance and for the source or destination stream.

Do not create an instance of TBlowFishStream directly. Instead create one of the descendent classes TBlowFishEncryptStream or TBlowFishDecryptStream.

See also: TBlowFishEncryptStream (97), TBlowFishDecryptStream (96), TBlowFish (95)

### 4.8.2 Method overview

Page	Property	Description
<a href="#">99</a>	Create	Create a new instance of the TBlowFishStream class
<a href="#">99</a>	Destroy	Destroy the TBlowFishStream instance.

### 4.8.3 Property overview

Page	Property	Access	Description
<a href="#">100</a>	BlowFish	r	Blowfish instance used when encrypting/decrypting

### 4.8.4 TBlowFishStream.Create

Synopsis: Create a new instance of the TBlowFishStream class

Declaration: constructor Create(AKey: TBlowFishKey; AKeySize: Byte; Dest: TStream)  
 constructor Create(const KeyPhrase: string; Dest: TStream)

Visibility: default

Description: Create initializes a new instance of TBlowFishStream, and creates an internal instance of TBlowFish (95) using AKey and AKeySize. The Dest stream is stored so the descendent classes can refer to it.

Do not create an instance of TBlowFishStream directly. Instead create one of the descendent classes TBlowFishEncryptStream or TBlowFishDecryptStream.

The overloaded version with the KeyPhrase string argument is used for easy access: it computes the blowfish key from the given string.

See also: TBlowFishEncryptStream (97), TBlowFishDecryptStream (96), TBlowFish (95)

### 4.8.5 TBlowFishStream.Destroy

Synopsis: Destroy the TBlowFishStream instance.

Declaration: destructor Destroy; Override

Visibility: public

Description: Destroy cleans up the internal TBlowFish (95) instance.

See also: Create (??), TBlowFish (95)

#### 4.8.6 TBlowFishStream.BlowFish

Synopsis: Blowfish instance used when encrypting/decrypting

Declaration: `Property BlowFish : TBlowFish`

Visibility: `public`

Access: `Read`

Description: `BlowFish` is the `TBlowFish` (95) instance which is created when the `TBlowFishStream` class is initialized. Normally it should not be used directly, it's intended for access by the descendent classes `TBlowFishEncryptStream` (97) and `TBlowFishDecryptStream` (96).

See also: `TBlowFishEncryptStream` (97), `TBlowFishDecryptStream` (96), `TBlowFish` (95)

## Chapter 5

# Reference for unit 'bufstream'

### 5.1 Used units

Table 5.1: Used units by unit 'bufstream'

Name	Page
Classes	??
System	??
sysutils	??

### 5.2 Overview

BufStream implements two one-way buffered streams: the streams store all data from (or for) the source stream in a memory buffer, and only flush the buffer when it's full (or refill it when it's empty). The buffer size can be specified at creation time. 2 streams are implemented: TReadBufStream ([104](#)) which is for reading only, and TWriteBufStream ([105](#)) which is for writing only.

Buffered streams can help in speeding up read or write operations, especially when a lot of small read/write operations are done: it avoids doing a lot of operating system calls.

### 5.3 Constants, types and variables

#### 5.3.1 Constants

`DefaultBufferCapacity : Integer = 16`

If no buffer size is specified when the stream is created, then this size is used.

### 5.4 TBufStream

#### 5.4.1 Description

TBufStream is the common ancestor for the TReadBufStream ([104](#)) and TWriteBufStream ([105](#)) streams. It completely handles the buffer memory management and position management. An in-

stance of `TBufStream` should never be created directly. It also keeps the instance of the source stream.

See also: [TReadBufStream \(104\)](#), [TWriteBufStream \(105\)](#)

### 5.4.2 Method overview

Page	Property	Description
<a href="#">102</a>	Create	Create a new <code>TBufStream</code> instance.
<a href="#">102</a>	Destroy	Destroys the <code>TBufStream</code> instance

### 5.4.3 Property overview

Page	Property	Access	Description
<a href="#">103</a>	Buffer	r	The current buffer
<a href="#">103</a>	BufferPos	r	Current buffer position.
<a href="#">103</a>	BufferSize	r	Amount of data in the buffer
<a href="#">103</a>	Capacity	rw	Current buffer capacity

### 5.4.4 TBufStream.Create

Synopsis: Create a new `TBufStream` instance.

Declaration: `constructor Create(ASource: TStream; ACapacity: Integer)`  
`constructor Create(ASource: TStream)`

Visibility: default

Description: `Create` creates a new `TBufStream` instance. A buffer of size `ACapacity` is allocated, and the `ASource` source (or destination) stream is stored. If no capacity is specified, then `DefaultBufferCapacity` ([101](#)) is used as the capacity.

An instance of `TBufStream` should never be instantiated directly. Instead, an instance of `TReadBufStream` ([104](#)) or `TWriteBufStream` ([105](#)) should be created.

Errors: If not enough memory is available for the buffer, then an exception may be raised.

See also: `TBufStream.Destroy` ([??](#)), [TReadBufStream \(104\)](#), [TWriteBufStream \(105\)](#)

### 5.4.5 TBufStream.Destroy

Synopsis: Destroys the `TBufStream` instance

Declaration: `destructor Destroy;` `Override`

Visibility: public

Description: `Destroy` destroys the instance of `TBufStream`. It flushes the buffer, deallocates it, and then destroys the `TBufStream` instance.

See also: `TBufStream.Create` ([??](#)), [TReadBufStream \(104\)](#), [TWriteBufStream \(105\)](#)

### 5.4.6 TBufStream.Buffer

Synopsis: The current buffer

Declaration: `Property Buffer : Pointer`

Visibility: public

Access: Read

Description: `Buffer` is a pointer to the actual buffer in use.

See also: `TBufStream.Create (??)`, `TBufStream.Capacity (??)`, `TBufStream.BufferSize (??)`

### 5.4.7 TBufStream.Capacity

Synopsis: Current buffer capacity

Declaration: `Property Capacity : Integer`

Visibility: public

Access: Read, Write

Description: `Capacity` is the amount of memory the buffer occupies. To change the buffer size, the capacity can be set. Note that the capacity cannot be set to a value that is less than the current buffer size, i.e. the current amount of data in the buffer.

See also: `TBufStream.Create (??)`, `TBufStream.Buffer (??)`, `TBufStream.BufferSize (??)`, `TBufStream.BufferPos (??)`

### 5.4.8 TBufStream.BufferPos

Synopsis: Current buffer position.

Declaration: `Property BufferPos : Integer`

Visibility: public

Access: Read

Description: `BufPos` is the current stream position in the buffer. Depending on whether the stream is used for reading or writing, data will be read from this position, or will be written at this position in the buffer.

See also: `TBufStream.Create (??)`, `TBufStream.Buffer (??)`, `TBufStream.BufferSize (??)`, `TBufStream.Capacity (??)`

### 5.4.9 TBufStream.BufferSize

Synopsis: Amount of data in the buffer

Declaration: `Property BufferSize : Integer`

Visibility: public

Access: Read

Description: `BufferSize` is the actual amount of data in the buffer. This is always less than or equal to the `Capacity (??)`.

See also: `TBufStream.Create (??)`, `TBufStream.Buffer (??)`, `TBufStream.BufferPos (??)`, `TBufStream.Capacity (??)`



## 5.5 TReadBufStream

### 5.5.1 Description

`TReadBufStream` is a read-only buffered stream. It implements the needed methods to read data from the buffer and fill the buffer with additional data when needed.

The stream provides limited forward-seek possibilities.

See also: `TBufStream` ([101](#)), `TWriteBufStream` ([105](#))

### 5.5.2 Method overview

Page	Property	Description
<a href="#">104</a>	Read	Reads data from the stream
<a href="#">104</a>	Seek	Set location in the buffer

### 5.5.3 TReadBufStream.Seek

Synopsis: Set location in the buffer

Declaration: `function Seek(const Offset: Int64; Origin: TSeekOrigin) : Int64; Override`

Visibility: public

Description: `Seek` sets the location in the buffer. Currently, only a forward seek is allowed. It is emulated by reading and discarding data. For an explanation of the parameters, see `TStream.Seek`" ([??](#))

The seek method needs enhancement to enable it to do a full-featured seek. This may be implemented in a future release of Free Pascal.

Errors: In case an illegal seek operation is attempted, an exception is raised.

See also: `TWriteBufStream.Seek` ([??](#)), `TReadBufStream.Read` ([??](#)), `TReadBufStream.Write` ([??](#))

### 5.5.4 TReadBufStream.Read

Synopsis: Reads data from the stream

Declaration: `function Read(var ABuffer; ACount: LongInt) : Integer; Override`

Visibility: public

Description: `Read` reads at most `ACount` bytes from the stream and places them in `Buffer`. The number of actually read bytes is returned.

`TReadBufStream` first reads whatever data is still available in the buffer, and then refills the buffer, after which it continues to read data from the buffer. This is repeated until `ACount` bytes are read, or no more data is available.

See also: `TReadBufStream.Seek` ([??](#)), `TReadBufStream.Read` ([??](#))

## 5.6 TWriteBufStream

### 5.6.1 Description

`TWriteBufStream` is a write-only buffered stream. It implements the needed methods to write data to the buffer and flush the buffer (i.e., write its contents to the source stream) when needed.

See also: `TBufStream` (101), `TReadBufStream` (104)

### 5.6.2 Method overview

Page	Property	Description
<a href="#">105</a>	<code>Destroy</code>	Remove the <code>TWriteBufStream</code> instance from memory
<a href="#">105</a>	<code>Seek</code>	Set stream position.
<a href="#">105</a>	<code>Write</code>	Write data to the stream

### 5.6.3 TWriteBufStream.Destroy

Synopsis: Remove the `TWriteBufStream` instance from memory

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` flushes the buffer and then calls the inherited `Destroy` (??).

Errors: If an error occurs during flushing of the buffer, an exception may be raised.

See also: `Create` (??), `TBufStream.Destroy` (??)

### 5.6.4 TWriteBufStream.Seek

Synopsis: Set stream position.

Declaration: `function Seek(const Offset: Int64; Origin: TSeekOrigin) : Int64; Override`

Visibility: `public`

Description: `Seek` always raises an `EStreamError` exception, except when the seek operation would not alter the current position.

A later implementation may perform a proper seek operation by flushing the buffer and doing a seek on the source stream.

See also: `TWriteBufStream.Write` (??), `TWriteBufStream.Read` (??), `TReadBufStream.Seek` (??)

### 5.6.5 TWriteBufStream.Write

Synopsis: Write data to the stream

Declaration: `function Write(const ABuffer; ACount: LongInt) : Integer; Override`

Visibility: `public`

**Description:** `Write` writes at most `ACount` bytes from `ABuffer` to the stream. The data is written to the internal buffer first. As soon as the internal buffer is full, it is flushed to the destination stream, and the internal buffer is filled again. This process continues till all data is written (or an error occurs).

**Errors:** An exception may occur if the destination stream has problems writing.

**See also:** `TWriteBufStream.Seek` (??), `TWriteBufStream.Read` (??), `TReadBufStream.Write` (??)

## Chapter 6

# Reference for unit 'CacheCls'

### 6.1 Used units

Table 6.1: Used units by unit 'CacheCls'

Name	Page
System	??
sysutils	??

### 6.2 Overview

The `CacheCls` unit implements a caching class: similar to a hash class, it can be used to cache data, associated with string values (keys). The class is called `TCache`

### 6.3 Constants, types and variables

#### 6.3.1 Resource strings

```
SInvalidIndex = 'Invalid index %i'
```

Message shown when an invalid index is passed.

#### 6.3.2 Types

```
PCacheSlot = ^TCacheSlot
```

Pointer to `TCacheSlot` (108) record.

```
PCacheSlotArray = ^TCacheSlotArray
```

Pointer to `TCacheSlotArray` (108) array

```
TCacheSlot = record
```

```

Prev : PCacheSlot;
Next : PCacheSlot;
Data : Pointer;
Index : Integer;
end

```

TCacheSlot is internally used by the TCache (108) class. It represents 1 element in the linked list.

```
TCacheSlotArray = Array[0..MaxIntdivSizeOf(TCacheSlot)-1] of TCacheSlot
```

TCacheSlotArray is an array of TCacheSlot items. Do not use TCacheSlotArray directly, instead, use PCacheSlotArray (107) and allocate memory dynamically.

```
TOnFreeSlot = procedure(ACache: TCache; SlotIndex: Integer) of object
```

TOnFreeSlot is a callback prototype used when not enough slots are free, and a slot must be freed.

```

TOnIsDataEqual = function(ACache: TCache; AData1: Pointer;
                          AData2: Pointer) : Boolean of object

```

TOnIsDataEqual is a callback prototype; It is used by the TCache.Add (??) call to determine whether the item to be added is a new item or not. The function returns True if the 2 data pointers AData1 and AData2 should be considered equal, or False when they are not.

For most purposes, comparing the pointers will be enough, but if the pointers are ansistrings, then the contents should be compared.

## 6.4 ECacheError

### 6.4.1 Description

Exception class used in the cachecls unit.

## 6.5 TCache

### 6.5.1 Description

TCache implements a cache class: it is a list-like class, but which uses a counting mechanism, and keeps a Most-Recent-Used list; this list represents the 'cache'. The list is internally kept as a doubly-linked list.

The Data (??) property offers indexed access to the array of items. When accessing the array through this property, the MRUSlot (??) property is updated.

### 6.5.2 Method overview

Page	Property	Description
<a href="#">109</a>	Add	Add a data element to the list.
<a href="#">110</a>	AddNew	Add a new item to the list.
<a href="#">109</a>	Create	Create a new cache class.
<a href="#">109</a>	Destroy	Free the TCache class from memory
<a href="#">110</a>	FindSlot	Find data pointer in the list
<a href="#">110</a>	IndexOf	Return index of a data pointer in the list.
<a href="#">111</a>	Remove	Remove a data item from the list.

### 6.5.3 Property overview

Page	Property	Access	Description
<a href="#">111</a>	Data	rw	Indexed access to data items
<a href="#">112</a>	LRUSlot	r	Last used item
<a href="#">111</a>	MRUSlot	rw	Most recent item slot.
<a href="#">113</a>	OnFreeSlot	rw	Event called when a slot is freed
<a href="#">112</a>	OnIsDataEqual	rw	Event to compare 2 items.
<a href="#">112</a>	SlotCount	rw	Number of slots in the list
<a href="#">112</a>	Slots	r	Indexed array to the slots

### 6.5.4 TCache.Create

Synopsis: Create a new cache class.

Declaration: `constructor Create (ASlotCount: Integer)`

Visibility: `public`

Description: `Create` instantiates a new instance of `TCache`. It allocates room for `ASlotCount` entries in the list. The number of slots can be increased later.

See also: `TCache.SlotCount` (??)

### 6.5.5 TCache.Destroy

Synopsis: Free the TCache class from memory

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` cleans up the array for the elements, and calls the inherited `Destroy`. The elements in the array are not freed by this action.

See also: `TCache.Create` (??)

### 6.5.6 TCache.Add

Synopsis: Add a data element to the list.

Declaration: `function Add (AData: Pointer) : Integer`

Visibility: `public`

**Description:** Add checks whether `AData` is already in the list. If so, the item is added to the top of the MRU list. If the item is not yet in the list, then the item is added to the list and placed at the top of the MRU list using the `AddNew (??)` call.

The function returns the index at which the item was added.

If the maximum number of slots is reached, and a new item is being added, the least used item is dropped from the list.

See also: `TCache.AddNew (??)`, `TCache.FindSlot (??)`, `TCache.IndexOf (??)`, `TCache.Data (??)`, `TCache.MRUSlot (??)`

### 6.5.7 TCache.AddNew

**Synopsis:** Add a new item to the list.

**Declaration:** `function AddNew(AData: Pointer) : Integer`

**Visibility:** public

**Description:** `AddNew` adds a new item to the list: in difference with the `Add (??)` call, no checking is performed to see whether the item is already in the list.

The function returns the index at which the item was added.

If the maximum number of slots is reached, and a new item is being added, the least used item is dropped from the list.

See also: `TCache.Add (??)`, `TCache.FindSlot (??)`, `TCache.IndexOf (??)`, `TCache.Data (??)`, `TCache.MRUSlot (??)`

### 6.5.8 TCache.FindSlot

**Synopsis:** Find data pointer in the list

**Declaration:** `function FindSlot(AData: Pointer) : PCacheSlot`

**Visibility:** public

**Description:** `FindSlot` checks all items in the list, and returns the slot which contains a data pointer that matches the pointer `AData`.

If no item with data pointer that matches `AData` is found, `Nil` is returned.

For this function to work correctly, the `OnIsDataEqual (??)` event must be set.

**Errors:** If `OnIsDataEqual` is not set, an exception will be raised.

See also: `TCache.IndexOf (??)`, `TCache.Add (??)`, `TCache.OnIsDataEqual (??)`

### 6.5.9 TCache.IndexOf

**Synopsis:** Return index of a data pointer in the list.

**Declaration:** `function IndexOf(AData: Pointer) : Integer`

**Visibility:** public

**Description:** `IndexOF` searches in the list for a slot with data pointer that matches `AData` and returns the index of the slot.

If no item with data pointer that matches `AData` is found, `-1` is returned.

For this function to work correctly, the `OnIsDataEqual (??)` event must be set.

**Errors:** If `OnIsDataEqual` is not set, an exception will be raised.

See also: `TCache.FindSlot (??)`, `TCache.Add (??)`, `TCache.OnIsDataEqual (??)`

### 6.5.10 TCache.Remove

**Synopsis:** Remove a data item from the list.

**Declaration:** `procedure Remove (AData: Pointer)`

**Visibility:** `public`

**Description:** `Remove` searches the slot which matches `AData` and if it is found, sets the data pointer to `Nil`, thus effectively removing the pointer from the list.

**Errors:** None.

See also: `TCache.FindSlot (??)`

### 6.5.11 TCache.Data

**Synopsis:** Indexed access to data items

**Declaration:** `Property Data [SlotIndex: Integer]: Pointer`

**Visibility:** `public`

**Access:** Read, Write

**Description:** `Data` offers index-based access to the data pointers in the cache. By accessing an item in the list in this manner, the item is moved to the front of the MRU list, i.e. `MRUSlot (??)` will point to the accessed item. The access is both read and write.

The index is zero-based and can maximally be `SlotCount-1 (??)`. Providing an invalid index will result in an exception.

See also: `TCache.MRUSlot (??)`

### 6.5.12 TCache.MRUSlot

**Synopsis:** Most recent item slot.

**Declaration:** `Property MRUSlot : PCacheSlot`

**Visibility:** `public`

**Access:** Read, Write

**Description:** `MRUSlot` points to the most recent used slot. The most recent used slot is updated when the list is accessed through the `Data (??)` property, or when an item is added to the list with `Add (??)` or `AddNew (??)`

See also: `TCache.Add (??)`, `TCache.AddNew (??)`, `TCache.Data (??)`, `TCache.LRUSlot (??)`



### 6.5.13 TCache.LRUSlot

Synopsis: Last used item

Declaration: Property LRUSlot : PCacheSlot

Visibility: public

Access: Read

Description: LRUSlot points to the least recent used slot. It is the last item in the chain of slots.

See also: TCache.Add (??), TCache.AddNew (??), TCache.Data (??), TCache.MRUSlot (??)

### 6.5.14 TCache.SlotCount

Synopsis: Number of slots in the list

Declaration: Property SlotCount : Integer

Visibility: public

Access: Read,Write

Description: SlotCount is the number of slots in the list. Its initial value is set when the TCache instance is created, but this can be changed at any time. If items are added to the list and the list is full, then the number of slots is not increased, but the least used item is dropped from the list. In that case OnFreeSlot (??) is called.

See also: TCache.Create (??), TCache.Data (??), TCache.Slots (??)

### 6.5.15 TCache.Slots

Synopsis: Indexed array to the slots

Declaration: Property Slots[SlotIndex: Integer]: PCacheSlot

Visibility: public

Access: Read

Description: Slots provides index-based access to the TCacheSlot records in the list. Accessing the records directly does not change their position in the MRU list.

The index is zero-based and can maximally be SlotCount-1 (??). Providing an invalid index will result in an exception.

See also: TCache.Data (??), TCache.SlotCount (??)

### 6.5.16 TCache.OnIsDataEqual

Synopsis: Event to compare 2 items.

Declaration: Property OnIsDataEqual : TOnIsDataEqual

Visibility: public

Access: Read,Write

**Description:** `OnIsDataEqual` is used by `FindSlot (??)` and `IndexOf (??)` to compare items when looking for a particular item. These functions are called by the `Add (??)` method. Failing to set this event will result in an exception. The function should return `True` if the 2 data pointers should be considered equal.

See also: `TCache.FindSlot (??)`, `TCache.IndexOf (??)`, `TCache.Add (??)`

### 6.5.17 TCache.OnFreeSlot

**Synopsis:** Event called when a slot is freed

**Declaration:** `Property OnFreeSlot : TOnFreeSlot`

**Visibility:** `public`

**Access:** `Read,Write`

**Description:** `OnFreeSlot` is called when an item needs to be freed, i.e. when a new item is added to a full list, and the least recent used item needs to be dropped from the list.

The cache class instance and the index of the item to be removed are passed to the callback.

See also: `TCache.Add (??)`, `TCache.AddNew (??)`, `TCache.SlotCount (??)`

## Chapter 7

# Reference for unit 'contrns'

### 7.1 Used units

Table 7.1: Used units by unit 'contrns'

Name	Page
Classes	??
System	??
sysutils	??

### 7.2 Overview

The `contrns` unit implements various general-purpose classes:

**Object lists** lists that manage objects instead of pointers, and which automatically dispose of the objects.

**Component lists** lists that manage components instead of pointers, and which automatically dispose the components.

**Class lists** lists that manage class pointers instead of pointers.

**Stacks** Stack classes to push/pop pointers or objects

**Queues** Classes to manage a FIFO list of pointers or objects

**Hash lists** General-purpose Hash lists.

### 7.3 Constants, types and variables

#### 7.3.1 Constants

`MaxHashListSize = Maxint div 16`

`MaxHashListSize` is the maximum number of elements a hash list can contain.

```
MaxHashStrSize = Maxint
```

MaxHashStrSize is the maximum amount of data for the key string values. The key strings are kept in a continuous memory area. This constant determines the maximum size of this memory area.

```
MaxHashTableSize = Maxint div 4
```

MaxHashTableSize is the maximum number of elements in the hash.

```
MaxItemsPerHash = 3
```

MaxItemsPerHash is the threshold above which the hash is expanded. If the number of elements in a hash bucket becomes larger than this value, the hash size is increased.

### 7.3.2 Types

```
PBucket = ^TBucket
```

Pointer to TBucket (115)" type.

```
PHashItem = ^THashItem
```

PHashItem is a pointer type, pointing to the THashItem (117) record.

```
PHashItemList = ^THashItemList
```

PHashItemList is a pointer to the THashItemList (117). It's used in the TFPHashList (134) as a pointer to the memory area containing the hash item records.

```
PHashTable = ^THashTable
```

PHashTable is a pointer to the THashTable (117). It's used in the TFPHashList (134) as a pointer to the memory area containing the hash values.

```
TBucket = record
  Count : Integer;
  Items : TBucketItemArray;
end
```

TBucket describes 1 bucket in the TCustomBucketList (125) class. It is a container for TBucketItem (116) records. It should never be used directly.

```
TBucketArray = Array of TBucket
```

Array of TBucket (115) records.

```
TBucketItem = record
  Item : Pointer;
  Data : Pointer;
end
```

TBucketItem is a record used for internal use in TCustomBucketList (125). It should not be necessary to use it directly.

TBucketItemArray = Array of TBucketItem

Array of TBucketItem records

TBucketListSizes = (bl2,bl4,bl8,bl16,bl32,bl64,bl128,bl256)

Table 7.2: Enumeration values for type TBucketListSizes

Value	Explanation
bl128	List with 128 buckets
bl16	List with 16 buckets
bl2	List with 2 buckets
bl256	List with 256 buckets
bl32	List with 32 buckets
bl4	List with 4 buckets
bl64	List with 64 buckets
bl8	List with 8 buckets

TBucketListSizes is used to set the bucket list size: It specified the number of buckets created by TBucketList (118).

TBucketProc = procedure(AInfo: Pointer;AItem: Pointer;AData: Pointer;  
out AContinue: Boolean)

TBucketProc is the prototype for the TCustomBucketList.Foreach (??) call. It is the plain procedural form. The Continue parameter can be set to False to indicate that the Foreach call should stop the iteration.

For a procedure of object (a method) callback, see the TBucketProcObject (116) prototype.

TBucketProcObject = procedure(AItem: Pointer;AData: Pointer;  
out AContinue: Boolean) of object

TBucketProcObject is the prototype for the TCustomBucketList.Foreach (??) call. It is the method (procedure of object) form. The Continue parameter can be set to False to indicate that the Foreach call should stop the iteration.

For a plain procedural callback, see the TBucketProc (116) prototype.

TDataIteratorMethod = procedure(Item: Pointer;const Key: string;  
var Continue: Boolean) of object

TDataIteratorMethod is a callback prototype for the TFPDataHashTable.Iterate (??) method. It is called for each data pointer in the hash list, passing the key (key) and data pointer (item) for each item in the list. If Continue is set to false, the iteration stops.

THashFunction = function(const S: string;const TableSize: LongWord)  
: LongWord

THashFunction is the prototype for a hash calculation function. It should calculate a hash of string S, where the hash table size is TableSize. The return value should be the hash value.

```
THashItem = record
  HashValue : LongWord;
  StrIndex : Integer;
  NextIndex : Integer;
  Data : Pointer;
end
```

THashItem is used internally in the hash list. It should never be used directly.

```
THashItemList = Array[0..MaxHashListSize-1] of THashItem
```

THashItemList is an array type, primarily used to be able to define the PHashItemList (115) type. It's used in the TFPHashList (134) class.

```
THashTable = Array[0..MaxHashTableSize-1] of Integer
```

THashTable defines an array of integers, used to hold hash values. It's mainly used to define the PHashTable (115) class.

```
THTCustomNodeClass = Class of THTCustomNode
```

THTCustomNodeClass was used by TFPCustomHashTable (127) to decide which class should be created for elements in the list.

```
THTNode = THTDataNode
```

THTNode is provided for backwards compatibility.

```
TIteratorMethod = TDataIteratorMethod
```

TIteratorMethod is used in an internal TFPDataHashTable (133) method.

```
TObjectIteratorMethod = procedure(Item: TObject;const Key: string;
                                   var Continue: Boolean) of object
```

TObjectIteratorMethod is the iterator callback prototype. It is used to iterate over all items in the hash table, and is called with each key value (Key) and associated object (Item). If Continue is set to false, the iteration stops.

```
TObjectListCallback = procedure(data: TObject;arg: pointer) of object
```

TObjectListCallback is used as the prototype for the TFPObjectList.ForEachCall (??) link call when a method should be called. The Data argument will contain each of the objects in the list in turn, and the Data argument will contain the data passed to the ForEachCall call.

```
TObjectListStaticCallback = procedure(data: TObject;arg: pointer)
```

`TObjectListCallback` is used as the prototype for the `TFPObjectList.ForEachCall (??)` link call when a plain procedure should be called. The `Data` argument will contain each of the objects in the list in turn, and the `Data` argument will contain the data passed to the `ForEachCall` call.

```
TStringIteratorMethod = procedure(Item: string;const Key: string;
                                var Continue: Boolean) of object
```

`TStringIteratorMethod` is the callback prototype for the `Iterate (??)` method. It is called for each element in the hash table, with the string. If `Continue` is set to `false`, the iteration stops.

## 7.4 Procedures and functions

### 7.4.1 RSHash

Synopsis: Standard hash value calculating function.

Declaration: `function RSHash(const S: string;const TableSize: LongWord) : LongWord`

Visibility: default

Description: `RSHash` is the standard hash calculating function used in the `TFPCustomHashTable (127)` hash class. It's Robert Sedgwick's "Algorithms in C" hash function.

Errors: None.

See also: `TFPCustomHashTable (127)`

## 7.5 EDuplicate

### 7.5.1 Description

Exception raised when a key is stored twice in a hash table.

See also: `TFPCustomHashTable.Add (??)`

## 7.6 EKeyNotFound

### 7.6.1 Description

Exception raised when a key is not found.

See also: `TFPCustomHashTable.Delete (??)`

## 7.7 TBucketList

### 7.7.1 Description

`TBucketList` is a descendent of `TCustomBucketList` which allows to specify a bucket count which is a multiple of 2, up to 256 buckets. The size is passed to the constructor and cannot be changed in the lifetime of the bucket list instance.

The buckets for an item is determined by looking at the last bits of the item pointer: For 2 buckets, the last bit is examined, for 4 buckets, the last 2 bits are taken and so on. The algorithm takes into account the average granularity (4) of heap pointers.

See also: [TCustomBucketList \(125\)](#)

### 7.7.2 Method overview

Page	Property	Description
<a href="#">119</a>	Create	Create a new <code>TBucketList</code> instance.

### 7.7.3 TBucketList.Create

Synopsis: Create a new `TBucketList` instance.

Declaration: constructor `Create (ABuckets: TBucketListSizes)`

Visibility: public

Description: `Create` instantiates a new bucketlist instance with a number of buckets determined by `ABuckets`. After creation, the number of buckets can no longer be changed.

Errors: If not enough memory is available to create the instance, an exception may be raised.

See also: [TBucketListSizes \(116\)](#)

## 7.8 TClassList

### 7.8.1 Description

`TClassList` is a `Tlist` (??) descendent which stores class references instead of pointers. It introduces no new behaviour other than ensuring all stored pointers are class pointers.

The `OwnsObjects` property as found in `TComponentList` and `TObjectList` is not implemented as there are no actual instances.

See also: [#rtl.classes.tlist \(??\)](#), [TComponentList \(122\)](#), [TObjectList \(166\)](#)

### 7.8.2 Method overview

Page	Property	Description
<a href="#">120</a>	Add	Add a new class pointer to the list.
<a href="#">120</a>	Extract	Extract a class pointer from the list.
<a href="#">121</a>	First	Return first non-nil class pointer
<a href="#">120</a>	IndexOf	Search for a class pointer in the list.
<a href="#">121</a>	Insert	Insert a new class pointer in the list.
<a href="#">121</a>	Last	Return last non- <code>Nil</code> class pointer
<a href="#">120</a>	Remove	Remove a class pointer from the list.

### 7.8.3 Property overview

Page	Property	Access	Description
<a href="#">121</a>	Items	rw	Index based access to class pointers.



### 7.8.4 TClassList.Add

Synopsis: Add a new class pointer to the list.

Declaration: `function Add(AClass: TClass) : Integer`

Visibility: public

Description: Add adds AClass to the list, and returns the position at which it was added. It simply overrides the TList (??) behaviour, and introduces no new functionality.

Errors: If not enough memory is available to expand the list, an exception may be raised.

See also: TClassList.Extract (??), #rtl.classes.tlist.add (??)

### 7.8.5 TClassList.Extract

Synopsis: Extract a class pointer from the list.

Declaration: `function Extract(Item: TClass) : TClass`

Visibility: public

Description: Extract extracts a class pointer Item from the list, if it is present in the list. It returns the extracted class pointer, or Nil if the class pointer was not present in the list. It simply overrides the implementation in TList so it accepts a class pointer instead of a simple pointer. No new behaviour is introduced.

Errors: None.

See also: TClassList.Remove (??), #rtl.classes.Tlist.Extract (??)

### 7.8.6 TClassList.Remove

Synopsis: Remove a class pointer from the list.

Declaration: `function Remove(AClass: TClass) : Integer`

Visibility: public

Description: Remove removes a class pointer Item from the list, if it is present in the list. It returns the index of the removed class pointer, or -1 if the class pointer was not present in the list. It simply overrides the implementation in TList so it accepts a class pointer instead of a simple pointer. No new behaviour is introduced.

Errors: None.

See also: TClassList.Extract (??), #rtl.classes.Tlist.Remove (??)

### 7.8.7 TClassList.IndexOf

Synopsis: Search for a class pointer in the list.

Declaration: `function IndexOf(AClass: TClass) : Integer`

Visibility: public

Description: IndexOf searches for AClass in the list, and returns it's position if it was found, or -1 if it was not found in the list.

Errors: None.

See also: #rtl.classes.tlist.indexof (??)

### 7.8.8 TClassList.First

Synopsis: Return first non-nil class pointer

Declaration: `function First : TClass`

Visibility: public

Description: `First` returns a reference to the first non-`Nil` class pointer in the list. If no non-`Nil` element is found, `Nil` is returned.

Errors: None.

See also: `TClassList.Last` (??), `TClassList.Pack` (??)

### 7.8.9 TClassList.Last

Synopsis: Return last non-`Nil` class pointer

Declaration: `function Last : TClass`

Visibility: public

Description: `Last` returns a reference to the last non-`Nil` class pointer in the list. If no non-`Nil` element is found, `Nil` is returned.

Errors: None.

See also: `TClassList.First` (??), `TClassList.Pack` (??)

### 7.8.10 TClassList.Insert

Synopsis: Insert a new class pointer in the list.

Declaration: `procedure Insert (Index: Integer; AClass: TClass)`

Visibility: public

Description: `Insert` inserts a class pointer in the list at position `Index`. It simply overrides the parent implementation so it only accepts class pointers. It introduces no new behaviour.

Errors: None.

See also: `#rtl.classes.TList.Insert` (??), `TClassList.Add` (??), `TClassList.Remove` (??)

### 7.8.11 TClassList.Items

Synopsis: Index based access to class pointers.

Declaration: `Property Items[Index: Integer]: TClass; default`

Visibility: public

Access: Read, Write

Description: `Items` provides index-based access to the class pointers in the list. `TClassList` overrides the default `Items` implementation of `TList` so it returns class pointers instead of pointers.

See also: `#rtl.classes.TList.Items` (??), `#rtl.classes.TList.Count` (??)

## 7.9 TComponentList

### 7.9.1 Description

`TComponentList` is a `TObjectList` (166) descendent which has as the default array property `TComponents` (??) instead of objects. It overrides some methods so only components can be added.

In difference with `TObjectList` (166), `TComponentList` removes any `TComponent` from the list if the `TComponent` instance was freed externally. It uses the `FreeNotification` mechanism for this.

See also: `#rtl.classes.TList` (??), `TFPObjectList` (153), `TObjectList` (166), `TClassList` (119)

### 7.9.2 Method overview

Page	Property	Description
<a href="#">122</a>	Add	Add a component to the list.
<a href="#">122</a>	Destroy	Destroys the instance
<a href="#">123</a>	Extract	Remove a component from the list without destroying it.
<a href="#">124</a>	First	First non-nil instance in the list.
<a href="#">123</a>	IndexOf	Search for an instance in the list
<a href="#">124</a>	Insert	Insert a new component in the list
<a href="#">124</a>	Last	Last non-nil instance in the list.
<a href="#">123</a>	Remove	Remove a component from the list, possibly destroying it.

### 7.9.3 Property overview

Page	Property	Access	Description
<a href="#">124</a>	Items	rw	Index-based access to the elements in the list.

### 7.9.4 TComponentList.Destroy

Synopsis: Destroys the instance

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` unhooks the free notification handler and then calls the inherited `destroy` to clean up the `TComponentList` instance.

Errors: None.

See also: `TObjectList` (166), `#rtl.classes.TComponent` (??)

### 7.9.5 TComponentList.Add

Synopsis: Add a component to the list.

Declaration: `function Add(AComponent: TComponent) : Integer`

Visibility: `public`

Description: `Add` overrides the `Add` operation of it's ancestors, so it only accepts `TComponent` instances. It introduces no new behaviour.

The function returns the index at which the component was added.

Errors: If not enough memory is available to expand the list, an exception may be raised.

See also: `TObjectList.Add` (??)

### 7.9.6 TComponentList.Extract

Synopsis: Remove a component from the list without destroying it.

Declaration: `function Extract (Item: TComponent) : TComponent`

Visibility: public

Description: `Extract` removes a component (`Item`) from the list, without destroying it. It overrides the implementation of `TObjectList` (166) so only `TComponent` descendents can be extracted. It introduces no new behaviour.

`Extract` returns the instance that was extracted, or `Nil` if no instance was found.

See also: `TComponentList.Remove` (??), `TObjectList.Extract` (??)

### 7.9.7 TComponentList.Remove

Synopsis: Remove a component from the list, possibly destroying it.

Declaration: `function Remove (AComponent: TComponent) : Integer`

Visibility: public

Description: `Remove` removes `item` from the list, and if the list owns it's items, it also destroys it. It returns the index of the item that was removed, or -1 if no item was removed.

`Remove` simply overrides the implementation in `TObjectList` (166) so it only accepts `TComponent` descendents. It introduces no new behaviour.

Errors: None.

See also: `TComponentList.Extract` (??), `TObjectList.Remove` (??)

### 7.9.8 TComponentList.IndexOf

Synopsis: Search for an instance in the list

Declaration: `function IndexOf (AComponent: TComponent) : Integer`

Visibility: public

Description: `IndexOf` searches for an instance in the list and returns it's position in the list. The position is zero-based. If no instance is found, -1 is returned.

`IndexOf` just overrides the implementation of the parent class so it accepts only `TComponent` instances. It introduces no new behaviour.

Errors: None.

See also: `TObjectList.IndexOf` (??)

### 7.9.9 TComponentList.First

Synopsis: First non-nil instance in the list.

Declaration: `function First : TComponent`

Visibility: public

Description: `First` overrides the implementation of it's ancestors to return the first non-nil instance of `TComponent` in the list. If no non-nil instance is found, `Nil` is returned.

Errors: None.

See also: `TComponentList.Last` (??), `TObjectList.First` (??)

### 7.9.10 TComponentList.Last

Synopsis: Last non-nil instance in the list.

Declaration: `function Last : TComponent`

Visibility: public

Description: `Last` overrides the implementation of it's ancestors to return the last non-nil instance of `TComponent` in the list. If no non-nil instance is found, `Nil` is returned.

Errors: None.

See also: `TComponentList.First` (??), `TObjectList.Last` (??)

### 7.9.11 TComponentList.Insert

Synopsis: Insert a new component in the list

Declaration: `procedure Insert (Index: Integer; AComponent: TComponent)`

Visibility: public

Description: `Insert` inserts a `TComponent` instance (`AComponent`) in the list at position `Index`. It simply overrides the parent implementation so it only accepts `TComponent` instances. It introduces no new behaviour.

Errors: None.

See also: `TObjectList.Insert` (??), `TComponentList.Add` (??), `TComponentList.Remove` (??)

### 7.9.12 TComponentList.Items

Synopsis: Index-based access to the elements in the list.

Declaration: `Property Items[Index: Integer]: TComponent; default`

Visibility: public

Access: Read,Write

Description: `Items` provides access to the components in the list using an index. It simply overrides the default property of the parent classes so it returns/accepts `TComponent` instances only. Note that the index is zero based.

See also: `TObjectList.Items` (??)

## 7.10 TCustomBucketList

### 7.10.1 Description

TCustomBucketList is an associative list using buckets for storage. It scales better than a regular TList (??) list class, especially when an item must be searched in the list.

Since the list associates a data pointer with each item pointer, it follows that each item pointer must be unique, and can be added to the list only once.

The TCustomBucketList class does not determine the number of buckets or the bucket hash mechanism, this must be done by descendent classes such as TBucketList (118). TCustomBucketList only takes care of storage and retrieval of items in the various buckets.

Because TCustomBucketList is an abstract class - it does not determine the number of buckets - one should never instantiate an instance of TCustomBucketList, but always use a descendent class such as TCustomBucketList (125).

See also: TBucketList (118)

### 7.10.2 Method overview

Page	Property	Description
<a href="#">126</a>	Add	Add an item to the list
<a href="#">126</a>	Assign	Assign one bucket list to another
<a href="#">125</a>	Clear	Clear the list
<a href="#">125</a>	Destroy	Frees the bucketlist from memory
<a href="#">126</a>	Exists	Check if an item exists in the list.
<a href="#">126</a>	Find	Find an item in the list
<a href="#">127</a>	ForEach	Loop over all items.
<a href="#">127</a>	Remove	Remove an item from the list.

### 7.10.3 Property overview

Page	Property	Access	Description
<a href="#">127</a>	Data	rw	Associative array for data pointers

### 7.10.4 TCustomBucketList.Destroy

Synopsis: Frees the bucketlist from memory

Declaration: `destructor Destroy;` Override

Visibility: public

Description: `Destroy` frees all storage for the buckets from memory. The items themselves are not freed from memory.

### 7.10.5 TCustomBucketList.Clear

Synopsis: Clear the list

Declaration: `procedure Clear`

Visibility: public

**Description:** `Clear` clears the list. The items and their data themselves are not disposed of, this must be done separately. `Clear` only removes all references to the items from the list.

**Errors:** None.

**See also:** `TCustomBucketList.Add` (??)

### 7.10.6 `TCustomBucketList.Add`

**Synopsis:** Add an item to the list

**Declaration:** `function Add(AItem: Pointer; AData: Pointer) : Pointer`

**Visibility:** `public`

**Description:** `Add` adds `AItem` with it's associated `AData` to the list and returns `AData`.

**Errors:** If `AItem` is already in the list, an `EListError` exception will be raised.

**See also:** `TCustomBucketList.Exists` (??), `TCustomBucketList.Clear` (??)

### 7.10.7 `TCustomBucketList.Assign`

**Synopsis:** Assign one bucket list to another

**Declaration:** `procedure Assign(AList: TCustomBucketList)`

**Visibility:** `public`

**Description:** `Assign` is implemented by `TCustomBucketList` to copy the contents of another bucket list to the bucket list. It clears the contents prior to the copy operation.

**See also:** `TCustomBucketList.Add` (??), `TCustomBucketList.Clear` (??)

### 7.10.8 `TCustomBucketList.Exists`

**Synopsis:** Check if an item exists in the list.

**Declaration:** `function Exists(AItem: Pointer) : Boolean`

**Visibility:** `public`

**Description:** `Exists` searches the list and returns `True` if the `AItem` is already present in the list. If the item is not yet in the list, `False` is returned.

If the data pointer associated with `AItem` is also needed, then it is better to use `Find` (??).

**See also:** `TCustomBucketList.Find` (??)

### 7.10.9 `TCustomBucketList.Find`

**Synopsis:** Find an item in the list

**Declaration:** `function Find(AItem: Pointer; out AData: Pointer) : Boolean`

**Visibility:** `public`

**Description:** `Find` searches for `AItem` in the list and returns the data pointer associated with it in `AData` if the item was found. In that case the return value is `True`. If `AItem` is not found in the list, `False` is returned.

**See also:** `TCustomBucketList.Exists` (??)

### 7.10.10 TCustomBucketList.ForEach

Synopsis: Loop over all items.

Declaration: `function ForEach(AProc: TBucketProc; AInfo: Pointer) : Boolean`  
`function ForEach(AProc: TBucketProcObject) : Boolean`

Visibility: default

Description: Foreach loops over all items in the list and calls AProc, passing it in turn each item in the list.

AProc exists in 2 variants: one which is a simple procedure, and one which is a method. In the case of the simple procedure, the AInfo argument is passed as well in each call to AProc.

The loop stops when all items have been processed, or when the AContinue argument of AProc contains False on return.

The result of the function is True if all items were processed, or False if the loop was interrupted with a AContinue return of False.

Errors: None.

See also: TCustomBucketList.Data (??)

### 7.10.11 TCustomBucketList.Remove

Synopsis: Remove an item from the list.

Declaration: `function Remove(AItem: Pointer) : Pointer`

Visibility: public

Description: Remove removes AItem from the list, and returns the associated data pointer of the removed item. If the item was not in the list, then Nil is returned.

See also: Find (??)

### 7.10.12 TCustomBucketList.Data

Synopsis: Associative array for data pointers

Declaration: `Property Data[AItem: Pointer]: Pointer; default`

Visibility: public

Access: Read, Write

Description: Data provides direct access to the Data pointers associated with the AItem pointers. If AItem is not in the list of pointers, an EListError exception will be raised.

See also: TCustomBucketList.Find (??), TCustomBucketList.Exists (??)

## 7.11 TFPCustomHashTable

### 7.11.1 Description

TFPCustomHashTable is a general-purpose hashing class. It can store string keys and pointers associated with these strings. The hash mechanism is configurable and can be optionally be specified



when a new instance of the class is created; A default hash mechanism is implemented in `RSHash` (118).

A `TFPHasList` should be used when fast lookup of data based on some key is required. The other container objects only offer linear search methods, while the hash list offers faster search mechanisms.

See also: `THTCustomNode` (161), `TFPObjectList` (153), `RSHash` (118)

### 7.11.2 Method overview

Page	Property	Description
<a href="#">129</a>	<code>ChangeTableSize</code>	Change the table size of the hash table.
<a href="#">129</a>	<code>Clear</code>	Clear the hash table.
<a href="#">128</a>	<code>Create</code>	Instantiate a new <code>TFPCustomHashTable</code> instance using the default hash mechanism
<a href="#">129</a>	<code>CreateWith</code>	Instantiate a new <code>TFPCustomHashTable</code> instance with given algorithm and size
<a href="#">130</a>	<code>Delete</code>	Delete a key from the hash list.
<a href="#">129</a>	<code>Destroy</code>	Free the hash table.
<a href="#">130</a>	<code>Find</code>	Search for an item with a certain key value.
<a href="#">130</a>	<code>IsEmpty</code>	Check if the hash table is empty.

### 7.11.3 Property overview

Page	Property	Access	Description
<a href="#">132</a>	<code>AVGChainLen</code>	r	Average chain length
<a href="#">131</a>	<code>Count</code>	r	Number of items in the hash table.
<a href="#">133</a>	<code>Density</code>	r	Number of filled slots
<a href="#">130</a>	<code>HashFunction</code>	rw	Hash function currently in use
<a href="#">131</a>	<code>HashTable</code>	r	Hash table instance
<a href="#">131</a>	<code>HashTableSize</code>	rw	Size of the hash table
<a href="#">132</a>	<code>LoadFactor</code>	r	Fraction of count versus size
<a href="#">132</a>	<code>MaxChainLength</code>	r	Maximum chain length
<a href="#">132</a>	<code>NumberOfCollisions</code>	r	Number of extra items
<a href="#">131</a>	<code>VoidSlots</code>	r	Number of empty slots in the hash table.

### 7.11.4 `TFPCustomHashTable.Create`

**Synopsis:** Instantiate a new `TFPCustomHashTable` instance using the default hash mechanism

**Declaration:** `constructor Create`

**Visibility:** `public`

**Description:** `Create` creates a new instance of `TFPCustomHashTable` with hash size 196613 and hash algorithm `RSHash` (118)

**Errors:** If no memory is available, an exception may be raised.

See also: `CreateWith` (??)

### 7.11.5 TFPCustomHashTable.CreateWith

Synopsis: Instantiate a new TFPCustomHashTable instance with given algorithm and size

Declaration: constructor `CreateWith(AHashTableSize: LongWord;  
aHashFunc: THashFunction)`

Visibility: public

Description: `CreateWith` creates a new instance of TFPCustomHashTable with hash size `AHashTableSize` and hash calculating algorithm `aHashFunc`.

Errors: If no memory is available, an exception may be raised.

See also: `Create` (??)

### 7.11.6 TFPCustomHashTable.Destroy

Synopsis: Free the hash table.

Declaration: destructor `Destroy`; `Override`

Visibility: public

Description: `Destroy` removes the hash table from memory. If any data was associated with the keys in the hash table, then this data is not freed. This must be done by the programmer.

Errors: None.

See also: `Destroy` (??), `Create` (??), `Create` (??), `THTCustomNode.Data` (??)

### 7.11.7 TFPCustomHashTable.ChangeTableSize

Synopsis: Change the table size of the hash table.

Declaration: procedure `ChangeTableSize(const ANewSize: LongWord)`; `Virtual`

Visibility: public

Description: `ChangeTableSize` changes the size of the hash table: it recomputes the hash value for all of the keys in the table, so this is an expensive operation.

Errors: If no memory is available, an exception may be raised.

See also: `HashTableSize` (??)

### 7.11.8 TFPCustomHashTable.Clear

Synopsis: Clear the hash table.

Declaration: procedure `Clear`; `Virtual`

Visibility: public

Description: `Clear` removes all keys and their associated data from the hash table. The data itself is not freed from memory, this should be done by the programmer.

Errors: None.

See also: `Destroy` (??)

### 7.11.9 TFPCustomHashTable.Delete

Synopsis: Delete a key from the hash list.

Declaration: `procedure Delete(const aKey: string); Virtual`

Visibility: public

Description: `Delete` deletes all keys with value `AKey` from the hash table. It does not free the data associated with key. If `AKey` is not in the list, nothing is removed.

Errors: None.

See also: `TFPCustomHashTable.Find` (??), `TFPCustomHashTable.Add` (??)

### 7.11.10 TFPCustomHashTable.Find

Synopsis: Search for an item with a certain key value.

Declaration: `function Find(const aKey: string) : THTCustomNode`

Visibility: public

Description: `Find` searches for the `THTCustomNode` (161) instance with key value equal to `Akey` and if it finds it, it returns the instance. If no matching value is found, `Nil` is returned.

Note that the instance returned by this function cannot be freed; If it should be removed from the hash table, the `Delete` (??) method should be used instead.

Errors: None.

See also: `Add` (??), `Delete` (??)

### 7.11.11 TFPCustomHashTable.IsEmpty

Synopsis: Check if the hash table is empty.

Declaration: `function IsEmpty : Boolean`

Visibility: public

Description: `IsEmpty` returns `True` if the hash table contains no elements, or `False` if there are still elements in the hash table.

See also: `TFPCustomHashTable.Count` (??), `TFPCustomHashTable.HashTableSize` (??), `TFPCustomHashTable.AVGChainLen` (??), `TFPCustomHashTable.MaxChainLength` (??)

### 7.11.12 TFPCustomHashTable.HashFunction

Synopsis: Hash function currently in use

Declaration: `Property HashFunction : THashFunction`

Visibility: public

Access: Read,Write

Description: `HashFunction` is the hash function currently in use to calculate hash values from keys. The property can be set, this simply calls `SetHashFunction` (??). Note that setting the hash function does NOT the hash value of all keys to be recomputed, so changing the value while there are still keys in the table is not a good idea.

See also: `SetHashFunction` (??), `HashTableSize` (??)

### 7.11.13 TFPCustomHashTable.Count

Synopsis: Number of items in the hash table.

Declaration: `Property Count : LongWord`

Visibility: public

Access: Read

Description: `Count` is the number of items in the hash table.

See also: `TFPCustomHashTable.IsEmpty (??)`, `TFPCustomHashTable.HashTableSize (??)`, `TFPCustomHashTable.AVGChainLen (??)`, `TFPCustomHashTable.MaxChainLength (??)`

### 7.11.14 TFPCustomHashTable.HashTableSize

Synopsis: Size of the hash table

Declaration: `Property HashTableSize : LongWord`

Visibility: public

Access: Read,Write

Description: `HashTableSize` is the size of the hash table. It can be set, in which case it will be rounded to the nearest prime number suitable for RSHash.

See also: `TFPCustomHashTable.IsEmpty (??)`, `TFPCustomHashTable.Count (??)`, `TFPCustomHashTable.AVGChainLen (??)`, `TFPCustomHashTable.MaxChainLength (??)`, `TFPCustomHashTable.VoidSlots (??)`, `TFPCustomHashTable.Density (??)`

### 7.11.15 TFPCustomHashTable.HashTable

Synopsis: Hash table instance

Declaration: `Property HashTable : TFPObjectList`

Visibility: public

Access: Read

Description: `TFPCustomHashTable` is the internal list object (`TFPObjectList` (153)) used for the hash table. Each element in this table is again a `TFPObjectList` (153) instance or `Nil`.

### 7.11.16 TFPCustomHashTable.VoidSlots

Synopsis: Number of empty slots in the hash table.

Declaration: `Property VoidSlots : LongWord`

Visibility: public

Access: Read

Description: `VoidSlots` is the number of empty slots in the hash table. Calculating this is an expensive operation.

See also: `TFPCustomHashTable.IsEmpty (??)`, `TFPCustomHashTable.Count (??)`, `TFPCustomHashTable.AVGChainLen (??)`, `TFPCustomHashTable.MaxChainLength (??)`, `TFPCustomHashTable.LoadFactor (??)`, `TFPCustomHashTable.Density (??)`, `TFPCustomHashTable.NumberOfCollisions (??)`

### 7.11.17 TFPCustomHashTable.LoadFactor

Synopsis: Fraction of count versus size

Declaration: Property LoadFactor : Double

Visibility: public

Access: Read

Description: LoadFactor is the ratio of elements in the table versus table size. Ideally, this should be as small as possible.

See also: TFPCustomHashTable.IsEmpty (??), TFPCustomHashTable.Count (??), TFPCustomHashTable.AVGChainLen (??), TFPCustomHashTable.MaxChainLength (??), TFPCustomHashTable.VoidSlots (??), TFPCustomHashTable.Density (??), TFPCustomHashTable.NumberOfCollisions (??)

### 7.11.18 TFPCustomHashTable.AVGChainLen

Synopsis: Average chain length

Declaration: Property AVGChainLen : Double

Visibility: public

Access: Read

Description: AVGChainLen is the average chain length, i.e. the ratio of elements in the table versus the number of filled slots. Calculating this is an expensive operation.

See also: TFPCustomHashTable.IsEmpty (??), TFPCustomHashTable.Count (??), TFPCustomHashTable.LoadFactor (??), TFPCustomHashTable.MaxChainLength (??), TFPCustomHashTable.VoidSlots (??), TFPCustomHashTable.Density (??), TFPCustomHashTable.NumberOfCollisions (??)

### 7.11.19 TFPCustomHashTable.MaxChainLength

Synopsis: Maximum chain length

Declaration: Property MaxChainLength : LongWord

Visibility: public

Access: Read

Description: MaxChainLength is the length of the longest chain in the hash table. Calculating this is an expensive operation.

See also: TFPCustomHashTable.IsEmpty (??), TFPCustomHashTable.Count (??), TFPCustomHashTable.LoadFactor (??), TFPCustomHashTable.AvgChainLength (??), TFPCustomHashTable.VoidSlots (??), TFPCustomHashTable.Density (??), TFPCustomHashTable.NumberOfCollisions (??)

### 7.11.20 TFPCustomHashTable.NumberOfCollisions

Synopsis: Number of extra items

Declaration: Property NumberOfCollisions : LongWord

Visibility: public

Access: Read

**Description:** `NumberOfCollisions` is the number of items which are not the first item in a chain. If this number is too big, the hash size may be too small.

**See also:** `TFPCustomHashTable.IsEmpty` (??), `TFPCustomHashTable.Count` (??), `TFPCustomHashTable.LoadFactor` (??), `TFPCustomHashTable.AvgChainLength` (??), `TFPCustomHashTable.VoidSlots` (??), `TFPCustomHashTable.Density` (??)

### 7.11.21 TFPCustomHashTable.Density

**Synopsis:** Number of filled slots

**Declaration:** `Property Density : LongWord`

Visibility: public

Access: Read

**Description:** `Density` is the number of filled slots in the hash table.

**See also:** `TFPCustomHashTable.IsEmpty` (??), `TFPCustomHashTable.Count` (??), `TFPCustomHashTable.LoadFactor` (??), `TFPCustomHashTable.AvgChainLength` (??), `TFPCustomHashTable.VoidSlots` (??), `TFPCustomHashTable.Density` (??)

## 7.12 TFPDataHashTable

### 7.12.1 Description

`TFPDataHashTable` is a `TFPCustomHashTable` (127) descendent which stores simple data pointers together with the keys. In case the data associated with the keys are objects, it's better to use `TFPObjectHashTable` (151), or for string data, `TFPStringHashTable` (160) is more suitable. The data pointers are exposed with their keys through the `Items` (??) property.

**See also:** `TFPObjectHashTable` (151), `TFPStringHashTable` (160), `Items` (??)

### 7.12.2 Method overview

Page	Property	Description
<a href="#">133</a>	<code>Add</code>	Add a data pointer to the list.

### 7.12.3 Property overview

Page	Property	Access	Description
<a href="#">134</a>	<code>Items</code>	rw	Key-based access to the items in the table

### 7.12.4 TFPDataHashTable.Add

**Synopsis:** Add a data pointer to the list.

**Declaration:** `procedure Add(const aKey: string; AItem: pointer); Virtual`

Visibility: public

**Description:** Add adds a data pointer (AItem) to the list with key AKey.

**Errors:** If AKey already exists in the table, an exception is raised.

**See also:** TFPDataHashTable.Items (??)

### 7.12.5 TFPDataHashTable.Items

**Synopsis:** Key-based access to the items in the table

**Declaration:** `Property Items[index: string]: Pointer; default`

**Visibility:** public

**Access:** Read,Write

**Description:** Items provides access to the items in the hash table using their key: the array index Index is the key. A key which is not present will result in an Nil pointer.

**See also:** TFPStringHashTable.Add (??)

## 7.13 TFPHashList

### 7.13.1 Description

TFPHashList implements a fast hash class. The class is built for speed, therefore the key values can be shortstrings only, and the data can only be pointers.

if a base class for an own hash class is wanted, the TFPCustomHashTable (127) class can be used. If a hash class for objects is needed instead of pointers, the TFPHashObjectList (144) class can be used.

**See also:** TFPCustomHashTable (127), TFPHashObjectList (144), TFPDataHashTable (133), TFPStringHashTable (160)

### 7.13.2 Method overview

Page	Property	Description
<a href="#">136</a>	Add	Add a new key/data pair to the list
<a href="#">136</a>	Clear	Clear the list
<a href="#">135</a>	Create	Create a new instance of the hashlist
<a href="#">137</a>	Delete	Delete an item from the list.
<a href="#">135</a>	Destroy	Removes an instance of the hashlist from the heap
<a href="#">137</a>	Error	Raise an error
<a href="#">137</a>	Expand	Expand the list
<a href="#">138</a>	Extract	Extract a pointer from the list
<a href="#">138</a>	Find	Find data associated with key
<a href="#">138</a>	FindIndexOf	Return index of named item.
<a href="#">139</a>	FindWithHash	Find first element with given name and hash value
<a href="#">140</a>	ForEachCall	Call a procedure for each element in the list
<a href="#">137</a>	GetNextCollision	Get next collision number
<a href="#">136</a>	HashOfIndex	Return the hash value of an item by index
<a href="#">138</a>	IndexOf	Return the index of the data pointer
<a href="#">136</a>	NameOfIndex	Returns the key name of an item by index
<a href="#">139</a>	Pack	Remove nil pointers from the list
<a href="#">139</a>	Remove	Remove first instance of a pointer
<a href="#">139</a>	Rename	Rename a key
<a href="#">140</a>	ShowStatistics	Return some statistics for the list.

### 7.13.3 Property overview

Page	Property	Access	Description
<a href="#">140</a>	Capacity	rw	Capacity of the list.
<a href="#">140</a>	Count	rw	Current number of elements in the list.
<a href="#">141</a>	Items	rw	Indexed array with pointers
<a href="#">141</a>	List	r	Low-level hash list
<a href="#">141</a>	Strs	r	Low-level memory area with strings.

### 7.13.4 TFPHashList.Create

Synopsis: Create a new instance of the hashlist

Declaration: `constructor Create`

Visibility: `public`

Description: `Create` creates a new instance of `TFPHashList` on the heap and sets the hash capacity to 1.

See also: `TFPHashList.Destroy` (??)

### 7.13.5 TFPHashList.Destroy

Synopsis: Removes an instance of the hashlist from the heap

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` cleans up the memory structures maintained by the hashlist and removes the `TFPHashList` instance from the heap.

`Destroy` should not be called directly, it's better to use `Free` or `FreeAndNil` instead.



See also: `TFPHashList.Create` (??), `TFPHashList.Clear` (??)

### 7.13.6 TFPHashList.Add

Synopsis: Add a new key/data pair to the list

Declaration: `function Add(const AName: shortstring; Item: Pointer) : Integer`

Visibility: public

Description: `Add` adds a new data pointer (`Item`) with key `AName` to the list. It returns the position of the item in the list.

Errors: If not enough memory is available to hold the key and data, an exception may be raised.

See also: `TFPHashList.Extract` (??), `TFPHashList.Remove` (??), `TFPHashList.Delete` (??)

### 7.13.7 TFPHashList.Clear

Synopsis: Clear the list

Declaration: `procedure Clear`

Visibility: public

Description: `Clear` removes all items from the list. It does not free the data items themselves. It frees all memory needed to contain the items.

Errors: None.

See also: `TFPHashList.Extract` (??), `TFPHashList.Remove` (??), `TFPHashList.Delete` (??), `TFPHashList.Add` (??)

### 7.13.8 TFPHashList.NameOfIndex

Synopsis: Returns the key name of an item by index

Declaration: `function NameOfIndex(Index: Integer) : ShortString`

Visibility: public

Description: `NameOfIndex` returns the key name of the item at position `Index`.

Errors: If `Index` is out of the valid range, an exception is raised.

See also: `TFPHashList.HashOfIndex` (??), `TFPHashList.Find` (??), `TFPHashList.FindIndexOf` (??), `TFPHashList.FindWithHash` (??)

### 7.13.9 TFPHashList.HashOfIndex

Synopsis: Return the hash value of an item by index

Declaration: `function HashOfIndex(Index: Integer) : LongWord`

Visibility: public

Description: `HashOfIndex` returns the hash value of the item at position `Index`.

Errors: If `Index` is out of the valid range, an exception is raised.

See also: `TFPHashList.HashOfName (??)`, `TFPHashList.Find (??)`, `TFPHashList.FindIndexOf (??)`, `TFPHashList.FindWithHash (??)`

### 7.13.10 TFPHashList.GetNextCollision

Synopsis: Get next collision number

Declaration: `function GetNextCollision(Index: Integer) : Integer`

Visibility: public

Description: `GetNextCollision` returns the next collision in hash item `Index`. This is the count of items with the same hash.means that the next it

### 7.13.11 TFPHashList.Delete

Synopsis: Delete an item from the list.

Declaration: `procedure Delete(Index: Integer)`

Visibility: public

Description: `Delete` deletes the item at position `Index`. The data to which it points is not freed from memory.

Errors: `TFPHashList.Extract (??)``TFPHashList.Remove (??)``TFPHashList.Add (??)`

### 7.13.12 TFPHashList.Error

Synopsis: Raise an error

Declaration: `class procedure Error(const Msg: string;Data: PtrInt)`

Visibility: public

Description: `Error` raises an `EListError` exception, with message `Msg`. The `Data` pointer is used to format the message.

### 7.13.13 TFPHashList.Expand

Synopsis: Expand the list

Declaration: `function Expand : TFPHashList`

Visibility: public

Description: `Expand` enlarges the capacity of the list if the maximum capacity was reached. It returns itself.

Errors: If not enough memory is available, an exception may be raised.

See also: `TFPHashList.Clear (??)`

**7.13.14 TFPHashList.Extract**

Synopsis: Extract a pointer from the list

Declaration: `function Extract(item: Pointer) : Pointer`

Visibility: public

Description: `Extract` removes the data item from the list, if it is in the list. It returns the pointer if it was removed from the list, `Nil` otherwise.

`Extract` does a linear search, and is not very efficient.

See also: `TFPHashList.Delete` (??), `TFPHashList.Remove` (??), `TFPHashList.Clear` (??)

**7.13.15 TFPHashList.IndexOf**

Synopsis: Return the index of the data pointer

Declaration: `function IndexOf(Item: Pointer) : Integer`

Visibility: public

Description: `IndexOf` returns the index of the first occurrence of pointer `Item`. If the item is not in the list, -1 is returned.

The performed search is linear, and not very efficient.

See also: `TFPHashList.HashOfIndex` (??), `TFPHashList.NameOfIndex` (??), `TFPHashList.Find` (??), `TFPHashList.FindIndexOf` (??), `TFPHashList.FindWithHash` (??)

**7.13.16 TFPHashList.Find**

Synopsis: Find data associated with key

Declaration: `function Find(const AName: shortstring) : Pointer`

Visibility: public

Description: `Find` searches (using the hash) for the data item associated with item `AName` and returns the data pointer associated with it. If the item is not found, `Nil` is returned. It uses the hash value of the key to perform the search.

See also: `TFPHashList.HashOfIndex` (??), `TFPHashList.NameOfIndex` (??), `TFPHashList.IndexOf` (??), `TFPHashList.FindIndexOf` (??), `TFPHashList.FindWithHash` (??)

**7.13.17 TFPHashList.FindIndexOf**

Synopsis: Return index of named item.

Declaration: `function FindIndexOf(const AName: shortstring) : Integer`

Visibility: public

Description: `FindIndexOf` returns the index of the key `AName`, or -1 if the key does not exist in the list. It uses the hash value to search for the key.

See also: `TFPHashList.HashOfIndex` (??), `TFPHashList.NameOfIndex` (??), `TFPHashList.IndexOf` (??), `TFPHashList.Find` (??), `TFPHashList.FindWithHash` (??)

### 7.13.18 TFPHashList.FindWithHash

Synopsis: Find first element with given name and hash value

Declaration: `function FindWithHash(const AName: shortstring; AHash: LongWord)  
: Pointer`

Visibility: public

Description: `FindWithHash` searches for the item with key `AName`. It uses the provided hash value `AHash` to perform the search. If the item exists, the data pointer is returned, if not, the result is `Nil`.

See also: `TFPHashList.HashOfIndex (??)`, `TFPHashList.NameOfIndex (??)`, `TFPHashList.IndexOf (??)`, `TFPHashList.Find (??)`, `TFPHashList.FindIndexOf (??)`

### 7.13.19 TFPHashList.Rename

Synopsis: Rename a key

Declaration: `function Rename(const AOldName: shortstring; const ANewName: shortstring)  
: Integer`

Visibility: public

Description: `Rename` renames key `AOldname` to `ANewName`. The hash value is recomputed and the item is moved in the list to it's new position.

Errors: If an item with `ANewName` already exists, an exception will be raised.

### 7.13.20 TFPHashList.Remove

Synopsis: Remove first instance of a pointer

Declaration: `function Remove(Item: Pointer) : Integer`

Visibility: public

Description: `Remove` removes the first occurrence of the data pointer `Item` in the list, if it is present. The return value is the removed data pointer, or `Nil` if no data pointer was removed.

See also: `TFPHashList.Delete (??)`, `TFPHashList.Clear (??)`, `TFPHashList.Extract (??)`

### 7.13.21 TFPHashList.Pack

Synopsis: Remove nil pointers from the list

Declaration: `procedure Pack`

Visibility: public

Description: `Pack` removes all `Nil` items from the list, and frees all unused memory.

See also: `TFPHashList.Clear (??)`

### 7.13.22 TFPHashList.ShowStatistics

Synopsis: Return some statistics for the list.

Declaration: `procedure ShowStatistics`

Visibility: `public`

Description: `ShowStatistics` prints some information about the hash list to standard output. It prints the following values:

**HashSize**Size of the hash table

**HashMean**Mean hash value

**HashStdDev**Standard deviation of hash values

**ListSize**Size and capacity of the list

**StringSize**Size and capacity of key strings

### 7.13.23 TFPHashList.ForEachCall

Synopsis: Call a procedure for each element in the list

Declaration: `procedure ForEachCall(proc2call: TListCallback;arg: pointer)`  
`procedure ForEachCall(proc2call: TListStaticCallback;arg: pointer)`

Visibility: `default`

Description: `ForEachCall` loops over the items in the list and calls `proc2call`, passing it the item and `arg`.

### 7.13.24 TFPHashList.Capacity

Synopsis: Capacity of the list.

Declaration: `Property Capacity : Integer`

Visibility: `public`

Access: `Read,Write`

Description: `Capacity` returns the current capacity of the list. The capacity is expanded as more elements are added to the list. If a good estimate of the number of elements that will be added to the list, the property can be set to a sufficiently large value to avoid reallocation of memory each time the list needs to grow.

See also: `Count (??)`, `Items (??)`

### 7.13.25 TFPHashList.Count

Synopsis: Current number of elements in the list.

Declaration: `Property Count : Integer`

Visibility: `public`

Access: `Read,Write`

Description: `Count` is the current number of elements in the list.

See also: `Capacity (??)`, `Items (??)`

### 7.13.26 TFPHashList.Items

Synopsis: Indexed array with pointers

Declaration: `Property Items[Index: Integer]: Pointer; default`

Visibility: public

Access: Read,Write

Description: `Items` provides indexed access to the pointers, the index runs from 0 to Count-1 (??).

Errors: Specifying an invalid index will result in an exception.

See also: Capacity (??), Count (??)

### 7.13.27 TFPHashList.List

Synopsis: Low-level hash list

Declaration: `Property List : PHashItemList`

Visibility: public

Access: Read

Description: `List` exposes the low-level item list (117). It should not be used directly.

See also: `Strs` (??), `THashItemList` (117)

### 7.13.28 TFPHashList.Strs

Synopsis: Low-level memory area with strings.

Declaration: `Property Strs : PChar`

Visibility: public

Access: Read

Description: `Strs` exposes the raw memory area with the strings.

See also: `List` (??)

## 7.14 TFPHashObject

### 7.14.1 Description

`TFPHashObject` is a `TObject` descendent which is aware of the `TFPHashObjectList` (144) class. It has a name property and an owning list: if the name is changed, it will reposition itself in the list which owns it. It offers methods to change the owning list: the object will correctly remove itself from the list which currently owns it, and insert itself in the new list.

See also: `TFPHashObject.Name` (??), `TFPHashObject.ChangeOwner` (??), `TFPHashObject.ChangeOwnerAndName` (??)

### 7.14.2 Method overview

Page	Property	Description
<a href="#">142</a>	ChangeOwner	Change the list owning the object.
<a href="#">143</a>	ChangeOwnerAndName	Simultaneously change the list owning the object and the name of the object.
<a href="#">142</a>	Create	Create a named instance, and insert in a hash list.
<a href="#">142</a>	CreateNotOwned	Create an instance not owned by any list.
<a href="#">143</a>	Rename	Rename the object

### 7.14.3 Property overview

Page	Property	Access	Description
<a href="#">143</a>	Hash	r	Hash value
<a href="#">143</a>	Name	r	Current name of the object

### 7.14.4 TFPHashObject.CreateNotOwned

Synopsis: Create an instance not owned by any list.

Declaration: `constructor CreateNotOwned`

Visibility: `public`

Description: `CreateNotOwned` creates an instance of `TFPHashObject` which is not owned by any `TFPHashObjectList` ([144](#)) hash list. It also has no name when created in this way.

See also: `TFPHashObject.Name` ([??](#)), `TFPHashObject.ChangeOwner` ([??](#)), `TFPHashObject.ChangeOwnerAndName` ([??](#))

### 7.14.5 TFPHashObject.Create

Synopsis: Create a named instance, and insert in a hash list.

Declaration: `constructor Create (HashObjectList: TFPHashObjectList;  
const s: shortstring)`

Visibility: `public`

Description: `Create` creates an instance of `TFPHashObject`, gives it the name `S` and inserts it in the hash list `HashObjectList` ([144](#)).

See also: `CreateNotOwned` ([??](#)), `TFPHashObject.ChangeOwner` ([??](#)), `TFPHashObject.Name` ([??](#))

### 7.14.6 TFPHashObject.ChangeOwner

Synopsis: Change the list owning the object.

Declaration: `procedure ChangeOwner (HashObjectList: TFPHashObjectList)`

Visibility: `public`

Description: `ChangeOwner` can be used to move the object between hash lists: The object will be removed correctly from the hash list that currently owns it, and will be inserted in the list `HashObjectList`.

Errors: If an object with the same name already is present in the new hash list, an exception will be raised.

See also: `ChangeOwnerAndName` ([??](#)), `Name` ([??](#))

### 7.14.7 TFPHashObject.ChangeOwnerAndName

Synopsis: Simultaneously change the list owning the object and the name of the object.

Declaration: `procedure ChangeOwnerAndName (HashObjectList: TFPHashObjectList;  
const s: shortstring)`

Visibility: public

Description: `ChangeOwnerAndName` can be used to move the object between hash lists: The object will be removed correctly from the hash list that currently owns it (using the current name), and will be inserted in the list `HashObjectList` with the new name `S`.

Errors: If the new name already is present in the new hash list, an exception will be raised.

See also: `ChangeOwner (??)`, `Name (??)`

### 7.14.8 TFPHashObject.Rename

Synopsis: Rename the object

Declaration: `procedure Rename (const ANewName: shortstring)`

Visibility: public

Description: `Rename` changes the name of the object, and notifies the hash list of this change.

Errors: If the new name already is present in the hash list, an exception will be raised.

See also: `ChangeOwner (??)`, `ChangeOwnerAndName (??)`, `Name (??)`

### 7.14.9 TFPHashObject.Name

Synopsis: Current name of the object

Declaration: `Property Name : shortstring`

Visibility: public

Access: Read

Description: `Name` is the name of the object, it is stored in the hash list using this name as the key.

See also: `Rename (??)`, `ChangeOwnerAndName (??)`

### 7.14.10 TFPHashObject.Hash

Synopsis: Hash value

Declaration: `Property Hash : LongWord`

Visibility: public

Access: Read

Description: `Hash` is the hash value of the object in the hash list that owns it.

See also: `Name (??)`



## 7.15 TFPHashObjectList

### 7.15.1 Method overview

Page	Property	Description
<a href="#">145</a>	Add	Add a new key/data pair to the list
<a href="#">145</a>	Clear	Clear the list
<a href="#">144</a>	Create	Create a new instance of the hashlist
<a href="#">146</a>	Delete	Delete an object from the list.
<a href="#">144</a>	Destroy	Removes an instance of the hashlist from the heap
<a href="#">146</a>	Expand	Expand the list
<a href="#">147</a>	Extract	Extract a object instance from the list
<a href="#">147</a>	Find	Find data associated with key
<a href="#">148</a>	FindIndexOf	Return index of named object.
<a href="#">148</a>	FindInstanceOf	Search an instance of a certain class
<a href="#">148</a>	FindWithHash	Find first element with given name and hash value
<a href="#">149</a>	ForEachCall	Call a procedure for each object in the list
<a href="#">146</a>	GetNextCollision	Get next collision number
<a href="#">146</a>	HashOfIndex	Return the hash valye of an object by index
<a href="#">147</a>	IndexOf	Return the index of the object instance
<a href="#">145</a>	NameOfIndex	Returns the key name of an object by index
<a href="#">149</a>	Pack	Remove nil object instances from the list
<a href="#">147</a>	Remove	Remove first occurrence of a object instance
<a href="#">148</a>	Rename	Rename a key
<a href="#">149</a>	ShowStatistics	Return some statistics for the list.

### 7.15.2 Property overview

Page	Property	Access	Description
<a href="#">149</a>	Capacity	rw	Capacity of the list.
<a href="#">150</a>	Count	rw	Current number of elements in the list.
<a href="#">150</a>	Items	rw	Indexed array with object instances
<a href="#">150</a>	List	r	Low-level hash list
<a href="#">150</a>	OwnsObjects	rw	Does the list own the objects it contains

### 7.15.3 TFPHashObjectList.Create

Synopsis: Create a new instance of the hashlist

Declaration: constructor `Create (FreeObjects: Boolean)`

Visibility: public

Description: `Create` creates a new instance of `TFPHashObjectList` on the heap and sets the hash capacity to 1.

If `FreeObjects` is `True` (the default), then the list owns the objects: when an object is removed from the list, it is destroyed (freed from memory). Clearing the list will free all objects in the list.

See also: `TFPHashObjectList.Destroy` (??), `TFPHashObjectList.OwnsObjects` (??)

### 7.15.4 TFPHashObjectList.Destroy

Synopsis: Removes an instance of the hashlist from the heap

**Declaration:** `destructor Destroy; Override`

**Visibility:** `public`

**Description:** `Destroy` cleans up the memory structures maintained by the hashlist and removes the `TFPHashObjectList` instance from the heap. If the list owns its objects, they are freed from memory as well.

`Destroy` should not be called directly, it's better to use `Free` or `FreeAndNil` instead.

**See also:** `TFPHashObjectList.Create (??)`, `TFPHashObjectList.Clear (??)`

### 7.15.5 TFPHashObjectList.Clear

**Synopsis:** Clear the list

**Declaration:** `procedure Clear`

**Visibility:** `public`

**Description:** `Clear` removes all objects from the list. It does not free the objects themselves, unless `OwnsObjects (??)` is `True`. It always frees all memory needed to contain the objects.

**Errors:** None.

**See also:** `TFPHashObjectList.Extract (??)`, `TFPHashObjectList.Remove (??)`, `TFPHashObjectList.Delete (??)`, `TFPHashObjectList.Add (??)`

### 7.15.6 TFPHashObjectList.Add

**Synopsis:** Add a new key/data pair to the list

**Declaration:** `function Add(const AName: shortstring; AObject: TObject) : Integer`

**Visibility:** `public`

**Description:** `Add` adds a new object instance (`AObject`) with key `AName` to the list. It returns the position of the object in the list.

**Errors:** If not enough memory is available to hold the key and data, an exception may be raised. If an object with this name already exists in the list, an exception is raised.

**See also:** `TFPHashObjectList.Extract (??)`, `TFPHashObjectList.Remove (??)`, `TFPHashObjectList.Delete (??)`

### 7.15.7 TFPHashObjectList.NameOfIndex

**Synopsis:** Returns the key name of an object by index

**Declaration:** `function NameOfIndex(Index: Integer) : ShortString`

**Visibility:** `public`

**Description:** `NameOfIndex` returns the key name of the object at position `Index`.

**Errors:** If `Index` is out of the valid range, an exception is raised.

**See also:** `TFPHashObjectList.HashOfIndex (??)`, `TFPHashObjectList.Find (??)`, `TFPHashObjectList.FindIndexOf (??)`, `TFPHashObjectList.FindWithHash (??)`

### 7.15.8 TFPHashObjectList.HashOfIndex

Synopsis: Return the hash valye of an object by index

Declaration: `function HashOfIndex(Index: Integer) : LongWord`

Visibility: public

Description: `HashOfIndex` returns the hash value of the object at position `Index`.

Errors: If `Index` is out of the valid range, an exception is raised.

See also: `TFPHashObjectList.HashOfName` (??), `TFPHashObjectList.Find` (??), `TFPHashObjectList.FindIndexOf` (??), `TFPHashObjectList.FindWithHash` (??)

### 7.15.9 TFPHashObjectList.GetNextCollision

Synopsis: Get next collision number

Declaration: `function GetNextCollision(Index: Integer) : Integer`

Visibility: public

Description: Get next collision number

### 7.15.10 TFPHashObjectList.Delete

Synopsis: Delete an object from the list.

Declaration: `procedure Delete(Index: Integer)`

Visibility: public

Description: `Delete` deletes the object at position `Index`. If `OwnsObjects` (??) is `True`, then the object itself is also freed from memory.

See also: `TFPHashObjectList.Extract` (??), `TFPHashObjectList.Remove` (??), `TFPHashObjectList.Add` (??), `OwnsObjects` (??)

### 7.15.11 TFPHashObjectList.Expand

Synopsis: Expand the list

Declaration: `function Expand : TFPHashObjectList`

Visibility: public

Description: `Expand` enlarges the capacity of the list if the maximum capacity was reached. It returns itself.

Errors: If not enough memory is available, an exception may be raised.

See also: `TFPHashObjectList.Clear` (??)

### 7.15.12 TFPHashObjectList.Extract

Synopsis: Extract a object instance from the list

Declaration: `function Extract (Item: TObject) : TObject`

Visibility: public

Description: `Extract` removes the data object from the list, if it is in the list. It returns the object instance if it was removed from the list, `Nil` otherwise. The object is *not* freed from memory, regardless of the value of `OwnsObjects` (??).

`Extract` does a linear search, and is not very efficient.

See also: `TFPHashObjectList.Delete` (??), `TFPHashObjectList.Remove` (??), `TFPHashObjectList.Clear` (??)

### 7.15.13 TFPHashObjectList.Remove

Synopsis: Remove first occurrence of a object instance

Declaration: `function Remove (AObject: TObject) : Integer`

Visibility: public

Description: `Remove` removes the first occurrence of the object instance `Item` in the list, if it is present. The return value is the location of the removed object instance, or `-1` if no object instance was removed.

If `OwnsObjects` (??) is `True`, then the object itself is also freed from memory.

See also: `TFPHashObjectList.Delete` (??), `TFPHashObjectList.Clear` (??), `TFPHashObjectList.Extract` (??)

### 7.15.14 TFPHashObjectList.IndexOf

Synopsis: Return the index of the object instance

Declaration: `function IndexOf (AObject: TObject) : Integer`

Visibility: public

Description: `IndexOf` returns the index of the first occurrence of object instance `AObject`. If the object is not in the list, `-1` is returned.

The performed search is linear, and not very efficient.

See also: `TFPHashObjectList.HashOfIndex` (??), `TFPHashObjectList.NameOfIndex` (??), `TFPHashObjectList.Find` (??), `TFPHashObjectList.FindIndexOf` (??), `TFPHashObjectList.FindWithHash` (??)

### 7.15.15 TFPHashObjectList.Find

Synopsis: Find data associated with key

Declaration: `function Find (const s: shortstring) : TObject`

Visibility: public

Description: `Find` searches (using the hash) for the data object associated with key `AName` and returns the data object instance associated with it. If the object is not found, `Nil` is returned. It uses the hash value of the key to perform the search.

See also: `TFPHashObjectList.HashOfIndex` (??), `TFPHashObjectList.NameOfIndex` (??), `TFPHashObjectList.IndexOf` (??), `TFPHashObjectList.FindIndexOf` (??), `TFPHashObjectList.FindWithHash` (??)

### 7.15.16 TFPHashObjectList.FindIndexOf

Synopsis: Return index of named object.

Declaration: `function FindIndexOf(const s: shortstring) : Integer`

Visibility: public

Description: `FindIndexOf` returns the index of the key `AName`, or -1 if the key does not exist in the list. It uses the hash value to search for the key.

See also: `TFPHashObjectList.HashOfIndex (??)`, `TFPHashObjectList.NameOfIndex (??)`, `TFPHashObjectList.IndexOf (??)`, `TFPHashObjectList.Find (??)`, `TFPHashObjectList.FindWithHash (??)`

### 7.15.17 TFPHashObjectList.FindWithHash

Synopsis: Find first element with given name and hash value

Declaration: `function FindWithHash(const AName: shortstring; AHash: LongWord)  
: Pointer`

Visibility: public

Description: `FindWithHash` searches for the object with key `AName`. It uses the provided hash value `AHash` to perform the search. If the object exists, the data object instance is returned, if not, the result is `Nil`.

See also: `TFPHashObjectList.HashOfIndex (??)`, `TFPHashObjectList.NameOfIndex (??)`, `TFPHashObjectList.IndexOf (??)`, `TFPHashObjectList.Find (??)`, `TFPHashObjectList.FindIndexOf (??)`

### 7.15.18 TFPHashObjectList.Rename

Synopsis: Rename a key

Declaration: `function Rename(const AOldName: shortstring; const ANewName: shortstring)  
: Integer`

Visibility: public

Description: `Rename` renames key `AOldname` to `ANewName`. The hash value is recomputed and the object is moved in the list to it's new position.

Errors: If an object with `ANewName` already exists, an exception will be raised.

### 7.15.19 TFPHashObjectList.FindInstanceOf

Synopsis: Search an instance of a certain class

Declaration: `function FindInstanceOf(AClass: TClass; AExact: Boolean;  
AStartAt: Integer) : Integer`

Visibility: public

Description: `FindInstanceOf` searches the list for an instance of class `AClass`. It starts searching at position `AStartAt`. If `AExact` is `True`, only instances of class `AClass` are considered. If `AExact` is `False`, then descendent classes of `AClass` are also taken into account when searching. If no instance is found, `Nil` is returned.

### 7.15.20 TFPHashObjectList.Pack

Synopsis: Remove nil object instances from the list

Declaration: `procedure Pack`

Visibility: `public`

Description: `Pack` removes all `Nil` objects from the list, and frees all unused memory.

See also: `TFPHashObjectList.Clear` (??)

### 7.15.21 TFPHashObjectList.ShowStatistics

Synopsis: Return some statistics for the list.

Declaration: `procedure ShowStatistics`

Visibility: `public`

Description: `ShowStatistics` prints some information about the hash list to standard output. It prints the following values:

**HashSize**Size of the hash table

**HashMean**Mean hash value

**HashStdDev**Standard deviation of hash values

**ListSize**Size and capacity of the list

**StringSize**Size and capacity of key strings

### 7.15.22 TFPHashObjectList.ForEachCall

Synopsis: Call a procedure for each object in the list

Declaration: `procedure ForEachCall(proc2call: TObjectListCallback;arg: pointer)`  
`procedure ForEachCall(proc2call: TObjectListStaticCallback;arg: pointer)`

Visibility: `default`

Description: `ForEachCall` loops over the objects in the list and calls `proc2call`, passing it the object and `arg`.

### 7.15.23 TFPHashObjectList.Capacity

Synopsis: Capacity of the list.

Declaration: `Property Capacity : Integer`

Visibility: `public`

Access: `Read,Write`

Description: `Capacity` returns the current capacity of the list. The capacity is expanded as more elements are added to the list. If a good estimate of the number of elements that will be added to the list, the property can be set to a sufficiently large value to avoid reallocation of memory each time the list needs to grow.

See also: `Count` (??), `Items` (??)

#### 7.15.24 TFPHashObjectList.Count

Synopsis: Current number of elements in the list.

Declaration: `Property Count : Integer`

Visibility: `public`

Access: `Read,Write`

Description: `Count` is the current number of elements in the list.

See also: `Capacity (??)`, `Items (??)`

#### 7.15.25 TFPHashObjectList.OwnsObjects

Synopsis: Does the list own the objects it contains

Declaration: `Property OwnsObjects : Boolean`

Visibility: `public`

Access: `Read,Write`

Description: `OwnsObjects` determines what to do when an object is removed from the list: if it is `True` (the default), then the list owns the objects: when an object is removed from the list, it is destroyed (freed from memory). Clearing the list will free all objects in the list.

The value of `OwnsObjects` is set when the hash list is created, and cannot be changed during the lifetime of the hash list.

See also: `TFPHashObjectList.Create (??)`

#### 7.15.26 TFPHashObjectList.Items

Synopsis: Indexed array with object instances

Declaration: `Property Items[Index: Integer]: TObject; default`

Visibility: `public`

Access: `Read,Write`

Description: `Items` provides indexed access to the object instances, the index runs from 0 to `Count-1 (??)`.

Errors: Specifying an invalid index will result in an exception.

See also: `Capacity (??)`, `Count (??)`

#### 7.15.27 TFPHashObjectList.List

Synopsis: Low-level hash list

Declaration: `Property List : TFPHashList`

Visibility: `public`

Access: `Read`

Description: `List` exposes the low-level hash list (134). It should not be used directly.

See also: `TFPHashList (134)`

## 7.16 TFPObjectHashTable

### 7.16.1 Description

TFPStringHashTable is a TFPCustomHashTable (127) descendent which stores object instances together with the keys. In case the data associated with the keys are strings themselves, it's better to use TFPStringHashTable (160), or for arbitrary pointer data, TFPDataHashTable (133) is more suitable. The objects are exposed with their keys through the Items (??) property.

See also: TFPStringHashTable (160), TFPDataHashTable (133), TFPObjectHashTable.Items (??)

### 7.16.2 Method overview

Page	Property	Description
152	Add	Add a new object to the hash table
151	Create	Create a new instance of TFPObjectHashTable
151	CreateWith	Create a new hash table with given size and hash function

### 7.16.3 Property overview

Page	Property	Access	Description
152	Items	rw	Key-based access to the objects
152	OwnsObjects	rw	Does the hash table own the objects ?

### 7.16.4 TFPObjectHashTable.Create

Synopsis: Create a new instance of TFPObjectHashTable

Declaration: constructor Create(AOwnsObjects: Boolean)

Visibility: public

Description: Create creates a new instance of TFPObjectHashTable on the heap. It sets the OwnsObjects (??) property to AOwnsObjects, and then calls the inherited Create. If AOwnsObjects is set to True, then the hash table owns the objects: whenever an object is removed from the list, it is automatically freed.

Errors: If not enough memory is available on the heap, an exception may be raised.

See also: TFPObjectHashTable.OwnsObjects (??), TFPObjectHashTable.CreateWith (??), TFPObjectHashTable.Items (??)

### 7.16.5 TFPObjectHashTable.CreateWith

Synopsis: Create a new hash table with given size and hash function

Declaration: constructor CreateWith(AHashTableSize: LongWord;  
aHashFunc: THashFunction; AOwnsObjects: Boolean)

Visibility: public

Description: CreateWith sets the OwnsObjects (??) property to AOwnsObjects, and then calls the inherited CreateWith. If AOwnsObjects is set to True, then the hash table owns the objects: whenever an object is removed from the list, it is automatically freed.

This constructor should be used when a table size and hash algorithm should be specified that differ from the default table size and hash algorithm.



Errors: If not enough memory is available on the heap, an exception may be raised.

See also: `TFObjectHashTable.OwnsObjects` (??), `TFObjectHashTable.Create` (??), `TFObjectHashTable.Items` (??)

### 7.16.6 TFObjectHashTable.Add

Synopsis: Add a new object to the hash table

Declaration: `procedure Add(const aKey: string; AItem: TObject); Virtual`

Visibility: public

Description: `Add` adds the object `AItem` to the hash table, and associates it with key `aKey`.

Errors: If the key `aKey` is already in the hash table, an exception will be raised.

See also: `TFObjectHashTable.Items` (??)

### 7.16.7 TFObjectHashTable.Items

Synopsis: Key-based access to the objects

Declaration: `Property Items[index: string]: TObject; default`

Visibility: public

Access: Read, Write

Description: `Items` provides access to the objects in the hash table using their key: the array index `Index` is the key. A key which is not present will result in an `Nil` instance.

See also: `TFObjectHashTable.Add` (??)

### 7.16.8 TFObjectHashTable.OwnsObjects

Synopsis: Does the hash table own the objects ?

Declaration: `Property OwnsObjects : Boolean`

Visibility: public

Access: Read, Write

Description: `OwnsObjects` determines what happens with objects which are removed from the hash table: if `True`, then removing an object from the hash list will free the object. If `False`, the object is not freed. Note that way in which the object is removed is not relevant: be it `Delete`, `Remove` or `Clear`.

See also: `TFObjectHashTable.Create` (??), `TFObjectHashTable.Items` (??)

## 7.17 TFObjectList

### 7.17.1 Description

`TFObjectList` is a `TFPList` (??) based list which has as the default array property `TObjects` (??) instead of pointers. By default it also manages the objects: when an object is deleted or removed from the list, it is automatically freed. This behaviour can be disabled when the list is created.

In difference with `TObjectList` (166), `TFObjectList` offers no notification mechanism of list operations, allowing it to be faster than `TObjectList`. For the same reason, it is also not a descendent of `TFPList` (although it uses one internally).

See also: `#rtl.classes.TFPList` (??), `TObjectList` (166)

### 7.17.2 Method overview

Page	Property	Description
<a href="#">154</a>	Add	Add an object to the list.
<a href="#">158</a>	Assign	Copy the contents of a list.
<a href="#">154</a>	Clear	Clear all elements in the list.
<a href="#">153</a>	Create	Create a new object list
<a href="#">155</a>	Delete	Delete an element from the list.
<a href="#">154</a>	Destroy	Clears the list and destroys the list instance
<a href="#">155</a>	Exchange	Exchange the location of two objects
<a href="#">155</a>	Expand	Expand the capacity of the list.
<a href="#">155</a>	Extract	Extract an object from the list
<a href="#">156</a>	FindInstanceOf	Search for an instance of a certain class
<a href="#">157</a>	First	Return the first non-nil object in the list
<a href="#">159</a>	ForEachCall	For each object in the list, call a method or procedure, passing it the object.
<a href="#">156</a>	IndexOf	Search for an object in the list
<a href="#">157</a>	Insert	Insert a new object in the list
<a href="#">157</a>	Last	Return the last non-nil object in the list.
<a href="#">157</a>	Move	Move an object to another location in the list.
<a href="#">158</a>	Pack	Remove all <code>Nil</code> references from the list
<a href="#">156</a>	Remove	Remove an item from the list.
<a href="#">158</a>	Sort	Sort the list of objects

### 7.17.3 Property overview

Page	Property	Access	Description
<a href="#">159</a>	Capacity	rw	Capacity of the list
<a href="#">159</a>	Count	rw	Number of elements in the list.
<a href="#">160</a>	Items	rw	Indexed access to the elements of the list.
<a href="#">160</a>	List	r	Internal list used to keep the objects.
<a href="#">159</a>	OwnsObjects	rw	Should the list free elements when they are removed.

### 7.17.4 TFObjectList.Create

Synopsis: Create a new object list

Declaration: `constructor Create`  
`constructor Create(FreeObjects: Boolean)`

Visibility: default

**Description:** `Create` instantiates a new object list. The `FreeObjects` parameter determines whether objects that are removed from the list should also be freed from memory. By default this is `True`. This behaviour can be changed after the list was instantiated.

Errors: None.

See also: `TFPObjectList.Destroy` (??), `TFPObjectList.OwnsObjects` (??), `TObjectList` ([166](#))

### 7.17.5 TFPObjectList.Destroy

**Synopsis:** Clears the list and destroys the list instance

**Declaration:** `destructor Destroy; Override`

Visibility: public

**Description:** `Destroy` clears the list, freeing all objects in the list if `OwnsObjects` (??) is `True`.

See also: `TFPObjectList.OwnsObjects` (??), `TObjectList.Create` (??)

### 7.17.6 TFPObjectList.Clear

**Synopsis:** Clear all elements in the list.

**Declaration:** `procedure Clear`

Visibility: public

**Description:** Removes all objects from the list, freeing all objects in the list if `OwnsObjects` (??) is `True`.

See also: `TObjectList.Destroy` (??)

### 7.17.7 TFPObjectList.Add

**Synopsis:** Add an object to the list.

**Declaration:** `function Add(AObject: TObject) : Integer`

Visibility: public

**Description:** `Add` adds `AObject` to the list and returns the index of the object in the list.

Note that when `OwnsObjects` (??) is `True`, an object should not be added twice to the list: this will result in memory corruption when the object is freed (as it will be freed twice). The `Add` method does not check this, however.

Errors: None.

See also: `TFPObjectList.OwnsObjects` (??), `TFPObjectList.Delete` (??)

### 7.17.8 TFObjectList.Delete

Synopsis: Delete an element from the list.

Declaration: `procedure Delete(Index: Integer)`

Visibility: `public`

Description: `Delete` removes the object at index `Index` from the list. When `OwnsObjects` (??) is `True`, the object is also freed.

Errors: An access violation may occur when `OwnsObjects` (??) is `True` and either the object was freed externally, or when the same object is in the same list twice.

See also: `TFObjectList.Remove` (??), `TFObjectList.Extract` (??), `TFObjectList.OwnsObjects` (??), `TFObjectList.Add` (??), `TFObjectList.Clear` (??)

### 7.17.9 TFObjectList.Exchange

Synopsis: Exchange the location of two objects

Declaration: `procedure Exchange(Index1: Integer; Index2: Integer)`

Visibility: `public`

Description: `Exchange` exchanges the objects at indexes `Index1` and `Index2` in a direct operation (i.e. no delete/add is performed).

Errors: If either `Index1` or `Index2` is invalid, an exception will be raised.

See also: `TFObjectList.Add` (??), `TFObjectList.Delete` (??)

### 7.17.10 TFObjectList.Expand

Synopsis: Expand the capacity of the list.

Declaration: `function Expand : TFObjectList`

Visibility: `public`

Description: `Expand` increases the capacity of the list. It calls `#rtl.classes.tfplist.expand` (??) and then returns a reference to itself.

Errors: If there is not enough memory to expand the list, an exception will be raised.

See also: `TFObjectList.Pack` (??), `TFObjectList.Clear` (??), `#rtl.classes.tfplist.expand` (??)

### 7.17.11 TFObjectList.Extract

Synopsis: Extract an object from the list

Declaration: `function Extract(Item: TObject) : TObject`

Visibility: `public`

Description: `Extract` removes `Item` from the list, if it is present in the list. It returns `Item` if it was found, `Nil` if item was not present in the list.

Note that the object is not freed, and that only the first found object is removed from the list.

Errors: None.

See also: `TFPObjectList.Pack (??)`, `TFPObjectList.Clear (??)`, `TFPObjectList.Remove (??)`, `TFPObjectList.Delete (??)`

### 7.17.12 TFPObjectList.Remove

Synopsis: Remove an item from the list.

Declaration: `function Remove (AObject: TObject) : Integer`

Visibility: public

Description: `Remove` removes `Item` from the list, if it is present in the list. It frees `Item` if `OwnsObjects (??)` is `True`, and returns the index of the object that was found in the list, or -1 if the object was not found.

Note that only the first found object is removed from the list.

Errors: None.

See also: `TFPObjectList.Pack (??)`, `TFPObjectList.Clear (??)`, `TFPObjectList.Delete (??)`, `TFPObjectList.Extract (??)`

### 7.17.13 TFPObjectList.IndexOf

Synopsis: Search for an object in the list

Declaration: `function IndexOf (AObject: TObject) : Integer`

Visibility: public

Description: `IndexOf` searches for the presence of `AObject` in the list, and returns the location (index) in the list. The index is 0-based, and -1 is returned if `AObject` was not found in the list.

Errors: None.

See also: `TFPObjectList.Items (??)`, `TFPObjectList.Remove (??)`, `TFPObjectList.Extract (??)`

### 7.17.14 TFPObjectList.FindInstanceOf

Synopsis: Search for an instance of a certain class

Declaration: `function FindInstanceOf (AClass: TClass; AExact: Boolean; AStartAt: Integer) : Integer`

Visibility: public

Description: `FindInstanceOf` will look through the instances in the list and will return the first instance which is a descendent of class `AClass` if `AExact` is `False`. If `AExact` is `true`, then the instance should be of class `AClass`.

If no instance of the requested class is found, `Nil` is returned.

Errors: None.

See also: `TFPObjectList.IndexOf (??)`

### 7.17.15 TFObjectList.Insert

Synopsis: Insert a new object in the list

Declaration: `procedure Insert (Index: Integer; AObject: TObject)`

Visibility: public

Description: `Insert` inserts `AObject` at position `Index` in the list. All elements in the list after this position are shifted. The index is zero based, i.e. an insert at position 0 will insert an object at the first position of the list.

Errors: None.

See also: `TFObjectList.Add (??)`, `TFObjectList.Delete (??)`

### 7.17.16 TFObjectList.First

Synopsis: Return the first non-nil object in the list

Declaration: `function First : TObject`

Visibility: public

Description: `First` returns a reference to the first non-`Nil` element in the list. If no non-`Nil` element is found, `Nil` is returned.

Errors: None.

See also: `TFObjectList.Last (??)`, `TFObjectList.Pack (??)`

### 7.17.17 TFObjectList.Last

Synopsis: Return the last non-nil object in the list.

Declaration: `function Last : TObject`

Visibility: public

Description: `Last` returns a reference to the last non-`Nil` element in the list. If no non-`Nil` element is found, `Nil` is returned.

Errors: None.

See also: `TFObjectList.First (??)`, `TFObjectList.Pack (??)`

### 7.17.18 TFObjectList.Move

Synopsis: Move an object to another location in the list.

Declaration: `procedure Move (CurIndex: Integer; NewIndex: Integer)`

Visibility: public

Description: `Move` moves the object at current location `CurIndex` to location `NewIndex`. Note that the `NewIndex` is determined *after* the object was removed from location `CurIndex`, and can hence be shifted with 1 position if `CurIndex` is less than `NewIndex`.

Contrary to `exchange (??)`, the move operation is done by extracting the object from it's current location and inserting it at the new location.

**Errors:** If either `CurIndex` or `NewIndex` is out of range, an exception may occur.

**See also:** `TFPObjectList.Exchange (??)`, `TFPObjectList.Delete (??)`, `TFPObjectList.Insert (??)`

### 7.17.19 TFPObjectList.Assign

**Synopsis:** Copy the contents of a list.

**Declaration:** `procedure Assign (Obj: TFPObjectList)`

**Visibility:** `public`

**Description:** `Assign` copies the contents of `Obj` if `Obj` is of type `TFPObjectList`

**Errors:** None.

### 7.17.20 TFPObjectList.Pack

**Synopsis:** Remove all `Nil` references from the list

**Declaration:** `procedure Pack`

**Visibility:** `public`

**Description:** `Pack` removes all `Nil` elements from the list.

**Errors:** None.

**See also:** `TFPObjectList.First (??)`, `TFPObjectList.Last (??)`

### 7.17.21 TFPObjectList.Sort

**Synopsis:** Sort the list of objects

**Declaration:** `procedure Sort (Compare: TListSortCompare)`

**Visibility:** `public`

**Description:** `Sort` will perform a quick-sort on the list, using `Compare` as the compare algorithm. This function should accept 2 pointers and should return the following result:

**less than 0** If the first pointer comes before the second.

**equal to 0** If the pointers have the same value.

**larger than 0** If the first pointer comes after the second.

The function should be able to deal with `Nil` values.

**Errors:** None.

**See also:** `#rtl.classes.TList.Sort (??)`

### 7.17.22 TFObjectList.ForEachCall

Synopsis: For each object in the list, call a method or procedure, passing it the object.

Declaration: `procedure ForEachCall(proc2call: TObjectListCallback;arg: pointer)`  
`procedure ForEachCall(proc2call: TObjectListStaticCallback;arg: pointer)`

Visibility: default

Description: `ForEachCall` loops through all objects in the list, and calls `proc2call`, passing it the object in the list. Additionally, `arg` is also passed to the procedure. `Proc2call` can be a plain procedure or can be a method of a class.

Errors: None.

See also: [TObjectListStaticCallback \(118\)](#), [TObjectListCallback \(117\)](#)

### 7.17.23 TFObjectList.Capacity

Synopsis: Capacity of the list

Declaration: `Property Capacity : Integer`

Visibility: public

Access: Read,Write

Description: `Capacity` is the number of elements that the list can contain before it needs to expand itself, i.e., reserve more memory for pointers. It is always equal or larger than `Count` (??).

See also: `TFObjectList.Count` (??)

### 7.17.24 TFObjectList.Count

Synopsis: Number of elements in the list.

Declaration: `Property Count : Integer`

Visibility: public

Access: Read,Write

Description: `Count` is the number of elements in the list. Note that this includes `Nil` elements.

See also: `TFObjectList.Capacity` (??)

### 7.17.25 TFObjectList.OwnsObjects

Synopsis: Should the list free elements when they are removed.

Declaration: `Property OwnsObjects : Boolean`

Visibility: public

Access: Read,Write



**Description:** `OwnsObjects` determines whether the objects in the list should be freed when they are removed (not extracted) from the list, or when the list is cleared. If the property is `True` then they are freed. If the property is `False` the elements are not freed.

The value is usually set in the constructor, and is seldom changed during the lifetime of the list. It defaults to `True`.

See also: `TFPObjectList.Create (??)`, `TFPObjectList.Delete (??)`, `TFPObjectList.Remove (??)`, `TFPObjectList.Clear (??)`

### 7.17.26 TFPObjectList.Items

**Synopsis:** Indexed access to the elements of the list.

**Declaration:** `Property Items[Index: Integer]: TObject; default`

**Visibility:** public

**Access:** Read,Write

**Description:** `Items` is the default property of the list. It provides indexed access to the elements in the list. The index `Index` is zero based, i.e., runs from 0 (zero) to `Count-1`.

See also: `TFPObjectList.Count (??)`

### 7.17.27 TFPObjectList.List

**Synopsis:** Internal list used to keep the objects.

**Declaration:** `Property List : TFPList`

**Visibility:** public

**Access:** Read

**Description:** `List` is a reference to the `TFPList (??)` instance used to manage the elements in the list.

See also: `#rtl.classes.tfplist (??)`

## 7.18 TFPStringHashTable

### 7.18.1 Description

`TFPStringHashTable` is a `TFPCustomHashTable (127)` descendent which stores simple strings together with the keys. In case the data associated with the keys are objects, it's better to use `TFPObjectHashTable (151)`, or for arbitrary pointer data, `TFPDataHashTable (133)` is more suitable. The strings are exposed with their keys through the `Items (??)` property.

See also: `TFPObjectHashTable (151)`, `TFPDataHashTable (133)`, `Items (??)`

### 7.18.2 Method overview

Page	Property	Description
<a href="#">161</a>	Add	Add a new string to the hash list

### 7.18.3 Property overview

Page	Property	Access	Description
<a href="#">161</a>	Items	rw	Key based access to the strings in the hash table

### 7.18.4 TFPStringHashTable.Add

Synopsis: Add a new string to the hash list

Declaration: `procedure Add(const aKey: string; const aItem: string); Virtual`

Visibility: public

Description: Add adds a new string `AItem` to the hash list with key `AKey`.

Errors: If a string with key `Akey` already exists in the hash table, an exception will be raised.

See also: `TFPStringHashTable.Items` (??)

### 7.18.5 TFPStringHashTable.Items

Synopsis: Key based access to the strings in the hash table

Declaration: `Property Items[index: string]: string; default`

Visibility: public

Access: Read, Write

Description: `Items` provides access to the strings in the hash table using their key: the array index `Index` is the key. A key which is not present will result in an empty string.

See also: `TFPStringHashTable.Add` (??)

## 7.19 THTCustomNode

### 7.19.1 Description

`THTCustomNode` is used by the `TFPCustomHashTable` ([127](#)) class to store the keys and associated values.

See also: `TFPCustomHashTable` ([127](#))

### 7.19.2 Method overview

Page	Property	Description
<a href="#">162</a>	CreateWith	Create a new instance of <code>THTCustomNode</code>
<a href="#">162</a>	HasKey	Check whether this node matches the given key.

### 7.19.3 Property overview

Page	Property	Access	Description
<a href="#">162</a>	Key	r	Key value associated with this hash item.

### 7.19.4 THTCustomNode.CreateWith

Synopsis: Create a new instance of `THTCustomNode`

Declaration: `constructor CreateWith(const AString: string)`

Visibility: `public`

Description: `CreateWith` creates a new instance of `THTCustomNode` and stores the string `AString` in it. It should never be necessary to call this method directly, it will be called by the `TFPCustomHashTable` (127) class when needed.

Errors: If no more memory is available, an exception may be raised.

See also: `TFPCustomHashTable` (127)

### 7.19.5 THTCustomNode.HasKey

Synopsis: Check whether this node matches the given key.

Declaration: `function HasKey(const AKey: string) : Boolean`

Visibility: `public`

Description: `HasKey` checks whether this node matches the given key `AKey`, by comparing it with the stored key. It returns `True` if it does, `False` if not.

Errors: None.

See also: `THTCustomNode.Key` (??)

### 7.19.6 THTCustomNode.Key

Synopsis: Key value associated with this hash item.

Declaration: `Property Key : string`

Visibility: `public`

Access: `Read`

Description: `Key` is the key value associated with this hash item. It is stored when the item is created, and is read-only.

See also: `THTCustomNode.CreateWith` (??)

## 7.20 THTDataNode

### 7.20.1 Description

`THTDataNode` is used by `TFPDataHashTable` (133) to store the hash items in. It simply holds the data pointer.

It should not be necessary to use `THTDataNode` directly, it's only for inner use by `TFPDataHashTable`

See also: `TFPDataHashTable` (133), `THTObjectNode` (163), `THTStringNode` (164)

### 7.20.2 Property overview

Page	Property	Access	Description
<a href="#">163</a>	Data	rw	Data pointer

### 7.20.3 THTDataNode.Data

Synopsis: Data pointer

Declaration: `Property Data : pointer`

Visibility: public

Access: Read,Write

Description: Pointer containing the user data associated with the hash value.

## 7.21 THTObjectNode

### 7.21.1 Description

`THTObjectNode` is a `THTCustomNode` ([161](#)) descendent which holds the data in the `TFPObjectHashTable` ([151](#)) hash table. It exposes a data string.

It should not be necessary to use `THTObjectNode` directly, it's only for inner use by `TFPObjectHashTable`

See also: `TFPObjectHashTable` ([151](#))

### 7.21.2 Property overview

Page	Property	Access	Description
<a href="#">163</a>	Data	rw	Object instance

### 7.21.3 THTObjectNode.Data

Synopsis: Object instance

Declaration: `Property Data : TObject`

Visibility: public

Access: Read,Write

Description: `Data` is the object instance associated with the key value. It is exposed in `TFPObjectHashTable.Items` ([??](#))

See also: `TFPObjectHashTable` ([151](#)), `TFPObjectHashTable.Items` ([??](#)), `THTOwnedObjectNode` ([163](#))

## 7.22 THTOwnedObjectNode

### 7.22.1 Description

`THTOwnedObjectNode` is used instead of `THTObjectNode` ([163](#)) in case `TFPObjectHashTable` ([151](#)) owns it's objects. When this object is destroyed, the associated data object is also destroyed.

See also: `TFPObjectHashTable` ([151](#)), `THTObjectNode` ([163](#)), `TFPObjectHashTable.OwnsObjects` ([??](#))

### 7.22.2 Method overview

Page	Property	Description
<a href="#">164</a>	Destroy	Destroys the node and the object.

### 7.22.3 THTOwnedObjectNode.Destroy

Synopsis: Destroys the node and the object.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` first frees the data object, and then only frees itself.

See also: `THTOwnedObjectNode` ([163](#)), `TFPObjectHashTable.OwnsObjects` (??)

## 7.23 THTStringNode

### 7.23.1 Description

`THTStringNode` is a `THTCustomNode` ([161](#)) descendent which holds the data in the `TFPStringHashTable` ([160](#)) hash table. It exposes a data string.

It should not be necessary to use `THTStringNode` directly, it's only for inner use by `TFPStringHashTable`

See also: `TFPStringHashTable` ([160](#))

### 7.23.2 Property overview

Page	Property	Access	Description
<a href="#">164</a>	Data	rw	String data

### 7.23.3 THTStringNode.Data

Synopsis: String data

Declaration: `Property Data : string`

Visibility: `public`

Access: Read,Write

Description: `Data` is the data of this has node. The data is a string, associated with the key. It is also exposed in `TFPStringHashTable.Items` (??)

See also: `TFPStringHashTable` ([160](#))

## 7.24 TObjectBucketList

### 7.24.1 Description

`TObjectBucketList` is a class that redefines the associative `Data` array using `TObject` instead of `Pointer`. It also adds some overloaded versions of the `Add` and `Remove` calls using `TObject` instead of `Pointer` for the argument and result types.

See also: `TObjectBucketList` ([164](#))

### 7.24.2 Method overview

Page	Property	Description
<a href="#">165</a>	Add	Add an object to the list
<a href="#">165</a>	Remove	Remove an object from the list

### 7.24.3 Property overview

Page	Property	Access	Description
<a href="#">165</a>	Data	rw	Associative array of data items

### 7.24.4 TObjectBucketList.Add

Synopsis: Add an object to the list

Declaration: `function Add(AItem: TObject; AData: TObject) : TObject`

Visibility: public

Description: Add adds AItem to the list and associated AData with it.

See also: TObjectBucketList.Data (??), TObjectBucketList.Remove (??)

### 7.24.5 TObjectBucketList.Remove

Synopsis: Remove an object from the list

Declaration: `function Remove(AItem: TObject) : TObject`

Visibility: public

Description: Remove removes the object AItem from the list. It returns the Data object which was associated with the item. If AItem was not in the list, then Nil is returned.

See also: TObjectBucketList.Add (??), TObjectBucketList.Data (??)

### 7.24.6 TObjectBucketList.Data

Synopsis: Associative array of data items

Declaration: `Property Data[AItem: TObject]: TObject; default`

Visibility: public

Access: Read, Write

Description: Data provides associative access to the data in the list: it returns the data object associated with the AItem object. If the AItem object is not in the list, an EListError exception is raised.

See also: TObjectBucketList.Add (??)

## 7.25 TObjectList

### 7.25.1 Description

`TObjectList` is a `TList` (??) descendent which has as the default array property `TObjects` (??) instead of pointers. By default it also manages the objects: when an object is deleted or removed from the list, it is automatically freed. This behaviour can be disabled when the list is created.

In difference with `TFPObjectList` (153), `TObjectList` offers a notification mechanism of list change operations: insert, delete. This slows down bulk operations, so if the notifications are not needed, `TFPObjectList` may be more appropriate.

See also: `#rtl.classes.TList` (??), `TFPObjectList` (153), `TComponentList` (122), `TClassList` (119)

### 7.25.2 Method overview

Page	Property	Description
<a href="#">166</a>	<code>Add</code>	Add an object to the list.
<a href="#">166</a>	<code>create</code>	Create a new object list.
<a href="#">167</a>	<code>Extract</code>	Extract an object from the list.
<a href="#">168</a>	<code>FindInstanceOf</code>	Search for an instance of a certain class
<a href="#">168</a>	<code>First</code>	Return the first non-nil object in the list
<a href="#">167</a>	<code>IndexOf</code>	Search for an object in the list
<a href="#">168</a>	<code>Insert</code>	Insert an object in the list.
<a href="#">168</a>	<code>Last</code>	Return the last non-nil object in the list.
<a href="#">167</a>	<code>Remove</code>	Remove (and possibly free) an element from the list.

### 7.25.3 Property overview

Page	Property	Access	Description
<a href="#">169</a>	<code>Items</code>	rw	Indexed access to the elements of the list.
<a href="#">169</a>	<code>OwnsObjects</code>	rw	Should the list free elements when they are removed.

### 7.25.4 TObjectList.create

Synopsis: Create a new object list.

Declaration: `constructor create`  
`constructor create(freeobjects: Boolean)`

Visibility: default

Description: `Create` instantiates a new object list. The `FreeObjects` parameter determines whether objects that are removed from the list should also be freed from memory. By default this is `True`. This behaviour can be changed after the list was instantiated.

Errors: None.

See also: `TObjectList.Destroy` (??), `TObjectList.OwnsObjects` (??), `TFPObjectList` (153)

### 7.25.5 TObjectList.Add

Synopsis: Add an object to the list.

Declaration: `function Add(AObject: TObject) : Integer`

Visibility: public

Description: Add overrides the TList (??) implementation to accept objects (AObject) instead of pointers.

The function returns the index of the position where the object was added.

Errors: If the list must be expanded, and not enough memory is available, an exception may be raised.

See also: TObjectList.Insert (??), #rtl.classes.TList.Delete (??), TObjectList.Extract (??), TObjectList.Remove (??)

### 7.25.6 TObjectList.Extract

Synopsis: Extract an object from the list.

Declaration: `function Extract (Item: TObject) : TObject`

Visibility: public

Description: Extract removes the object Item from the list if it is present in the list. Contrary to Remove (??), Extract does not free the extracted element if OwnsObjects (??) is True

The function returns a reference to the item which was removed from the list, or Nil if no element was removed.

Errors: None.

See also: TObjectList.Remove (??)

### 7.25.7 TObjectList.Remove

Synopsis: Remove (and possibly free) an element from the list.

Declaration: `function Remove (AObject: TObject) : Integer`

Visibility: public

Description: Remove removes Item from the list, if it is present in the list. It frees Item if OwnsObjects (??) is True, and returns the index of the object that was found in the list, or -1 if the object was not found.

Note that only the first found object is removed from the list.

Errors: None.

See also: TObjectList.Extract (??)

### 7.25.8 TObjectList.IndexOf

Synopsis: Search for an object in the list

Declaration: `function IndexOf (AObject: TObject) : Integer`

Visibility: public

Description: IndexOf overrides the TList (??) implementation to accept an object instance instead of a pointer.

The function returns the index of the first match for AObject in the list, or -1 if no match was found.

Errors: None.

See also: TObjectList.FindInstanceOf (??)



### 7.25.9 TObjectList.FindInstanceOf

Synopsis: Search for an instance of a certain class

Declaration: `function FindInstanceOf (AClass: TClass; AExact: Boolean;  
AStartAt: Integer) : Integer`

Visibility: public

Description: `FindInstanceOf` will look through the instances in the list and will return the first instance which is a descendent of class `AClass` if `AExact` is `False`. If `AExact` is `true`, then the instance should be of class `AClass`.

If no instance of the requested class is found, `Nil` is returned.

Errors: None.

See also: `TObjectList.IndexOf (??)`

### 7.25.10 TObjectList.Insert

Synopsis: Insert an object in the list.

Declaration: `procedure Insert (Index: Integer; AObject: TObject)`

Visibility: public

Description: `Insert` inserts `AObject` in the list at position `Index`. The index is zero-based. This method overrides the implementation in `TList (??)` to accept objects instead of pointers.

Errors: If an invalid `Index` is specified, an exception is raised.

See also: `TObjectList.Add (??)`, `TObjectList.Remove (??)`

### 7.25.11 TObjectList.First

Synopsis: Return the first non-nil object in the list

Declaration: `function First : TObject`

Visibility: public

Description: `First` returns a reference to the first non-`Nil` element in the list. If no non-`Nil` element is found, `Nil` is returned.

Errors: None.

See also: `TObjectList.Last (??)`, `TObjectList.Pack (??)`

### 7.25.12 TObjectList.Last

Synopsis: Return the last non-nil object in the list.

Declaration: `function Last : TObject`

Visibility: public

Description: `Last` returns a reference to the last non-`Nil` element in the list. If no non-`Nil` element is found, `Nil` is returned.

Errors: None.

See also: `TObjectList.First (??)`, `TObjectList.Pack (??)`

### 7.25.13 TObjectList.OwnsObjects

Synopsis: Should the list free elements when they are removed.

Declaration: `Property OwnsObjects : Boolean`

Visibility: `public`

Access: `Read,Write`

Description: `OwnsObjects` determines whether the objects in the list should be freed when they are removed (not extracted) from the list, or when the list is cleared. If the property is `True` then they are freed. If the property is `False` the elements are not freed.

The value is usually set in the constructor, and is seldom changed during the lifetime of the list. It defaults to `True`.

See also: `TObjectList.Create (??)`, `TObjectList.Delete (??)`, `TObjectList.Remove (??)`, `TObjectList.Clear (??)`

### 7.25.14 TObjectList.Items

Synopsis: Indexed access to the elements of the list.

Declaration: `Property Items[Index: Integer]: TObject; default`

Visibility: `public`

Access: `Read,Write`

Description: `Items` is the default property of the list. It provides indexed access to the elements in the list. The index `Index` is zero based, i.e., runs from 0 (zero) to `Count-1`.

See also: `#rtl.classes.TList.Count (??)`

## 7.26 TObjectQueue

### 7.26.1 Method overview

Page	Property	Description
<a href="#">170</a>	<code>Peek</code>	Look at the first object in the queue.
<a href="#">170</a>	<code>Pop</code>	Pop the first element off the queue
<a href="#">169</a>	<code>Push</code>	Push an object on the queue

### 7.26.2 TObjectQueue.Push

Synopsis: Push an object on the queue

Declaration: `function Push(AObject: TObject) : TObject`

Visibility: `public`

Description: `Push` pushes another object on the queue. It overrides the `Push` method as implemented in `TQueue` so it accepts only objects as arguments.

Errors: If not enough memory is available to expand the queue, an exception may be raised.

See also: `TObjectQueue.Pop (??)`, `TObjectQueue.Peek (??)`

### 7.26.3 TObjectQueue.Pop

Synopsis: Pop the first element off the queue

Declaration: `function Pop : TObject`

Visibility: public

Description: `Pop` removes the first element in the queue, and returns a reference to the instance. If the queue is empty, `Nil` is returned.

Errors: None.

See also: `TObjectQueue.Push` (??), `TObjectQueue.Peek` (??)

### 7.26.4 TObjectQueue.Peek

Synopsis: Look at the first object in the queue.

Declaration: `function Peek : TObject`

Visibility: public

Description: `Peek` returns the first object in the queue, without removing it from the queue. If there are no more objects in the queue, `Nil` is returned.

Errors: None

See also: `TObjectQueue.Push` (??), `TObjectQueue.Pop` (??)

## 7.27 TObjectStack

### 7.27.1 Description

`TObjectStack` is a stack implementation which manages pointers only.

`TObjectStack` introduces no new behaviour, it simply overrides some methods to accept and/or return `TObject` instances instead of pointers.

See also: `TOrderedList` ([171](#)), `TStack` ([174](#)), `TQueue` ([174](#)), `TObjectQueue` ([169](#))

### 7.27.2 Method overview

Page	Property	Description
<a href="#">171</a>	<code>Peek</code>	Look at the top object in the stack.
<a href="#">171</a>	<code>Pop</code>	Pop the top object of the stack.
<a href="#">170</a>	<code>Push</code>	Push an object on the stack.

### 7.27.3 TObjectStack.Push

Synopsis: Push an object on the stack.

Declaration: `function Push(AObject: TObject) : TObject`

Visibility: public

**Description:** `Push` pushes another object on the stack. It overrides the `Push` method as implemented in `TStack` so it accepts only objects as arguments.

**Errors:** If not enough memory is available to expand the stack, an exception may be raised.

**See also:** `TObjectStack.Pop` (??), `TObjectStack.Peek` (??)

#### 7.27.4 `TObjectStack.Pop`

**Synopsis:** Pop the top object of the stack.

**Declaration:** `function Pop : TObject`

**Visibility:** public

**Description:** `Pop` pops the top object of the stack, and returns the object instance. If there are no more objects on the stack, `Nil` is returned.

**Errors:** None

**See also:** `TObjectStack.Push` (??), `TObjectStack.Peek` (??)

#### 7.27.5 `TObjectStack.Peek`

**Synopsis:** Look at the top object in the stack.

**Declaration:** `function Peek : TObject`

**Visibility:** public

**Description:** `Peek` returns the top object of the stack, without removing it from the stack. If there are no more objects on the stack, `Nil` is returned.

**Errors:** None

**See also:** `TObjectStack.Push` (??), `TObjectStack.Pop` (??)

### 7.28 `TOrderedList`

#### 7.28.1 Description

`TOrderedList` provides the base class for `TQueue` (174) and `TStack` (174). It provides an interface for pushing and popping elements on or off the list, and manages the internal list of pointers.

Note that `TOrderedList` does not manage objects on the stack, i.e. objects are not freed when the ordered list is destroyed.

**See also:** `TQueue` (174), `TStack` (174)

**7.28.2 Method overview**

Page	Property	Description
<a href="#">173</a>	AtLeast	Check whether the list contains a certain number of elements.
<a href="#">172</a>	Count	Number of elements on the list.
<a href="#">172</a>	Create	Create a new ordered list
<a href="#">172</a>	Destroy	Free an ordered list
<a href="#">173</a>	Peek	Return the next element to be popped from the list.
<a href="#">173</a>	Pop	Remove an element from the list.
<a href="#">173</a>	Push	Push another element on the list.

**7.28.3 TOrderedList.Create**

Synopsis: Create a new ordered list

Declaration: `constructor Create`

Visibility: `public`

Description: `Create` instantiates a new ordered list. It initializes the internal pointer list.

Errors: None.

See also: `TOrderedList.Destroy` (??)

**7.28.4 TOrderedList.Destroy**

Synopsis: Free an ordered list

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` cleans up the internal pointer list, and removes the `TOrderedList` instance from memory.

Errors: None.

See also: `TOrderedList.Create` (??)

**7.28.5 TOrderedList.Count**

Synopsis: Number of elements on the list.

Declaration: `function Count : Integer`

Visibility: `public`

Description: `Count` is the number of pointers in the list.

Errors: None.

See also: `TOrderedList.AtLeast` (??)

### 7.28.6 TOrderedList.AtLeast

Synopsis: Check whether the list contains a certain number of elements.

Declaration: `function AtLeast (ACount: Integer) : Boolean`

Visibility: `public`

Description: `AtLeast` returns `True` if the number of elements in the list is equal to or bigger than `ACount`. It returns `False` otherwise.

Errors: None.

See also: `TOrderedList.Count` (??)

### 7.28.7 TOrderedList.Push

Synopsis: Push another element on the list.

Declaration: `function Push (AItem: Pointer) : Pointer`

Visibility: `public`

Description: `Push` adds `AItem` to the list, and returns `AItem`.

Errors: If not enough memory is available to expand the list, an exception may be raised.

See also: `TOrderedList.Pop` (??), `TOrderedList.Peek` (??)

### 7.28.8 TOrderedList.Pop

Synopsis: Remove an element from the list.

Declaration: `function Pop : Pointer`

Visibility: `public`

Description: `Pop` removes an element from the list, and returns the element that was removed from the list. If no element is on the list, `Nil` is returned.

Errors: None.

See also: `TOrderedList.Peek` (??), `TOrderedList.Push` (??)

### 7.28.9 TOrderedList.Peek

Synopsis: Return the next element to be popped from the list.

Declaration: `function Peek : Pointer`

Visibility: `public`

Description: `Peek` returns the element that will be popped from the list at the next call to `Pop` (??), without actually popping it from the list.

Errors: None.

See also: `TOrderedList.Pop` (??), `TOrderedList.Push` (??)

## 7.29 TQueue

### 7.29.1 Description

TQueue is a descendent of TOrderedList ([171](#)) which implements Push (??) and Pop (??) behaviour as a queue: what is first pushed on the queue, is popped of first (FIFO: First in, first out).

TQueue offers no new methods, it merely implements some abstract methods introduced by TOrderedList ([171](#))

See also: TOrderedList ([171](#)), TObjectQueue ([169](#)), TStack ([174](#))

## 7.30 TStack

### 7.30.1 Description

TStack is a descendent of TOrderedList ([171](#)) which implements Push (??) and Pop (??) behaviour as a stack: what is last pushed on the stack, is popped of first (LIFO: Last in, first out).

TStack offers no new methods, it merely implements some abstract methods introduced by TOrderedList ([171](#))

See also: TOrderedList ([171](#)), TObjectStack ([170](#)), TQueue ([174](#))

## Chapter 8

# Reference for unit 'CustApp'

### 8.1 Used units

Table 8.1: Used units by unit 'CustApp'

Name	Page
Classes	??
System	??
sysutils	??

### 8.2 Overview

The `CustApp` unit implements the `TCustomApplication` (176) class, which serves as the common ancestor to many kinds of `TApplication` classes: a GUI application in the LCL, a CGI application in FPCGI, a daemon application in `daemonapp`. It introduces some properties to describe the environment in which the application is running (environment variables, program command-line parameters) and introduces some methods to initialize and run a program, as well as functionality to handle exceptions.

Typical use of a descendent class is to introduce a global variable `Application` and use the following code:

```
Application.Initialize;  
Application.Run;
```

Since normally only a single instance of this class is created, and it is a `TComponent` descendent, it can be used as an owner for many components, doing so will ensure these components will be freed when the application terminates.

### 8.3 Constants, types and variables

#### 8.3.1 Types

```
TEventLogTypes = Set of TEventType
```



`TEventLogTypes` is a set of `TEventType` (??), used in `TCustomApplication.EventLogFilter` (??) to filter events that are sent to the system log.

`TExceptionEvent` = procedure (Sender: TObject; E: Exception) of object

`TExceptionEvent` is the prototype for the exception handling events in `TCustomApplication`.

### 8.3.2 Variables

`CustomApplication` : `TCustomApplication` = nil

`CustomApplication` contains the global application instance. All descendents of `TCustomApplication` (176) should, in addition to storing an instance pointer in some variable (most likely called "Application") store the instance pointer in this variable. This ensures that, whatever kind of application is being created, user code can access the application object.

## 8.4 TCustomApplication

### 8.4.1 Description

`TCustomApplication` is the ancestor class for classes that wish to implement a global application class instance. It introduces several application-wide functionalities.

- Exception handling in `HandleException` (??), `ShowException` (??), `OnException` (??) and `StopOnException` (??).
- Command-line parameter parsing in `FindOptionIndex` (??), `GetOptionValue` (??), `CheckOptions` (??) and `HasOption` (??)
- Environment variable handling in `GetEnvironmentList` (??) and `EnvironmentVariable` (??).

Descendent classes need to override the `DoRun` protected method to implement the functionality of the program.

### 8.4.2 Method overview

Page	Property	Description
<a href="#">180</a>	<code>CheckOptions</code>	Check whether all given options on the command-line are valid.
<a href="#">177</a>	<code>Create</code>	Create a new instance of the <code>TCustomApplication</code> class
<a href="#">177</a>	<code>Destroy</code>	Destroys the <code>TCustomApplication</code> instance.
<a href="#">179</a>	<code>FindOptionIndex</code>	Return the index of an option.
<a href="#">181</a>	<code>GetEnvironmentList</code>	Return a list of environment variables.
<a href="#">179</a>	<code>GetOptionValue</code>	Return the value of a command-line option.
<a href="#">177</a>	<code>HandleException</code>	Handle an exception.
<a href="#">180</a>	<code>HasOption</code>	Check whether an option was specified.
<a href="#">178</a>	<code>Initialize</code>	Initialize the application
<a href="#">181</a>	<code>Log</code>	Write a message to the event log
<a href="#">178</a>	<code>Run</code>	Runs the application.
<a href="#">178</a>	<code>ShowException</code>	Show an exception to the user
<a href="#">179</a>	<code>Terminate</code>	Terminate the application.

### 8.4.3 Property overview

Page	Property	Access	Description
<a href="#">185</a>	CaseSensitiveOptions	rw	Are options interpreted case sensitive or not
<a href="#">183</a>	ConsoleApplication	r	Is the application a console application or not
<a href="#">184</a>	EnvironmentVariable	r	Environment variable access
<a href="#">185</a>	EventLogFilter	rw	Event to filter events, before they are sent to the system log
<a href="#">181</a>	ExeName	r	Name of the executable.
<a href="#">182</a>	HelpFile	rw	Location of the application help file.
<a href="#">183</a>	Location	r	Application location
<a href="#">183</a>	OnException	rw	Exception handling event
<a href="#">184</a>	OptionChar	rw	Command-line switch character
<a href="#">184</a>	ParamCount	r	Number of command-line parameters
<a href="#">183</a>	Params	r	Command-line parameters
<a href="#">185</a>	StopOnException	rw	Should the program loop stop on an exception
<a href="#">182</a>	Terminated	r	Was <code>Terminate</code> called or not
<a href="#">182</a>	Title	rw	Application title

### 8.4.4 TCustomApplication.Create

Synopsis: Create a new instance of the `TCustomApplication` class

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: `public`

Description: `Create` creates a new instance of the `TCustomApplication` class. It sets some defaults for the various properties, and then calls the inherited `Create`.

See also: `TCustomApplication.Destroy` (??)

### 8.4.5 TCustomApplication.Destroy

Synopsis: Destroys the `TCustomApplication` instance.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` simply calls the inherited `Destroy`.

See also: `TCustomApplication.Create` (??)

### 8.4.6 TCustomApplication.HandleException

Synopsis: Handle an exception.

Declaration: `procedure HandleException(Sender: TObject); Virtual`

Visibility: `public`

Description: `HandleException` is called (or can be called) to handle the exception `Sender`. If the exception is not of class `Exception` then the default handling of exceptions in the `SysUtils` unit is called.

If the exception is of class `Exception` and the `OnException` (??) handler is set, the handler is called with the exception object and `Sender` argument.

If the `OnException` handler is not set, then the exception is passed to the `ShowException (??)` routine, which can be overridden by descendent application classes to show the exception in a way that is fit for the particular class of application. (a GUI application might show the exception in a message dialog.

When the exception is handled in the above manner, and the `StopOnException (??)` property is set to `True`, the `Terminated (??)` property is set to `True`, which will cause the `Run (??)` loop to stop, and the application will exit.

See also: `ShowException (??)`, `StopOnException (??)`, `Terminated (??)`, `Run (??)`

### 8.4.7 TCustomApplication.Initialize

Synopsis: Initialize the application

Declaration: `procedure Initialize; Virtual`

Visibility: `public`

Description: `Initialize` can be overridden by descendent applications to perform any initialization after the class was created. It can be used to react to properties being set at program startup. End-user code should call `Initialize` prior to calling `Run`

In `TCustomApplication`, `Initialize` sets `Terminated` to `False`.

See also: `TCustomApplication.Run (??)`, `TCustomApplication.Terminated (??)`

### 8.4.8 TCustomApplication.Run

Synopsis: Runs the application.

Declaration: `procedure Run`

Visibility: `public`

Description: `Run` is the start of the user code: when called, it starts a loop and repeatedly calls `DoRun` until `Terminated` is set to `True`. If an exception is raised during the execution of `DoRun`, it is caught and handled to `TCustomApplication.HandleException (??)`. If `TCustomApplication.StopOnException (??)` is set to `True` (which is *not* the default), `Run` will exit, and the application will then terminate. The default is to call `DoRun` again, which is useful for applications running a message loop such as services and GUI applications.

See also: `TCustomApplication.HandleException (??)`, `TCustomApplication.StopException (??)`

### 8.4.9 TCustomApplication.ShowException

Synopsis: Show an exception to the user

Declaration: `procedure ShowException(E: Exception); Virtual`

Visibility: `public`

Description: `ShowException` should be overridden by descendent classes to show an exception message to the user. The default behaviour is to call the `ShowException (??)` procedure in the `SysUtils` unit.

Descendent classes should do something appropriate for their context: GUI applications can show a message box, daemon applications can write the exception message to the system log, web applications can send a 500 error response code.

Errors: None.

See also: `ShowException (??)`, `TCustomApplication.HandleException (??)`, `TCustomApplication.StopException (??)`

#### 8.4.10 TCustomApplication.Terminate

Synopsis: Terminate the application.

Declaration: `procedure Terminate; Virtual`

Visibility: `public`

Description: `Terminate` sets the `Terminated` property to `True`. By itself, this does not terminate the application. Instead, descendent classes should in their `DoRun` method, check the value of the `Terminated (??)` property and properly shut down the application if it is set to `True`.

See also: `TCustomApplication.Terminated (??)`, `TCustomApplication.Run (??)`

#### 8.4.11 TCustomApplication.FindOptionIndex

Synopsis: Return the index of an option.

Declaration: `function FindOptionIndex(const S: string; var Longopt: Boolean) : Integer`

Visibility: `public`

Description: `FindOptionIndex` will return the index of the option `S` or the long option `LongOpt`. Neither of them should include the switch character. If no such option was specified, -1 is returned. If either the long or short option was specified, then the position on the command-line is returned.

Depending on the value of the `CaseSensitiveOptions (??)` property, the search is performed case sensitive or case insensitive.

Options are identified as command-line parameters which start with `OptionChar (??)` (by default the dash ('-') character).

See also: `HasOption (??)`, `GetOptionValue (??)`, `CheckOptions (??)`, `CaseSensitiveOptions (??)`, `OptionChar (??)`

#### 8.4.12 TCustomApplication.GetOptionValue

Synopsis: Return the value of a command-line option.

Declaration: `function GetOptionValue(const S: string) : string`  
`function GetOptionValue(const C: Char; const S: string) : string`

Visibility: `default`

Description: `GetOptionValue` returns the value of an option. Values are specified in the usual GNU option format, either of

`--longopt=Value`

or

`-c Value`

is supported.

The function returns the specified value, or the empty string if none was specified.

Depending on the value of the `CaseSensitiveOptions` (??) property, the search is performed case sensitive or case insensitive.

Options are identified as command-line parameters which start with `OptionChar` (??) (by default the dash ('-') character).

See also: `FindOptionIndex` (??), `HasOption` (??), `CheckOptions` (??), `CaseSensitiveOptions` (??), `OptionChar` (??)

### 8.4.13 TCustomApplication.HasOption

Synopsis: Check whether an option was specified.

Declaration: `function HasOption(const S: string) : Boolean`  
`function HasOption(const C: Char;const S: string) : Boolean`

Visibility: default

Description: `HasOption` returns `True` if the specified option was given on the command line. Either the short option character `C` or the long option `S` may be used. Note that both options (requiring a value) and switches can be specified.

Depending on the value of the `CaseSensitiveOptions` (??) property, the search is performed case sensitive or case insensitive.

Options are identified as command-line parameters which start with `OptionChar` (??) (by default the dash ('-') character).

See also: `FindOptionIndex` (??), `GetOptionValue` (??), `CheckOptions` (??), `CaseSensitiveOptions` (??), `OptionChar` (??)

### 8.4.14 TCustomApplication.CheckOptions

Synopsis: Check whether all given options on the command-line are valid.

Declaration: `function CheckOptions(const ShortOptions: string;`  
`const Longopts: TStrings;Opts: TStrings;`  
`NonOpts: TStrings;AllErrors: Boolean) : string`  
`function CheckOptions(const ShortOptions: string;`  
`const Longopts: TStrings;AllErrors: Boolean)`  
`: string`  
`function CheckOptions(const ShortOptions: string;`  
`const LongOpts: Array of ;AllErrors: Boolean)`  
`: string`  
`function CheckOptions(const ShortOptions: string;const LongOpts: string;`  
`AllErrors: Boolean) : string`

Visibility: default

Description: `CheckOptions` scans the command-line and checks whether the options given are valid options. It also checks whether options that require a value are indeed specified with a value.

The `ShortOptions` contains a string with valid short option characters. Each character in the string is a valid option character. If a character is followed by a colon (:), then a value must be specified. If it is followed by 2 colon characters (::) then the value is optional.

`LongOpts` is a list of strings (which can be specified as an array, a `TStrings` instance or a string with whitespace-separated values) of valid long options.

When the function returns, if `Opts` is non-`Nil`, the `Opts` stringlist is filled with the passed valid options. If `NonOpts` is non-`nil`, it is filled with any non-option strings that were passed on the command-line.

The function returns an empty string if all specified options were valid options, and whether options requiring a value have a value. If an error was found during the check, the return value is a string describing the error.

Options are identified as command-line parameters which start with `OptionChar` (??) (by default the dash ('-') character).

Errors: if an error was found during the check, the return value is a string describing the error.

See also: `FindOptionIndex` (??), `GetOptionValue` (??), `HasOption` (??), `CaseSensitiveOptions` (??), `OptionChar` (??)

### 8.4.15 TCustomApplication.GetEnvironmentList

Synopsis: Return a list of environment variables.

Declaration: `procedure GetEnvironmentList(List: TStrings; NamesOnly: Boolean)`  
`procedure GetEnvironmentList(List: TStrings)`

Visibility: default

Description: `GetEnvironmentList` returns a list of environment variables in `List`. They are in the form `Name=Value`, one per item in list. If `NamesOnly` is `True`, then only the names are returned.

See also: `EnvironmentVariable` (??)

### 8.4.16 TCustomApplication.Log

Synopsis: Write a message to the event log

Declaration: `procedure Log(EventType: TEventType; const Msg: string)`

Visibility: public

Description: `Log` is meant for all applications to have a default logging mechanism. By default it does not do anything, descendent classes should override this method to provide appropriate logging: they should write the message `Msg` with type `EventType` to some log mechanism such as `#fcl.eventlog.TEventLog` ([421](#))

Errors: None.

See also: `#rtl.sysutils.TEventType` (??)

### 8.4.17 TCustomApplication.ExeName

Synopsis: Name of the executable.

Declaration: `Property ExeName : string`

Visibility: public

Access: Read

**Description:** `ExeName` returns the full name of the executable binary (path+filename). This is equivalent to `ParamStr(0)`

Note that some operating systems do not return the full pathname of the binary.

See also: `ParamStr` (??)

### 8.4.18 `TCustomApplication.HelpFile`

**Synopsis:** Location of the application help file.

**Declaration:** `Property HelpFile : string`

**Visibility:** `public`

**Access:** `Read,Write`

**Description:** `HelpFile` is the location of the application help file. It is a simple string property which can be set by an IDE such as Lazarus, and is mainly provided for compatibility with Delphi's `TApplication` implementation.

See also: `TCustomApplication.Title` (??)

### 8.4.19 `TCustomApplication.Terminated`

**Synopsis:** Was `Terminate` called or not

**Declaration:** `Property Terminated : Boolean`

**Visibility:** `public`

**Access:** `Read`

**Description:** `Terminated` indicates whether `Terminate` (??) was called or not. Descendent classes should check `Terminated` at regular intervals in their implementation of `DoRun`, and if it is set to `True`, should exit gracefully the `DoRun` method.

See also: `Terminate` (??)

### 8.4.20 `TCustomApplication.Title`

**Synopsis:** Application title

**Declaration:** `Property Title : string`

**Visibility:** `public`

**Access:** `Read,Write`

**Description:** `Title` is a simple string property which can be set to any string describing the application. It does nothing by itself, and is mainly introduced for compatibility with Delphi's `TApplication` implementation.

See also: `HelpFile` (??)

### 8.4.21 TCustomApplication.OnException

Synopsis: Exception handling event

Declaration: `Property OnException : TExceptionEvent`

Visibility: `public`

Access: `Read, Write`

Description: `OnException` can be set to provide custom handling of events, instead of the default action, which is simply to show the event using `ShowEvent (??)`.

If set, `OnException` is called by the `HandleEvent (??)` routine. Do not use the `OnException` event directly, instead call `HandleEvent`

See also: `ShowEvent (??)`

### 8.4.22 TCustomApplication.ConsoleApplication

Synopsis: Is the application a console application or not

Declaration: `Property ConsoleApplication : Boolean`

Visibility: `public`

Access: `Read`

Description: `ConsoleApplication` returns `True` if the application is compiled as a console application (the default) or `False` if not. The result of this property is determined at compile-time by the settings of the compiler: it returns the value of the `IsConsole (??)` constant.

See also: `IsConsole (??)`

### 8.4.23 TCustomApplication.Location

Synopsis: Application location

Declaration: `Property Location : string`

Visibility: `public`

Access: `Read`

Description: `Location` returns the directory part of the application binary. This property works on most platforms, although some platforms do not allow to retrieve this information (Mac OS under certain circumstances). See the discussion of `Paramstr (??)` in the RTL documentation.

See also: `Paramstr (??)`, `Params (??)`

### 8.4.24 TCustomApplication.Params

Synopsis: Command-line parameters

Declaration: `Property Params[Index: Integer]: string`

Visibility: `public`

Access: `Read`



**Description:** `Params` gives access to the command-line parameters. They contain the value of the `Index`-th parameter, where `Index` runs from 0 to `ParamCount (??)`. It is equivalent to calling `ParamStr (??)`.

See also: `ParamCount (??)`, `Paramstr (??)`

### 8.4.25 TCustomApplication.ParamCount

**Synopsis:** Number of command-line parameters

**Declaration:** `Property ParamCount : Integer`

**Visibility:** public

**Access:** Read

**Description:** `ParamCount` returns the number of command-line parameters that were passed to the program. The actual parameters can be retrieved with the `Params (??)` property.

See also: `Params (??)`, `Paramstr (??)`, `ParamCount (??)`

### 8.4.26 TCustomApplication.EnvironmentVariable

**Synopsis:** Environment variable access

**Declaration:** `Property EnvironmentVariable[envName: string]: string`

**Visibility:** public

**Access:** Read

**Description:** `EnvironmentVariable` gives access to the environment variables of the application: It returns the value of the environment variable `EnvName`, or an empty string if no such value is available.

To use this property, the name of the environment variable must be known. To get a list of available names (and values), `GetEnvironmentList (??)` can be used.

See also: `GetEnvironmentList (??)`, `TCustomApplication.Params (??)`

### 8.4.27 TCustomApplication.OptionChar

**Synopsis:** Command-line switch character

**Declaration:** `Property OptionChar : Char`

**Visibility:** public

**Access:** Read,Write

**Description:** `OptionChar` is the character used for command line switches. By default, this is the dash ('-') character, but it can be set to any other non-alphanumeric character (although no check is performed on this).

See also: `FindOptionIndex (??)`, `GetOptionValue (??)`, `HasOption (??)`, `CaseSensitiveOptions (??)`, `CheckOptions (??)`

### 8.4.28 TCustomApplication.CaseSensitiveOptions

Synopsis: Are options interpreted case sensitive or not

Declaration: Property CaseSensitiveOptions : Boolean

Visibility: public

Access: Read,Write

Description: CaseSensitiveOptions determines whether FindOptionIndex (??) and CheckOptions (??) perform searches in a case sensitive manner or not. By default, the search is case-sensitive. Setting this property to False makes the search case-insensitive.

See also: FindOptionIndex (??), GetOptionValue (??), HasOption (??), OptionChar (??), CheckOptions (??)

### 8.4.29 TCustomApplication.StopOnException

Synopsis: Should the program loop stop on an exception

Declaration: Property StopOnException : Boolean

Visibility: public

Access: Read,Write

Description: StopOnException controls the behaviour of the Run (??) and HandleException (??) procedures in case of an unhandled exception in the DoRun code. If StopOnException is True then Terminate (??) will be called after the exception was handled.

See also: Run (??), HandleException (??), Terminate (??)

### 8.4.30 TCustomApplication.EventLogFilter

Synopsis: Event to filter events, before they are sent to the system log

Declaration: Property EventLogFilter : TEventLogTypes

Visibility: public

Access: Read,Write

Description: EventLogFilter can be set to a set of event types that should be logged to the system log. If the set is empty, all event types are sent to the system log. If the set is non-empty, the TCustomApplication.Log (??) routine will check if the log event type is in the set, and if not, will not send the message to the system log.

See also: TCustomApplication.Log (??)

## Chapter 9

# Reference for unit 'daemonapp'

### 9.1 Used units

Table 9.1: Used units by unit 'daemonapp'

Name	Page
Classes	??
CustApp	<a href="#">175</a>
eventlog	<a href="#">419</a>
rtlconsts	??
System	??
sysutils	??

### 9.2 Overview

The `daemonapp` unit implements a `TApplication` class which encapsulates a daemon or service application. It handles installation where this is necessary, and does instantiation of the various daemons where necessary.

The unit consists of 3 separate classes which cooperate tightly:

**TDaemon** This is a class that implements the daemon's functionality. One or more descendents of this class can be implemented and instantiated in a single daemon application. For more information, see `TDaemon` ([202](#)).

**TDaemonApplication** This is the actual daemon application class. A global instance of this class is instantiated. It handles the command-line arguments, and instantiates the various daemons. For more information, see `TDaemonApplication` ([207](#)).

**TDaemonDef** This class defines the daemon in the operation system. The `TDaemonApplication` class has a collection of `TDaemonDef` instances, which it uses to start the various daemons. For more information, see `TDaemonDef` ([210](#)).

As can be seen, a single application can implement one ore more daemons (services). Each daemon will be run in a separate thread which is controlled by the application class.

The classes take care of logging through the `TEventLog` ([421](#)) class.

Many options are needed only to make the application behave as a windows service application on windows. These options are ignored in unix-like environment. The documentation will mention this.

## 9.3 Daemon application architecture

[Still needs to be completed]

## 9.4 Constants, types and variables

### 9.4.1 Resource strings

`SControlFailed = 'Control code %s handling failed: %s'`

The control code was not handled correctly

`SCustomCode = '[Custom code %d]'`

A custom code was received

`SDaemonStatus = 'Daemon %s current status: %s'`

Daemon status report log message

`SErrApplicationAlreadyCreated = 'An application instance of class %s was already cre`

A second application instance is created

`SErrDaemonStartFailed = 'Failed to start daemon %s : %s'`

The application failed to start the daemon

`SErrDuplicateName = 'Duplicate daemon name: %s'`

Duplicate service name

`SErrNoDaemonDefForStatus = '%s: No daemon definition for status report'`

Internal error: no daemon definition to report status for

`SErrNoDaemonForStatus = '%s: No daemon for status report'`

Internal error: no daemon to report status for

`SErrNoServiceMapper = 'No daemon mapper class registered.'`

No service mapper was found.

`SErrNothingToDo = 'No command given, use ''%s -h'' for usage.'`

No operation can be performed

`SErrOnlyOneMapperAllowed = 'Not changing daemon mapper class %s with %s: Only 1 mapp`

An attempt was made to install a second service mapper

```
SErrServiceManagerStartFailed = 'Failed to start service manager: %s'
```

Unable to start or contact the service manager

```
SErrUnknownDaemonClass = 'Unknown daemon class name: %s'
```

Unknown daemon class requested

```
SErrWindowClass = 'Could not register window class'
```

Could not register window class

```
SHelpCommand = 'Where command is one of the following:'
```

Options message displayed when writing help to the console

```
SHelpInstall = 'To install the program as a service'
```

Install option message displayed when writing help to the console

```
SHelpRun = 'To run the service'
```

Run option message displayed when writing help to the console

```
SHelpUnInstall = 'To uninstall the service'
```

Uninstall option message displayed when writing help to the console

```
SHelpUsage = 'Usage: %s [command]'
```

Usage message displayed when writing help to the console

## 9.4.2 Types

```
TCurrentStatus = (csStopped, csStartPending, csStopPending, csRunning,
                  csContinuePending, csPausePending, csPaused)
```

Table 9.2: Enumeration values for type TCurrentStatus

Value	Explanation
csContinuePending	The daemon is continuing, but not yet running
csPaused	The daemon is paused: running but not active.
csPausePending	The daemon is about to be paused.
csRunning	The daemon is running (it is operational).
csStartPending	The daemon is starting, but not yet fully running.
csStopped	The daemon is stopped, i.e. inactive.
csStopPending	The daemon is stopping, but not yet fully stopped.

TCurrentStatus indicates the current state of the daemon. It changes from one state to the next during the time the instance is active. The daemon application changes the state of the daemon, depending on signals it gets from the operating system, by calling the appropriate methods.

```
TCustomControlCodeEvent = procedure(Sender: TCustomDaemon; ACode: DWord;
                                   var Handled: Boolean) of object
```

In case the system sends a non-standard control code to the daemon, an event handler is executed with this prototype.

```
TCustomDaemonApplicationClass = Class of TCustomDaemonApplication
```

Class pointer for TCustomDaemonApplication

```
TCustomDaemonClass = Class of TCustomDaemon
```

The class type is needed in the TDaemonDef (210) definition.

```
TCustomDaemonMapperClass = Class of TCustomDaemonMapper
```

TCustomDaemonMapperClass is the class of TCustomDaemonMapper. It is used in the RegisterDaemonMapper (192) call.

```
TDaemonClass = Class of TDaemon
```

Class type of TDaemon

```
TDaemonEvent = procedure(Sender: TCustomDaemon) of object
```

TDaemonEvent is used in event handling. The Sender is the TCustomDaemon (193) instance that has initiated the event.

```
TDaemonOKEvent = procedure(Sender: TCustomDaemon; var OK: Boolean)
                  of object
```

TDaemonOKEvent is used in event handling, when a boolean result must be obtained, for instance, to see if an operation was performed successfully.

```
TDaemonOption = (doAllowStop, doAllowPause, doInteractive)
```

Table 9.3: Enumeration values for type TDaemonOption

Value	Explanation
doAllowPause	The daemon can be paused.
doAllowStop	The daemon can be stopped.
doInteractive	The daemon interacts with the desktop.

Enumerated that enumerates the various daemon operation options.

```
TDaemonOptions = Set of TDaemonOption
```

TDaemonOption enumerates the various options a daemon can have.

`TDaemonRunMode = (drmUnknown, drmInstall, drmUninstall, drmRun)`

Table 9.4: Enumeration values for type `TDaemonRunMode`

Value	Explanation
<code>drmInstall</code>	Daemon install mode (windows only)
<code>drmRun</code>	Daemon is running normally
<code>drmUninstall</code>	Daemon uninstall mode (windows only)
<code>drmUnknown</code>	Unknown mode

`TDaemonRunMode` indicates in what mode the daemon application (as a whole) is currently running.

`TErrorSeverity = (esIgnore, esNormal, esSevere, esCritical)`

Table 9.5: Enumeration values for type `TErrorSeverity`

Value	Explanation
<code>esCritical</code>	Error is logged, and startup is stopped if last known good configuration is active, or system is restarted using last known good configuration
<code>esIgnore</code>	Ignore startup errors
<code>esNormal</code>	Error is logged, but startup continues
<code>esSevere</code>	Error is logged, and startup is continued if last known good configuration is active, or system is restarted using last known good configuration

`TErrorSeverity` determines what action windows takes when the daemon fails to start. It is used on windows only, and is ignored on other platforms.

`TGuiLoopEvent = procedure of object`

`TGuiLoopEvent` is the main GUI loop event procedure prototype. It is called by the application instance in case the daemon has a visual part, which needs to handle visual events. It is run in the main application thread.

`TServiceType = (stWin32, stDevice, stFileSystem)`

Table 9.6: Enumeration values for type `TServiceType`

Value	Explanation
<code>stDevice</code>	Device driver
<code>stFileSystem</code>	File system driver
<code>stWin32</code>	Regular win32 service

The type of service. This type is used on windows only, to signal the operating system what kind of service is being installed or run.

`TStartType = (stBoot, stSystem, stAuto, stManual, stDisabled)`

Table 9.7: Enumeration values for type TStartType

Value	Explanation
stAuto	Started automatically by service manager during system startup
stBoot	During system boot
stDisabled	Service is not started, it is disabled
stManual	Started manually by the user or other processes.
stSystem	During load of device drivers

TStartType can be used to define when the service must be started on windows. This type is not used on other platforms.

### 9.4.3 Variables

`AppClass` : TCustomDaemonApplicationClass

`AppClass` can be set to the class of a TCustomDaemonApplication (195) descendant. When the `Application` (191) function needs to create an application instance, this class will be used. If `Application` was already called, the value of `AppClass` will be ignored.

`CurrentStatusNames` : Array[TCurrentStatus] of = (''Stopped'', ''Start Pending'',

Names for various service statuses

`DefaultDaemonOptions` : TDaemonOptions = [doAllowStop, doAllowPause]

`DefaultDaemonOptions` are the default options with which a daemon definition (TDaemonDef (210)) is created.

`SStatus` : Array[1..5] of = (''Stop'', ''Pause'', ''Continue'', ''Interrogate'',

Status message

## 9.5 Procedures and functions

### 9.5.1 Application

Synopsis: Application instance

Declaration: `function Application` : TCustomDaemonApplication

Visibility: default

Description: `Application` is the TCustomDaemonApplication (195) instance used by this application. The instance is created at the first invocation of this function, so it is possible to use `RegisterDaemonApplicationClass` (192) to register an alternative TCustomDaemonApplication class to run the application.

See also: TCustomDaemonApplication (195), RegisterDaemonApplicationClass (192)



### 9.5.2 DaemonError

Synopsis: Raise an EDaemon exception

Declaration: `procedure DaemonError(Msg: string)`  
`procedure DaemonError(Fmt: string; Args: Array of const)`

Visibility: default

Description: `DaemonError` raises an EDaemon (193) exception with message `Msg` or it formats the message using `Fmt` and `Args`.

See also: EDaemon (193)

### 9.5.3 RegisterDaemonApplicationClass

Synopsis: Register alternative TCustomDaemonApplication class.

Declaration: `procedure RegisterDaemonApplicationClass`  
`(AClass: TCustomDaemonApplicationClass)`

Visibility: default

Description: `RegisterDaemonApplicationClass` can be used to register an alternative TCustomDaemonApplication (195) descendent which will be used when creating the global Application (191) instance. Only the last registered class pointer will be used.

See also: TCustomDaemonApplication (195), Application (191)

### 9.5.4 RegisterDaemonClass

Synopsis: Register daemon

Declaration: `procedure RegisterDaemonClass(AClass: TCustomDaemonClass)`

Visibility: default

Description: `RegisterDaemonClass` must be called for each TCustomDaemon (193) descendent that is used in the class: the class pointer and class name are used by the TCustomDaemonMapperClass (189) class to create a TCustomDaemon instance when a daemon is required.

See also: TCustomDaemonMapperClass (189), TCustomDaemon (193)

### 9.5.5 RegisterDaemonMapper

Synopsis: Register a daemon mapper class

Declaration: `procedure RegisterDaemonMapper(AMapperClass: TCustomDaemonMapperClass)`

Visibility: default

Description: `RegisterDaemonMapper` can be used to register an alternative class for the global daemon-mapper. The daemonmapper will be used only when the application is being run, by the TCustomDaemonApplication (195) code, so registering an alternative mapping class should happen in the initialization section of the application units.

See also: TCustomDaemonApplication (195), TCustomDaemonMapperClass (189)

## 9.6 EDaemon

### 9.6.1 Description

EDaemon is the exception class used by all code in the DaemonApp unit.

See also: DaemonError ([192](#))

## 9.7 TCustomDaemon

### 9.7.1 Description

TCustomDaemon implements all the basic calls that are needed for a daemon to function. Descendents of TCustomDaemon can override these calls to implement the daemon-specific behaviour.

TCustomDaemon is an abstract class, it should never be instantiated. Either a descendent of it must be created and instantiated, or a descendent of TDaemon ([202](#)) can be designed to implement the behaviour of the daemon.

See also: TDaemon ([202](#)), TDaemonDef ([210](#)), TDaemonController ([207](#)), TDaemonApplication ([207](#))

### 9.7.2 Method overview

Page	Property	Description
<a href="#">193</a>	LogMessage	Log a message to the system log
<a href="#">194</a>	ReportStatus	Report the current status to the operating system

### 9.7.3 Property overview

Page	Property	Access	Description
<a href="#">195</a>	Controller	r	TDaemonController instance controlling this daemon instance
<a href="#">194</a>	DaemonThread	r	Thread in which daemon is running
<a href="#">194</a>	Definition	r	The definition used to instantiate this daemon instance
<a href="#">195</a>	Logger	r	TEventLog instance used to send messages to the system log
<a href="#">195</a>	Status	rw	Current status of the daemon

### 9.7.4 TCustomDaemon.LogMessage

Synopsis: Log a message to the system log

Declaration: `procedure LogMessage(const Msg: string)`

Visibility: public

Description: LogMessage can be used to send a message Msg to the system log. A TEventLog ([421](#)) instance is used to actually send messages to the system log.

The message is sent with an 'error' flag (using TEventLog.Error ([424](#))).

Errors: None.

See also: ReportStatus ([??](#))

### 9.7.5 TCustomDaemon.ReportStatus

Synopsis: Report the current status to the operating system

Declaration: `procedure ReportStatus`

Visibility: `public`

Description: `ReportStatus` can be used to report the current status to the operating system. The start and stop or pause and continue operations can be slow to start up. This call can (and should) be used to report the current status to the operating system during such lengthy operations, or else it may conclude that the daemon has died.

This call is mostly important on windows operating systems, to notify the service manager that the operation is still in progress.

The implementation of `ReportStatus` simply calls `ReportStatus` in the controller.

Errors: None.

See also: `LogMessage` (??)

### 9.7.6 TCustomDaemon.Definition

Synopsis: The definition used to instantiate this daemon instance

Declaration: `Property Definition : TDaemonDef`

Visibility: `public`

Access: `Read`

Description: `Definition` is the `TDaemonDef` (210) definition that was used to start the daemon instance. It can be used to retrieve additional information about the intended behaviour of the daemon.

See also: `TDaemonDef` (210)

### 9.7.7 TCustomDaemon.DaemonThread

Synopsis: Thread in which daemon is running

Declaration: `Property DaemonThread : TThread`

Visibility: `public`

Access: `Read`

Description: `DaemonThread` is the thread in which the daemon instance is running. Each daemon instance in the application runs in it's own thread, none of which are the main thread of the application. The application main thread is used to handle control messages coming from the operating system.

See also: `Controller` (??)

### 9.7.8 TCustomDaemon.Controller

Synopsis: TDaemonController instance controlling this daemon instance

Declaration: Property Controller : TDaemonController

Visibility: public

Access: Read

Description: Controller points to the TDaemonController instance that was created by the application instance to control this daemon.

See also: DaemonThread (??)

### 9.7.9 TCustomDaemon.Status

Synopsis: Current status of the daemon

Declaration: Property Status : TCurrentStatus

Visibility: public

Access: Read,Write

Description: Status indicates the current status of the daemon. It is set by the various operations that the controller operates on the daemon, and should not be set manually.

Status is the value which ReportStatus will send to the operating system.

See also: ReportStatus (??)

### 9.7.10 TCustomDaemon.Logger

Synopsis: TEventLog instance used to send messages to the system log

Declaration: Property Logger : TEventLog

Visibility: public

Access: Read

Description: Logger is the TEventLog (421) instance used to send messages to the system log. It is used by the LogMessage (??) call, but is accessible through the Logger property in case more configurable logging is needed than offered by LogMessage.

See also: LogMessage (??), TEventLog (421)

## 9.8 TCustomDaemonApplication

### 9.8.1 Description

TCustomDaemonApplication is a TCustomApplication (176) descendent which is the main application instance for a daemon. It handles the command-line and decides what to do when the application is started, depending on the command-line options given to the application, by calling the various methods.

It creates the necessary TDaemon (202) instances by checking the TCustomDaemonMapperClass (189) instance that contains the daemon maps.

See also: TCustomApplication (176), TCustomDaemonMapperClass (189)

### 9.8.2 Method overview

Page	Property	Description
<a href="#">196</a>	CreateDaemon	Create daemon instance
<a href="#">198</a>	CreateForm	Create a component
<a href="#">196</a>	Destroy	Clean up the TCustomDaemonApplication instance
<a href="#">197</a>	InstallDaemons	Install all daemons.
<a href="#">197</a>	RunDaemons	Run all daemons.
<a href="#">196</a>	ShowException	Show an exception
<a href="#">198</a>	ShowHelp	Display a help message
<a href="#">197</a>	StopDaemons	Stop all daemons
<a href="#">197</a>	UnInstallDaemons	Uninstall all daemons

### 9.8.3 Property overview

Page	Property	Access	Description
<a href="#">199</a>	EventLog	r	Event logger instance
<a href="#">199</a>	GuiHandle	rw	Handle of GUI loop main application window handle
<a href="#">199</a>	GUIMainLoop	rw	GUI main loop callback
<a href="#">198</a>	OnRun	rw	Event executed when the daemon is run.
<a href="#">199</a>	RunMode	r	Application mode

### 9.8.4 TCustomDaemonApplication.Destroy

Synopsis: Clean up the TCustomDaemonApplication instance

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` cleans up the event log instance and then calls the inherited `destroy`.

See also: `TCustomDaemonApplication.EventLog` (??)

### 9.8.5 TCustomDaemonApplication.ShowException

Synopsis: Show an exception

Declaration: `procedure ShowException(E: Exception); Override`

Visibility: `public`

Description: `ShowException` is overridden by `TCustomDaemonApplication`, it sends the exception message to the system log.

### 9.8.6 TCustomDaemonApplication.CreateDaemon

Synopsis: Create daemon instance

Declaration: `function CreateDaemon(DaemonDef: TDaemonDef) : TCustomDaemon`

Visibility: `public`

Description: `CreateDaemon` is called whenever a `TCustomDaemon` ([193](#)) instance must be created from a `TDaemonDef` ([210](#)) daemon definition, passed in `DaemonDef`. It initializes the `TCustomDaemon` instance, and creates a controller instance of type `TDaemonController` ([207](#)) to control the daemon. Finally, it assigns the created daemon to the `TDaemonDef.Instance` (??) property.

Errors: In case of an error, an exception may be raised.

See also: `TDaemonController` (207), `TCustomDaemon` (193), `TDaemonDef` (210), `TDaemonDef.Instance` (??)

### 9.8.7 `TCustomDaemonApplication.StopDaemons`

Synopsis: Stop all daemons

Declaration: `procedure StopDaemons(Force: Boolean)`

Visibility: public

Description: `StopDaemons` sends the `STOP` control code to all daemons, or the `SHUTDOWN` control code in case `Force` is `True`.

See also: `TDaemonController.Controller` (??), `TCustomDaemonApplication.UnInstallDaemons` (??), `TCustomDaemonApplication.RunDaemons` (??)

### 9.8.8 `TCustomDaemonApplication.InstallDaemons`

Synopsis: Install all daemons.

Declaration: `procedure InstallDaemons`

Visibility: public

Description: `InstallDaemons` installs all known daemons, i.e. registers them with the service manager on Windows. This method is called if the application is run with the `-i` or `-install` or `/install` command-line option.

See also: `TCustomDaemonApplication.UnInstallDaemons` (??), `TCustomDaemonApplication.RunDaemons` (??), `TCustomDaemonApplication.StopDaemons` (??)

### 9.8.9 `TCustomDaemonApplication.RunDaemons`

Synopsis: Run all daemons.

Declaration: `procedure RunDaemons`

Visibility: public

Description: `RunDaemons` runs (starts) all known daemons. This method is called if the application is run with the `-r` or `-run` methods.

See also: `TCustomDaemonApplication.UnInstallDaemons` (??), `TCustomDaemonApplication.InstallDaemons` (??), `TCustomDaemonApplication.StopDaemons` (??)

### 9.8.10 `TCustomDaemonApplication.UnInstallDaemons`

Synopsis: Uninstall all daemons

Declaration: `procedure UnInstallDaemons`

Visibility: public

**Description:** `UnInstallDaemons` uninstalls all known daemons, i.e. deregisters them with the service manager on Windows. This method is called if the application is run with the `-u` or `-uninstall` or `/uninstall` command-line option.

**See also:** `TCustomDaemonApplication.RunDaemons (??)`, `TCustomDaemonApplication.InstallDaemons (??)`, `TCustomDaemonApplication.StopDaemons (??)`

### 9.8.11 TCustomDaemonApplication.ShowHelp

**Synopsis:** Display a help message

**Declaration:** `procedure ShowHelp`

**Visibility:** `public`

**Description:** `ShowHelp` displays a help message explaining the command-line options on standard output.

### 9.8.12 TCustomDaemonApplication.CreateForm

**Synopsis:** Create a component

**Declaration:** `procedure CreateForm(InstanceClass: TComponentClass; var Reference)  
; Virtual`

**Visibility:** `public`

**Description:** `CreateForm` creates an instance of `InstanceClass` and fills `Reference` with the class instance pointer. It's main purpose is to give an IDE a means of assuring that forms or datamodules are created on application startup: the IDE will generate calls for all modules that are auto-created.

**Errors:** An exception may arise if the instance wants to stream itself from resources, but no resources are found.

**See also:** `TCustomDaemonApplication.CreateDaemon (??)`

### 9.8.13 TCustomDaemonApplication.OnRun

**Synopsis:** Event executed when the daemon is run.

**Declaration:** `Property OnRun : TNotifyEvent`

**Visibility:** `public`

**Access:** `Read, Write`

**Description:** `OnRun` is triggered when the daemon application is run and no appropriate options (one of `install`, `uninstall` or `run`) was given.

**See also:** `TCustomDaemonApplication.RunDaemons (??)`, `TCustomDaemonApplication.InstallDaemons (??)`, `TCustomDaemonApplication.UnInstallDaemons (??)`

#### 9.8.14 TCustomDaemonApplication.EventLog

Synopsis: Event logger instance

Declaration: `Property EventLog : TEventLog`

Visibility: public

Access: Read

Description: `EventLog` is the `TEventLog` (421) instance which is used to log events to the system log with the `Log (??)` method. It is created when the application instance is created, and destroyed when the application is destroyed.

See also: `TEventLog` (421), `Log (??)`

#### 9.8.15 TCustomDaemonApplication.GUIMainLoop

Synopsis: GUI main loop callback

Declaration: `Property GUIMainLoop : TGuiLoopEvent`

Visibility: public

Access: Read,Write

Description: `GUIMainLoop` contains a reference to a method that can be called to process a main GUI loop. The procedure should return only when the main GUI has finished and the application should exit. It is called when the daemons are running.

See also: `TCustomDaemonApplication.GuiHandle (??)`

#### 9.8.16 TCustomDaemonApplication.GuiHandle

Synopsis: Handle of GUI loop main application window handle

Declaration: `Property GuiHandle : THandle`

Visibility: public

Access: Read,Write

Description: `GuiHandle` is the handle of a GUI window which can be used to run a message handling loop on. It is created when no `GUIMainLoop (??)` procedure exists, and the application creates and runs a message loop by itself.

See also: `GUIMainLoop (??)`

#### 9.8.17 TCustomDaemonApplication.RunMode

Synopsis: Application mode

Declaration: `Property RunMode : TDaemonRunMode`

Visibility: public

Access: Read

Description: `RunMode` indicates in which mode the application is running currently. It is set automatically by examining the command-line, and when set, one of `InstallDaemons (??)`, `RunDaemons (??)` or `UnInstallDaemons (??)` is called.

See also: `InstallDaemons (??)`, `RunDaemons (??)`, `UnInstallDaemons (??)`



## 9.9 TCustomDaemonMapper

### 9.9.1 Description

The `TCustomDaemonMapper` class is responsible for mapping a daemon definition to an actual `TDaemon` instance. It maintains a `TDaemonDefs` (214) collection with daemon definitions, which can be used to map the definition of a daemon to a `TDaemon` descendent class.

An IDE such as Lazarus can design a `TCustomDaemonMapper` instance visually, to help establish the relationship between various `TDaemonDef` (210) definitions and the actual `TDaemon` (202) instances that will be used to run the daemons.

The `TCustomDaemonMapper` class has no support for streaming. The `TDaemonMapper` (216) class has support for streaming (and hence visual designing).

See also: `TDaemon` (202), `TDaemonDef` (210), `TDaemonDefs` (214), `TDaemonMapper` (216)

### 9.9.2 Method overview

Page	Property	Description
<a href="#">200</a>	Create	Create a new instance of <code>TCustomDaemonMapper</code>
<a href="#">200</a>	Destroy	Clean up and destroy a <code>TCustomDaemonMapper</code> instance.

### 9.9.3 Property overview

Page	Property	Access	Description
<a href="#">201</a>	<code>DaemonDefs</code>	rw	Collection of daemons
<a href="#">201</a>	<code>OnCreate</code>	rw	Event called when the daemon mapper is created
<a href="#">201</a>	<code>OnDestroy</code>	rw	Event called when the daemon mapper is freed.
<a href="#">202</a>	<code>OnInstall</code>	rw	Event called when the daemons are installed
<a href="#">201</a>	<code>OnRun</code>	rw	Event called when the daemons are executed.
<a href="#">202</a>	<code>OnUnInstall</code>	rw	Event called when the daemons are uninstalled

### 9.9.4 TCustomDaemonMapper.Create

**Synopsis:** Create a new instance of `TCustomDaemonMapper`

**Declaration:** `constructor Create(AOwner: TComponent); Override`

**Visibility:** public

**Description:** `Create` creates a new instance of a `TCustomDaemonMapper`. It creates the `TDaemonDefs` (214) collection and then calls the inherited constructor. It should never be necessary to create a daemon mapper manually, the application will create a global `TCustomDaemonMapper` instance.

See also: `TDaemonDefs` (214), `TCustomDaemonApplication` (195), `TCustomDaemonMapper.Destroy` (??)

### 9.9.5 TCustomDaemonMapper.Destroy

**Synopsis:** Clean up and destroy a `TCustomDaemonMapper` instance.

**Declaration:** `destructor Destroy; Override`

**Visibility:** public

**Description:** `Destroy` frees the `DaemonDefs` (??) collection and calls the inherited destructor.

See also: [TDaemonDefs \(214\)](#), [TCustomDaemonMapper.Create \(??\)](#)

### 9.9.6 TCustomDaemonMapper.DaemonDefs

Synopsis: Collection of daemons

Declaration: `Property DaemonDefs : TDaemonDefs`

Visibility: published

Access: Read,Write

Description: `DaemonDefs` is the application's global collection of daemon definitions. This collection will be used to decide at runtime which `TDaemon` class must be created to run or install a daemon.

See also: [TCustomDaemonApplication \(195\)](#)

### 9.9.7 TCustomDaemonMapper.OnCreate

Synopsis: Event called when the daemon mapper is created

Declaration: `Property OnCreate : TNotifyEvent`

Visibility: published

Access: Read,Write

Description: `OnCreate` is an event that is called when the `TCustomDaemonMapper` instance is created. It can for instance be used to dynamically create daemon definitions at runtime.

See also: [OnDestroy \(??\)](#), [OnUnInstall \(??\)](#), [OnCreate \(??\)](#), [OnDestroy \(??\)](#)

### 9.9.8 TCustomDaemonMapper.OnDestroy

Synopsis: Event called when the daemon mapper is freed.

Declaration: `Property OnDestroy : TNotifyEvent`

Visibility: published

Access: Read,Write

Description: `OnDestroy` is called when the global daemon mapper instance is destroyed. it can be used to release up any resources that were allocated when the instance was created, in the `OnCreate (??)` event.

See also: [OnCreate \(??\)](#), [OnInstall \(??\)](#), [OnUnInstall \(??\)](#), [OnCreate \(??\)](#)

### 9.9.9 TCustomDaemonMapper.OnRun

Synopsis: Event called when the daemons are executed.

Declaration: `Property OnRun : TNotifyEvent`

Visibility: published

Access: Read,Write

**Description:** `OnRun` is the event called when the daemon application is executed to run the daemons (with command-line parameter `'-r'`). it is called exactly once.

See also: `OnInstall` (??), `OnUnInstall` (??), `OnCreate` (??), `OnDestroy` (??)

### 9.9.10 TCustomDaemonMapper.OnInstall

**Synopsis:** Event called when the daemons are installed

**Declaration:** `Property OnInstall : TNotifyEvent`

**Visibility:** published

**Access:** Read,Write

**Description:** `OnInstall` is the event called when the daemon application is executed to install the daemons (with command-line parameter `'-i'` or `'/install'`). it is called exactly once.

See also: `OnRun` (??), `OnUnInstall` (??), `OnCreate` (??), `OnDestroy` (??)

### 9.9.11 TCustomDaemonMapper.OnUnInstall

**Synopsis:** Event called when the daemons are uninstalled

**Declaration:** `Property OnUnInstall : TNotifyEvent`

**Visibility:** published

**Access:** Read,Write

**Description:** `OnUnInstall` is the event called when the daemon application is executed to uninstall the daemons (with command-line parameter `'-u'` or `'/uninstall'`). it is called exactly once.

See also: `OnRun` (??), `OnInstall` (??), `OnCreate` (??), `OnDestroy` (??)

## 9.10 TDaemon

### 9.10.1 Description

`TDaemon` is a `TCustomDaemon` (193) descendent which is meant for development in a visual environment: it contains event handlers for all major operations. Whenever a `TCustomDaemon` method is executed, it's execution is shunted to the event handler, which can be filled with code in the IDE.

All the events of the daemon are executed in the thread in which the daemon's controller is running (as given by `DaemonThread` (??)), which is not the main program thread.

See also: `TCustomDaemon` (193), `TDaemonController` (207)

### 9.10.2 Property overview

Page	Property	Access	Description
<a href="#">206</a>	AfterInstall	rw	Called after the daemon was installed
<a href="#">206</a>	AfterUnInstall	rw	Called after the daemon is uninstalled
<a href="#">205</a>	BeforeInstall	rw	Called before the daemon will be installed
<a href="#">206</a>	BeforeUnInstall	rw	Called before the daemon is uninstalled
<a href="#">203</a>	Definition		
<a href="#">204</a>	OnContinue	rw	Daemon continue
<a href="#">206</a>	OnControlCode	rw	Called when a control code is received for the daemon
<a href="#">205</a>	OnExecute	rw	Daemon execute event
<a href="#">204</a>	OnPause	rw	Daemon pause event
<a href="#">205</a>	OnShutDown	rw	Daemon shutdown
<a href="#">203</a>	OnStart	rw	Daemon start event
<a href="#">204</a>	OnStop	rw	Daemon stop event
<a href="#">203</a>	Status		

### 9.10.3 TDaemon.Definition

Declaration: `Property Definition :`

Visibility: public

Access:

### 9.10.4 TDaemon.Status

Declaration: `Property Status :`

Visibility: public

Access:

### 9.10.5 TDaemon.OnStart

Synopsis: Daemon start event

Declaration: `Property OnStart : TDaemonOKEvent`

Visibility: published

Access: Read,Write

Description: `OnStart` is the event called when the daemon must be started. This event handler should return as quickly as possible. If it must perform lengthy operations, it is best to report the status to the operating system at regular intervals using the `ReportStatus (??)` method.

If the start of the daemon should do some continuous action, then this action should be performed in a new thread: this thread should then be created and started in the `OnExecute (??)` event handler, so the event handler can return at once.

See also: `TDaemon.OnStop (??)`, `TDaemon.OnExecute (??)`, `TDaemon.OnContinue (??)`, `ReportStatus (??)`

### 9.10.6 TDaemon.OnStop

Synopsis: Daemon stop event

Declaration: `Property OnStop : TDaemonOKEvent`

Visibility: published

Access: Read,Write

Description: `OnStart` is the event called when the daemon must be stopped. This event handler should return as quickly as possible. If it must perform lengthy operations, it is best to report the status to the operating system at regular intervals using the `ReportStatus (??)` method.

If a thread was started in the `OnExecute (??)` event, this is the place where the thread should be stopped.

See also: `TDaemon.OnStart (??)`, `TDaemon.OnPause (??)`, `ReportStatus (??)`

### 9.10.7 TDaemon.OnPause

Synopsis: Daemon pause event

Declaration: `Property OnPause : TDaemonOKEvent`

Visibility: published

Access: Read,Write

Description: `OnPause` is the event called when the daemon must be stopped. This event handler should return as quickly as possible. If it must perform lengthy operations, it is best to report the status to the operating system at regular intervals using the `ReportStatus (??)` method.

If a thread was started in the `OnExecute (??)` event, this is the place where the thread's execution should be suspended.

See also: `TDaemon.OnStop (??)`, `TDaemon.OnContinue (??)`, `ReportStatus (??)`

### 9.10.8 TDaemon.OnContinue

Synopsis: Daemon continue

Declaration: `Property OnContinue : TDaemonOKEvent`

Visibility: published

Access: Read,Write

Description: `OnPause` is the event called when the daemon must be stopped. This event handler should return as quickly as possible. If it must perform lengthy operations, it is best to report the status to the operating system at regular intervals using the `ReportStatus (??)` method.

If a thread was started in the `OnExecute (??)` event and it was suspended in a `OnPause (??)` event, this is the place where the thread's executed should be resumed.

See also: `TDaemon.OnStart (??)`, `TDaemon.OnPause (??)`, `ReportStatus (??)`

### 9.10.9 TDaemon.OnShutDown

Synopsis: Daemon shutdown

Declaration: `Property OnShutDown : TDaemonEvent`

Visibility: published

Access: Read,Write

Description: `OnShutDown` is the event called when the daemon must be shut down. When the system is being shut down and the daemon does not respond to stop signals, then a shutdown message is sent to the daemon. This event can be used to respond to such a message. The daemon process will simply be stopped after this event.

If a thread was started in the `OnExecute` (??), this is the place where the thread's executed should be stopped or the thread freed from memory.

See also: `TDaemon.OnStart` (??), `TDaemon.OnPause` (??), `ReportStatus` (??)

### 9.10.10 TDaemon.OnExecute

Synopsis: Daemon execute event

Declaration: `Property OnExecute : TDaemonEvent`

Visibility: published

Access: Read,Write

Description: `OnExecute` is executed once after the daemon was started. If assigned, it should perform whatever operation the daemon is designed.

If the daemon's action is event based, then no `OnExecute` handler is needed, and the events will control the daemon's execution: the daemon thread will then go in a loop, passing control messages to the daemon.

If an `OnExecute` event handler is present, the checking for control messages must be done by the implementation of the `OnExecute` handler.

See also: `TDaemon.OnStart` (??), `TDaemon.OnStop` (??)

### 9.10.11 TDaemon.BeforeInstall

Synopsis: Called before the daemon will be installed

Declaration: `Property BeforeInstall : TDaemonEvent`

Visibility: published

Access: Read,Write

Description: `BeforeInstall` is called before the daemon is installed. It can be done to specify extra dependencies, or change the daemon description etc.

See also: `AfterInstall` (??), `BeforeUnInstall` (??), `AfterUnInstall` (??)

### 9.10.12 TDaemon.AfterInstall

Synopsis: Called after the daemon was installed

Declaration: `Property AfterInstall : TDaemonEvent`

Visibility: published

Access: Read,Write

Description: `AfterInstall` is called after the daemon was succesfully installed.

See also: `BeforeInstall` (??), `BeforeUnInstall` (??), `AfterUnInstall` (??)

### 9.10.13 TDaemon.BeforeUnInstall

Synopsis: Called before the daemon is uninstalled

Declaration: `Property BeforeUnInstall : TDaemonEvent`

Visibility: published

Access: Read,Write

Description: `BeforeUnInstall` is called before the daemon is uninstalled.

See also: `BeforeInstall` (??), `AfterInstall` (??), `AfterUnInstall` (??)

### 9.10.14 TDaemon.AfterUnInstall

Synopsis: Called after the daemon is uninstalled

Declaration: `Property AfterUnInstall : TDaemonEvent`

Visibility: published

Access: Read,Write

Description: `AfterUnInstall` is called after the daemon is succesfully uninstalled.

See also: `BeforeInstall` (??), `AfterInstall` (??), `BeforeUnInstall` (??)

### 9.10.15 TDaemon.OnControlCode

Synopsis: Called when a control code is received for the daemon

Declaration: `Property OnControlCode : TCustomControlCodeEvent`

Visibility: published

Access: Read,Write

Description: `OnControlCode` is called when the daemon receives a control code. If the daemon has not handled the control code, it should set the `Handled` parameter to `False`. By default it is set to `True`.

See also: `Architecture` (??)

## 9.11 TDaemonApplication

### 9.11.1 Description

`TDaemonApplication` is the default `TCustomDaemonApplication` (195) descendent that is used to run the daemon application. It is possible to register an alternative `TCustomDaemonApplication` class (using `RegisterDaemonApplicationClass` (192)) to run the application in a different manner.

See also: `TCustomDaemonApplication` (195), `RegisterDaemonApplicationClass` (192)

## 9.12 TDaemonController

### 9.12.1 Description

`TDaemonController` is a class that is used by the `TDaemonApplication` (207) class to control the daemon during runtime. The `TDaemonApplication` class instantiates an instance of `TDaemonController` for each daemon in the application and communicates with the daemon through the `TDaemonController` instance. It should rarely be necessary to access or use this class.

See also: `TCustomDaemon` (193), `TDaemonApplication` (207)

### 9.12.2 Method overview

Page	Property	Description
<a href="#">208</a>	Controller	Controller
<a href="#">207</a>	Create	Create a new instance of the <code>TDaemonController</code> class
<a href="#">208</a>	Destroy	Free a <code>TDaemonController</code> instance.
<a href="#">208</a>	Main	Daemon main entry point
<a href="#">209</a>	ReportStatus	Report the status to the operating system.
<a href="#">208</a>	StartService	Start the service

### 9.12.3 Property overview

Page	Property	Access	Description
<a href="#">210</a>	CheckPoint		Send checkpoint signal to the operating system
<a href="#">209</a>	Daemon	r	Daemon instance this controller controls.
<a href="#">209</a>	LastStatus	r	Last reported status
<a href="#">209</a>	Params	r	Parameters passed to the daemon

### 9.12.4 TDaemonController.Create

Synopsis: Create a new instance of the `TDaemonController` class

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: `public`

Description: `Create` creates a new instance of the `TDaemonController` class. It should never be necessary to create a new instance manually, because the controllers are created by the global `TDaemonApplication` (207) instance, and `AOwner` will be set to the global `TDaemonApplication` (207) instance.

See also: `TDaemonApplication` (207), `Destroy` (??)



### 9.12.5 TDaemonController.Destroy

Synopsis: Free a TDaemonController instance.

Declaration: destructor Destroy; Override

Visibility: public

Description: Destroy deallocates some resources allocated when the instance was created.

See also: Create (??)

### 9.12.6 TDaemonController.StartService

Synopsis: Start the service

Declaration: procedure StartService; Virtual

Visibility: public

Description: StartService starts the service controlled by this instance.

Errors: None.

See also: TDaemonController.Main (??)

### 9.12.7 TDaemonController.Main

Synopsis: Daemon main entry point

Declaration: procedure Main(Argc: DWord; Args: PPChar); Virtual

Visibility: public

Description: Main is the service's main entry point, called when the system wants to start the service. The global application will call this function whenever required, with the appropriate arguments.

The standard implementation starts the daemon thread, and waits for it to stop. All other daemon action - such as responding to control code events - is handled by the thread.

Errors: If the daemon thread cannot be created, an exception is raised.

See also: TDaemonThread ([217](#))

### 9.12.8 TDaemonController.Controller

Synopsis: Controller

Declaration: procedure Controller(ControlCode: DWord; EventType: DWord;  
EventData: Pointer); Virtual

Visibility: public

Description: Controller is responsible for sending the control code to the daemon thread so it can be processed.

This routine is currently only used on windows, as there is no service manager on linux. Later on this may be changed to respond to signals on linux as well.

See also: TDaemon.OnControlCode (??)

### 9.12.9 TDaemonController.ReportStatus

Synopsis: Report the status to the operating system.

Declaration: `function ReportStatus : Boolean; Virtual`

Visibility: `public`

Description: `ReportStatus` reports the status of the daemon to the operating system. On windows, this sends the current service status to the service manager. On other operating systems, this sends a message to the system log.

Errors: If an error occurs, an error message is sent to the system log.

See also: `TDaemon.ReportStatus (??)`, `TDaemonController.LastStatus (??)`

### 9.12.10 TDaemonController.Daemon

Synopsis: Daemon instance this controller controls.

Declaration: `Property Daemon : TCustomDaemon`

Visibility: `public`

Access: `Read`

Description: `Daemon` is the daemon instance that is controller by this instance of the `TDaemonController` class.

### 9.12.11 TDaemonController.Params

Synopsis: Parameters passed to the daemon

Declaration: `Property Params : TStrings`

Visibility: `public`

Access: `Read`

Description: `Params` contains the parameters passed to the daemon application by the operating system, comparable to the application's command-line parameters. The property is set by the `Main (??)` method.

### 9.12.12 TDaemonController.LastStatus

Synopsis: Last reported status

Declaration: `Property LastStatus : TCurrentStatus`

Visibility: `public`

Access: `Read`

Description: `LastStatus` is the last status reported to the operating system.

See also: `ReportStatus (??)`

### 9.12.13 TDaemonController.CheckPoint

Synopsis: Send checkpoint signal to the operating system

Declaration: `Property CheckPoint : DWord`

Visibility: public

Access:

Description: `CheckPoint` can be used to send a checkpoint signal during lengthy operations, to signal that a lengthy operation is in progress. This should be used mainly on windows, to signal the service manager that the service is alive.

See also: `ReportStatus` (??)

## 9.13 TDaemonDef

### 9.13.1 Description

`TDaemonDef` contains the definition of a daemon in the application: The name of the daemon, which `TCustomDaemon` (193) descendent should be started to run the daemon, a description, and various other options should be set in this class. The global `TDaemonApplication` instance maintains a collection of `TDaemonDef` instances and will use these definitions to install or start the various daemons.

See also: `TDaemonApplication` (207), `TDaemon` (202)

### 9.13.2 Method overview

Page	Property	Description
<a href="#">210</a>	Create	Create a new <code>TDaemonDef</code> instance
<a href="#">211</a>	Destroy	Free a <code>TDaemonDef</code> from memory

### 9.13.3 Property overview

Page	Property	Access	Description
<a href="#">211</a>	<code>DaemonClass</code>	r	<code>TDaemon</code> class to use for this daemon
<a href="#">211</a>	<code>DaemonClassName</code>	rw	Name of the <code>TDaemon</code> class to use for this daemon
<a href="#">212</a>	<code>Description</code>	rw	Description of the daemon
<a href="#">212</a>	<code>DisplayName</code>	rw	Displayed name of the daemon (service)
<a href="#">213</a>	<code>Enabled</code>	rw	Is the daemon enabled or not
<a href="#">211</a>	<code>Instance</code>	rw	Instance of the daemon class
<a href="#">214</a>	<code>LogStatusReport</code>	rw	Log the status report to the system log
<a href="#">212</a>	<code>Name</code>	rw	Name of the daemon (service)
<a href="#">213</a>	<code>OnCreateInstance</code>	rw	Event called when a daemon is instantiated
<a href="#">213</a>	<code>Options</code>	rw	Service options
<a href="#">212</a>	<code>RunArguments</code>	rw	Additional command-line arguments when running daemon.
<a href="#">213</a>	<code>WinBindings</code>	rw	Windows-specific bindings (windows only)

### 9.13.4 TDaemonDef.Create

Synopsis: Create a new `TDaemonDef` instance

**Declaration:** `constructor Create(ACollection: TCollection); Override`

**Visibility:** `public`

**Description:** `Create` initializes a new `TDaemonDef` instance. It should not be necessary to instantiate a definition manually, it is handled by the collection.

**See also:** `TDaemonDefs` ([214](#))

### 9.13.5 `TDaemonDef.Destroy`

**Synopsis:** Free a `TDaemonDef` from memory

**Declaration:** `destructor Destroy; Override`

**Visibility:** `public`

**Description:** `Destroy` removes the `TDaemonDef` from memory.

### 9.13.6 `TDaemonDef.DaemonClass`

**Synopsis:** `TDaemon` class to use for this daemon

**Declaration:** `Property DaemonClass : TCustomDaemonClass`

**Visibility:** `public`

**Access:** `Read`

**Description:** `DaemonClass` is the `TDaemon` class that is used when this service is requested. It is looked up in the application's global daemon mapper by it's name in `DaemonClassName` ([??](#)).

**See also:** `DaemonClassName` ([??](#)), `TDaemonMapper` ([216](#))

### 9.13.7 `TDaemonDef.Instance`

**Synopsis:** Instance of the daemon class

**Declaration:** `Property Instance : TCustomDaemon`

**Visibility:** `public`

**Access:** `Read,Write`

**Description:** `Instance` points to the `TDaemon` ([202](#)) instance that is used when the service is in operation at runtime.

**See also:** `TDaemonDef.DaemonClass` ([??](#))

### 9.13.8 `TDaemonDef.DaemonClassName`

**Synopsis:** Name of the `TDaemon` class to use for this daemon

**Declaration:** `Property DaemonClassName : string`

**Visibility:** `published`

**Access:** `Read,Write`

**Description:** `DaemonClassName` is the name of the `TDaemon` class that will be used whenever the service is needed. The name is used to look up the class pointer registered in the daemon mapper, when `TCustomDaemonApplication.CreateDaemonInstance` (??) creates an instance of the daemon.

See also: `TDaemonDef.Instance` (??), `TDaemonDef.DaemonClass` (??), `RegisterDaemonClass` ([192](#))

### 9.13.9 TDaemonDef.Name

**Synopsis:** Name of the daemon (service)

**Declaration:** `Property Name : string`

**Visibility:** published

**Access:** Read,Write

**Description:** `Name` is the internal name of the daemon as it is known to the operating system.

See also: `TDaemonDef.DisplayName` (??)

### 9.13.10 TDaemonDef.Description

**Synopsis:** Description of the daemon

**Declaration:** `Property Description : string`

**Visibility:** published

**Access:** Read,Write

**Description:** `Description` is the description shown in the Windows service manager when managing this service. It is supplied to the windows service manager when the daemon is installed.

### 9.13.11 TDaemonDef.DisplayName

**Synopsis:** Displayed name of the daemon (service)

**Declaration:** `Property DisplayName : string`

**Visibility:** published

**Access:** Read,Write

**Description:** `DisplayName` is the displayed name of the daemon as it is known to the operating system.

See also: `TDaemonDef.Name` (??)

### 9.13.12 TDaemonDef.RunArguments

**Synopsis:** Additional command-line arguments when running daemon.

**Declaration:** `Property RunArguments : string`

**Visibility:** published

**Access:** Read,Write

**Description:** `RunArguments` specifies any additional command-line arguments that should be specified when running the daemon: these arguments will be passed to the service manager when registering the service on windows.

### 9.13.13 TDaemonDef.Options

Synopsis: Service options

Declaration: `Property Options : TDaemonOptions`

Visibility: published

Access: Read,Write

Description: `Options` tells the operating system which operations can be performed on the daemon while it is running.

This option is only used during the installation of the daemon.

### 9.13.14 TDaemonDef.Enabled

Synopsis: Is the daemon enabled or not

Declaration: `Property Enabled : Boolean`

Visibility: published

Access: Read,Write

Description: `Enabled` specifies whether a daemon should be installed, run or uninstalled. Disabled daemons are not installed, run or uninstalled.

### 9.13.15 TDaemonDef.WinBindings

Synopsis: Windows-specific bindings (windows only)

Declaration: `Property WinBindings : TWinBindings`

Visibility: published

Access: Read,Write

Description: `WinBindings` is used to group together the windows-specific properties of the daemon. This property is totally ignored on other platforms.

See also: `TWinBindings` ([221](#))

### 9.13.16 TDaemonDef.OnCreateInstance

Synopsis: Event called when a daemon is instantiated

Declaration: `Property OnCreateInstance : TNotifyEvent`

Visibility: published

Access: Read,Write

Description: `OnCreateInstance` is called whenever an instance of the daemon is created. This can be used for instance when a single `TDaemon` class is used to run several services, to correctly initialize the `TDaemon`.

### 9.13.17 TDaemonDef.LogStatusReport

Synopsis: Log the status report to the system log

Declaration: `Property LogStatusReport : Boolean`

Visibility: published

Access: Read,Write

Description: `LogStatusReport` can be set to `True` to send the status reports also to the system log. This can be used to track the progress of the daemon.

See also: `TDaemon.ReportStatus` (??)

## 9.14 TDaemonDefs

### 9.14.1 Description

`TDaemonDefs` is the class of the global list of daemon definitions. It contains an item for each daemon in the application.

Normally it is not necessary to create an instance of `TDaemonDefs` manually. The global `TCustomDaemonMapper` (200) instance will create a collection and maintain it.

See also: `TCustomDaemonMapper` (200), `TDaemonDef` (210)

### 9.14.2 Method overview

Page	Property	Description
<a href="#">214</a>	<code>Create</code>	Create a new instance of a <code>TDaemonDefs</code> collection.
<a href="#">215</a>	<code>DaemonDefByName</code>	Find and return instance of daemon definition with given name.
<a href="#">215</a>	<code>FindDaemonDef</code>	Find and return instance of daemon definition with given name.
<a href="#">215</a>	<code>IndexOfDaemonDef</code>	Return index of daemon definition

### 9.14.3 Property overview

Page	Property	Access	Description
<a href="#">215</a>	<code>Daemons</code>	<code>rw</code>	Indexed access to <code>TDaemonDef</code> instances

### 9.14.4 TDaemonDefs.Create

Synopsis: Create a new instance of a `TDaemonDefs` collection.

Declaration: `constructor Create(AOwner: TPersistent; AClass: TCollectionItemClass)`

Visibility: public

Description: `Create` creates a new instance of the `TDaemonDefs` collection. It keeps the `AOwner` parameter for future reference and calls the inherited constructor.

Normally it is not necessary to create an instance of `TDaemonDefs` manually. The global `TCustomDaemonMapper` (200) instance will create a collection and maintain it.

See also: `TDaemonDef` (210)

### 9.14.5 TDaemonDefs.IndexOfDaemonDef

Synopsis: Return index of daemon definition

Declaration: `function IndexOfDaemonDef(const DaemonName: string) : Integer`

Visibility: public

Description: `IndexOfDaemonDef` searches the collection for a `TDaemonDef` (210) instance with a name equal to `DemonName`, and returns it's index. It returns -1 if no definition was found with this name. The search is case insensitive.

See also: `TDaemonDefs.FindDaemonDef` (??), `TDaemonDefs.DaemonDefByName` (??)

### 9.14.6 TDaemonDefs.FindDaemonDef

Synopsis: Find and return instance of daemon definition with given name.

Declaration: `function FindDaemonDef(const DaemonName: string) : TDaemonDef`

Visibility: public

Description: `FindDaemonDef` searches the list of daemon definitions and returns the `TDaemonDef` (210) instance whose name matches `DemonName`. If no definition is found, `Nil` is returned.

See also: `TDaemonDefs.IndexOfDaemonDef` (??), `TDaemonDefs.DaemonDefByName` (??)

### 9.14.7 TDaemonDefs.DaemonDefByName

Synopsis: Find and return instance of daemon definition with given name.

Declaration: `function DaemonDefByName(const DaemonName: string) : TDaemonDef`

Visibility: public

Description: `FindDaemonDef` searches the list of daemon definitions and returns the `TDaemonDef` (210) instance whose name matches `DemonName`. If no definition is found, an `EDaemon` (193) exception is raised.

The `FindDaemonDef` (??) call does not raise an error, but returns `Nil` instead.

Errors: If no definition is found, an `EDaemon` (193) exception is raised.

See also: `TDaemonDefs.IndexOfDaemonDef` (??), `TDaemonDefs.FindDaemonDef` (??)

### 9.14.8 TDaemonDefs.Daemons

Synopsis: Indexed access to `TDaemonDef` instances

Declaration: `Property Daemons[Index: Integer]: TDaemonDef; default`

Visibility: public

Access: Read,Write

Description: `Daemons` is the default property of `TDaemonDefs`, it gives access to the `TDaemonDef` instances in the collection.

See also: `TDaemonDef` (210)



## 9.15 TDaemonMapper

### 9.15.1 Description

`TDaemonMapper` is a direct descendent of `TCustomDaemonMapper` (200), but introduces no new functionality. It's sole purpose is to make it possible for an IDE to stream the `TDaemonMapper` instance.

For this purpose, it overrides the `Create` constructor and tries to find a resource with the same name as the class name, and tries to stream the instance from this resource.

If the instance should not be streamed, the `CreateNew (??)` constructor can be used instead.

See also: `CreateNew (??)`, `Create (??)`

### 9.15.2 Method overview

Page	Property	Description
<a href="#">216</a>	<code>Create</code>	Create a new <code>TDaemonMapper</code> instance and initializes it from streamed resources.
<a href="#">216</a>	<code>CreateNew</code>	Create a new <code>TDaemonMapper</code> instance without initialization

### 9.15.3 TDaemonMapper.Create

**Synopsis:** Create a new `TDaemonMapper` instance and initializes it from streamed resources.

**Declaration:** `constructor Create(AOwner: TComponent); Override`

**Visibility:** default

**Description:** `Create` initializes a new instance of `TDaemonMapper` and attempts to read the component from resources compiled in the application.

If the instance should not be streamed, the `CreateNew (??)` constructor can be used instead.

**Errors:** If no streaming system is found, or no resource exists for the class, an exception is raised.

See also: `CreateNew (??)`

### 9.15.4 TDaemonMapper.CreateNew

**Synopsis:** Create a new `TDaemonMapper` instance without initialization

**Declaration:** `constructor CreateNew(AOwner: TComponent; Dummy: Integer)`

**Visibility:** default

**Description:** `CreateNew` initializes a new instance of `TDaemonMapper`. In difference with the `Create` constructor, it does not attempt to read the component from a stream.

See also: `Create (??)`

## 9.16 TDaemonThread

### 9.16.1 Description

TDaemonThread is the thread in which the daemons in the application are run. Each daemon is run in it's own thread.

It should not be necessary to create these threads manually, the TDaemonController (207) class will take care of this.

See also: TDaemonController (207), TDaemon (202)

### 9.16.2 Method overview

Page	Property	Description
<a href="#">218</a>	CheckControlMessage	Check if a control message has arrived
<a href="#">218</a>	ContinueDaemon	Continue the daemon
<a href="#">217</a>	Create	Create a new thread
<a href="#">217</a>	Execute	Run the daemon
<a href="#">219</a>	InterrogateDaemon	Report the daemon status
<a href="#">218</a>	PauseDaemon	Pause the daemon
<a href="#">219</a>	ShutDownDaemon	Shut down daemon
<a href="#">218</a>	StopDaemon	Stops the daemon

### 9.16.3 Property overview

Page	Property	Access	Description
<a href="#">219</a>	Daemon	r	Daemon instance

### 9.16.4 TDaemonThread.Create

Synopsis: Create a new thread

Declaration: `constructor Create (ADaemon: TCustomDaemon)`

Visibility: public

Description: `Create` creates a new thread instance. It initializes the `Daemon` property with the passed `ADaemon`. The thread is created suspended.

See also: TDaemonThread.Daemon (??)

### 9.16.5 TDaemonThread.Execute

Synopsis: Run the daemon

Declaration: `procedure Execute; Override`

Visibility: public

Description: `Execute` starts executing the daemon and waits till the daemon stops. It also listens for control codes for the daemon.

See also: TDaemon.Execute (??)

### 9.16.6 TDaemonThread.CheckControlMessage

Synopsis: Check if a control message has arrived

Declaration: `procedure CheckControlMessage (WaitForMessage: Boolean)`

Visibility: `public`

Description: `CheckControlMessage` checks if a control message has arrived for the daemon and executes the appropriate daemon message. If the parameter `WaitForMessage` is `True`, then the routine waits for the message to arrive. If it is `False` and no message is present, it returns at once.

### 9.16.7 TDaemonThread.StopDaemon

Synopsis: Stops the daemon

Declaration: `function StopDaemon : Boolean; Virtual`

Visibility: `public`

Description: `StopDaemon` attempts to stop the daemon using its `TDaemon.Stop (??)` method, and terminates the thread.

See also: `TDaemon.Stop (??)`, `TDaemonThread.PauseDaemon (??)`, `TDaemonThread.ShutDownDaemon (??)`

### 9.16.8 TDaemonThread.PauseDaemon

Synopsis: Pause the daemon

Declaration: `function PauseDaemon : Boolean; Virtual`

Visibility: `public`

Description: `PauseDaemon` attempts to stop the daemon using its `TDaemon.Pause (??)` method, and suspends the thread. It returns `True` if the attempt was succesful.

See also: `TDaemon.Pause (??)`, `TDaemonThread.StopDaemon (??)`, `TDaemonThread.ContinueDaemon (??)`, `TDaemonThread.ShutDownDaemon (??)`

### 9.16.9 TDaemonThread.ContinueDaemon

Synopsis: Continue the daemon

Declaration: `function ContinueDaemon : Boolean; Virtual`

Visibility: `public`

Description: `ContinueDaemon` attempts to stop the daemon using its `TDaemon.Continue (??)` method. It returns `True` if the attempt was succesful.

See also: `TDaemon.Continue (??)`, `TDaemonThread.StopDaemon (??)`, `TDaemonThread.PauseDaemon (??)`, `TDaemonThread.ShutDownDaemon (??)`

### 9.16.10 TDaemonThread.ShutDownDaemon

Synopsis: Shut down daemon

Declaration: `function ShutDownDaemon : Boolean; Virtual`

Visibility: `public`

Description: `ShutDownDaemon` shuts down the daemon. This happens normally only when the system is shut down and the daemon didn't respond to the stop request. The return result is the result of the `TDaemon.Shutdown (??)` function. The thread is terminated by this method.

See also: `TDaemon.Shutdown (??)`, `TDaemonThread.StopDaemon (??)`, `TDaemonThread.PauseDaemon (??)`, `TDaemonThread.ContinueDaemon (??)`

### 9.16.11 TDaemonThread.InterrogateDaemon

Synopsis: Report the daemon status

Declaration: `function InterrogateDaemon : Boolean; Virtual`

Visibility: `public`

Description: `InterrogateDaemon` simply calls `TDaemon.ReportStatus (??)` for the daemon that is running in this thread. It always returns `True`.

See also: `TDaemon.ReportStatus (??)`

### 9.16.12 TDaemonThread.Daemon

Synopsis: Daemon instance

Declaration: `Property Daemon : TCustomDaemon`

Visibility: `public`

Access: `Read`

Description: `Daemon` is the daemon instance which is running in this thread.

See also: `TDaemon` ([202](#))

## 9.17 TDependencies

### 9.17.1 Description

`TDependencies` is just a descendent of `TCollection` which contains a series of dependencies on other services. It overrides the default property of `TCollection` to return `TDependency` ([220](#)) instances.

See also: `TDependency` ([220](#))

### 9.17.2 Method overview

Page	Property	Description
<a href="#">220</a>	Create	Create a new instance of a <code>TDependencies</code> collection.

### 9.17.3 Property overview

Page	Property	Access	Description
<a href="#">220</a>	Items	rw	Default property override

### 9.17.4 TDependencies.Create

Synopsis: Create a new instance of a `TDependencies` collection.

Declaration: constructor `Create(AOwner: TPersistent)`

Visibility: public

Description: `Create` Create a new instance of a `TDependencies` collection.

### 9.17.5 TDependencies.Items

Synopsis: Default property override

Declaration: Property `Items[Index: Integer]: TDependency; default`

Visibility: public

Access: Read,Write

Description: `Items` overrides the default property of `TCollection` so the items are of type `TDependency` ([220](#)).

See also: `TDependency` ([220](#))

## 9.18 TDependency

### 9.18.1 Description

`TDependency` is a collection item used to specify dependencies on other daemons (services) in windows. It is used only on windows and when installing the daemon: changing the dependencies of a running daemon has no effect.

See also: `TDependencies` ([219](#)), `TDaemonDef` ([210](#))

### 9.18.2 Method overview

Page	Property	Description
<a href="#">221</a>	Assign	Assign <code>TDependency</code> instance to another

### 9.18.3 Property overview

Page	Property	Access	Description
<a href="#">221</a>	IsGroup	rw	Name refers to a service group
<a href="#">221</a>	Name	rw	Name of the service

### 9.18.4 TDependency.Assign

Synopsis: Assign TDependency instance to another

Declaration: `procedure Assign(Source: TPersistent); Override`

Visibility: `public`

Description: Assign is overridden by TDependency to copy all properties from one instance to another.

### 9.18.5 TDependency.Name

Synopsis: Name of the service

Declaration: `Property Name : string`

Visibility: `published`

Access: `Read,Write`

Description: Name is the name of a service or service group that the current daemon depends on.

See also: TDependency.IsGroup (??)

### 9.18.6 TDependency.IsGroup

Synopsis: Name refers to a service group

Declaration: `Property IsGroup : Boolean`

Visibility: `published`

Access: `Read,Write`

Description: IsGroup can be set to `True` to indicate that Name refers to the name of a service group.

See also: TDependency.Name (??)

## 9.19 TWinBindings

### 9.19.1 Description

TWinBindings contains windows-specific properties for the daemon definition (in TDaemonDef.WinBindings (??)). If the daemon should not run on Windows, then the properties can be ignored.

See also: TDaemonDef (210), TDaemonDef.WinBindings (??)

### 9.19.2 Method overview

Page	Property	Description
<a href="#">222</a>	Assign	Copies all properties
<a href="#">222</a>	Create	Create a new TWinBindings instance
<a href="#">222</a>	Destroy	Remove a TWinBindings instance from memory

### 9.19.3 Property overview

Page	Property	Access	Description
<a href="#">223</a>	Dependencies	rw	Service dependencies
<a href="#">222</a>	ErrCode	rw	Service specific error code
<a href="#">225</a>	ErrorSeverity	rw	Error severity in case of startup failure
<a href="#">223</a>	GroupName	rw	Service group name
<a href="#">225</a>	IDTag	rw	Location in the service group
<a href="#">224</a>	Password	rw	Password for service startup
<a href="#">225</a>	ServiceType	rw	Type of service
<a href="#">224</a>	StartType	rw	Service startup type.
<a href="#">224</a>	UserName	rw	Username to run service as
<a href="#">224</a>	WaitHint	rw	Timeout wait hint
<a href="#">223</a>	Win32ErrCode	rw	General windows error code

### 9.19.4 TWinBindings.Create

Synopsis: Create a new TWinBindings instance

Declaration: `constructor Create`

Visibility: `public`

Description: `Create` initializes various properties such as the dependencies.

See also: `TDaemonDef` ([210](#)), `TDaemonDef.WinBindings` (??), `TWinBindings.Dependencies` (??)

### 9.19.5 TWinBindings.Destroy

Synopsis: Remove a TWinBindings instance from memory

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` cleans up the TWinBindings instance.

See also: `TWinBindings.Dependencies` (??), `TWinBindings.Create` (??)

### 9.19.6 TWinBindings.Assign

Synopsis: Copies all properties

Declaration: `procedure Assign(Source: TPersistent); Override`

Visibility: `public`

Description: `Assign` is overridden by `TWinBindings` so all properties are copied from `Source` to the `TWinBindings` instance.

### 9.19.7 TWinBindings.ErrCode

Synopsis: Service specific error code

Declaration: `Property ErrCode : DWord`

Visibility: `public`

Access: Read,Write

Description: `ErrCode` contains a service specific error code that is reported with `TDaemon.ReportStatus (??)` to the windows service manager. If it is zero, then the contents of `Win32ErrCode (??)` are reported. If it is nonzero, then the windows-errorcode is set to `ERROR_SERVICE_SPECIFIC_ERROR`.

See also: `TWinBindings.Win32ErrCode (??)`

### 9.19.8 `TWinBindings.Win32ErrCode`

Synopsis: General windows error code

Declaration: `Property Win32ErrCode : DWord`

Visibility: public

Access: Read,Write

Description: `Win32ErrCode` is a general windows service error code that can be reported with `TDaemon.ReportStatus (??)` to the windows service manager. It is sent if `ErrCode (??)` is zero.

See also: `ErrCode (??)`

### 9.19.9 `TWinBindings.Dependencies`

Synopsis: Service dependencies

Declaration: `Property Dependencies : TDependencies`

Visibility: published

Access: Read,Write

Description: `Dependencies` contains the list of other services (or service groups) that this service depends on. Windows will first attempt to start these services prior to starting this service. If they cannot be started, then the service will not be started either.

This property is only used during installation of the service.

### 9.19.10 `TWinBindings.GroupName`

Synopsis: Service group name

Declaration: `Property GroupName : string`

Visibility: published

Access: Read,Write

Description: `GroupName` specifies the name of a service group that the service belongs to. If it is empty, then the service does not belong to any group.

This property is only used during installation of the service.

See also: `TDependency.IsGroup (??)`



### 9.19.11 **TWinBindings.Password**

Synopsis: Password for service startup

Declaration: `Property Password : string`

Visibility: published

Access: Read,Write

Description: `Password` contains the service password: if the service is started with credentials other than one of the system users, then the password for the user must be entered here.

This property is only used during installation of the service.

See also: `UserName` (??)

### 9.19.12 **TWinBindings.UserName**

Synopsis: Username to run service as

Declaration: `Property UserName : string`

Visibility: published

Access: Read,Write

Description: `UserName` specifies the name of a user whose credentials should be used to run the service. If it is left empty, the service is run as the system user. The password can be set in the `Password` (??) property.

This property is only used during installation of the service.

See also: `Password` (??)

### 9.19.13 **TWinBindings.StartType**

Synopsis: Service startup type.

Declaration: `Property StartType : TStartType`

Visibility: published

Access: Read,Write

Description: `StartType` specifies when the service should be started during system startup.

This property is only used during installation of the service.

### 9.19.14 **TWinBindings.WaitHint**

Synopsis: Timeout wait hint

Declaration: `Property WaitHint : Integer`

Visibility: published

Access: Read,Write

Description: `WaitHint` specifies the estimated time for a start/stop/pause or continue operation (in milliseconds). `ReportStatus` should be called prior to this time to report the next status.

See also: `TDaemon.ReportStatus` (??)

### 9.19.15 TWinBindings.IDTag

Synopsis: Location in the service group

Declaration: `Property IDTag : DWord`

Visibility: published

Access: Read,Write

Description: `IDTag` contains the location of the service in the service group after installation of the service. It should not be set, it is reported by the service manager.

This property is only used during installation of the service.

### 9.19.16 TWinBindings.ServiceType

Synopsis: Type of service

Declaration: `Property ServiceType : TServiceType`

Visibility: published

Access: Read,Write

Description: `ServiceType` specifies what kind of service is being installed.

This property is only used during installation of the service.

### 9.19.17 TWinBindings.ErrorSeverity

Synopsis: Error severity in case of startup failure

Declaration: `Property ErrorSeverity : TErrorSeverity`

Visibility: published

Access: Read,Write

Description: `ErrorSeverity` can be used at installation time to tell the windows service manager how to behave when the service fails to start during system startup.

This property is only used during installation of the service.

## Chapter 10

# Reference for unit 'db'

### 10.1 Used units

Table 10.1: Used units by unit 'db'

Name	Page
Classes	??
FmtBCD	??
MaskUtils	??
System	??
sysutils	??
Variants	??

### 10.2 Overview

The `db` unit provides the basis for all database access mechanisms. It introduces abstract classes, on which all database access mechanisms are based: `TDataset` (276) representing a set of records from a database, `TField` (324) which represents the contents of a field in a record, `TDataSource` (312) which acts as an event distributor on behalf of a dataset and `TParams` (396) which can be used to parametrize queries. The databases connections themselves are abstracted in the `TDatabase` (266) class.

### 10.3 Constants, types and variables

#### 10.3.1 Constants

```
DefaultFieldClasses : Array[TFieldType] of TFieldClass = (Tfield, TStringField, TSma
```

`DefaultFieldClasses` contains the `TField` (324) descendent class to use when a `TDataset` instance needs to create fields based on the `TFieldDefs` (352) field definitions when opening the dataset. The entries can be set to create customized `TField` descendents for certain field datatypes in all datasets.

```
dsEditModes = [dsEdit, dsInsert, dsSetKey]
```

`dsEditModes` contains the various values of `TDataset.State` (??) for which the dataset is in edit mode, i.e. states in which it is possible to set field values for that dataset.

```
dsMaxBufferCount = MAXINT div 8
```

Maximum data buffers count for dataset

```
dsMaxStringSize = 8192
```

Maximum size of string fields

```
dsWriteModes = [dsEdit, dsInsert, dsSetKey, dsCalcFields, dsFilter, dsNewValue, dsIn
```

`dsWriteModes` contains the various values of `TDataset.State` (??) for which data can be written to the dataset buffer.

```
FieldTypeNames : Array[TFieldType] of = ('Unknown', 'String', 'Smallint', 'Integer'
```

`FieldTypeNames` contains the names (in english) for the various field data types.

```
FieldTypetoVariantMap : Array[TFieldType] of Integer = (varError, varOleStr, varSma
```

`FieldTypetoVariantMap` contains for each field datatype the variant value type that corresponds to it. If a field type cannot be expressed by a variant type, then `varError` is stored in the variant value.

```
SQLDelimiterCharacters = [';', ' ', ' ', ' ', ' ', '(', ')', #13, #10, #9]
```

SQL statement delimiter token characters

```
YesNoChars : Array[Boolean] of Char = ('N', 'Y')
```

Array of characters mapping a boolean to Y/N

### 10.3.2 Types

```
LargeInt = Int64
```

Large (64-bit) integer

```
PBookmarkFlag = ^TBookmarkFlag
```

`PBookmarkFlag` is a convenience type, defined for internal use in `TDataset` (276) or one of its descendents.

```
PBufferList = ^TBufferList
```

`PBufferList` is a pointer to a structure of type `TBufferList` (229). It is an internal type, and should not be used in end-user code.

```
PDateTimeRec = ^TdateTimeRec
```

Pointer to TDateTimeRec record

PLargeInt = ^LargeInt

Pointer to Large (64-bit) integer

PLookupListRec = ^TLookupListRec

Pointer to TLookupListRec record

TBlobData = AnsiString

TBlobData should never be used directly in application code.

TBlobStreamMode = (bmRead, bmWrite, bmReadWrite)

Table 10.2: Enumeration values for type TBlobStreamMode

Value	Explanation
bmRead	Read blob data
bmReadWrite	Read and write blob data
bmWrite	Write blob data

TBlobStramMode is used when creating a stream for redaing BLOB data. It indicates what the data will be used for: reading, writing or both.

TBlobType = ftBlob..ftWideMemo

TBlobType is a subrange type, indicating the various datatypes of BLOB fields.

TBookmark = Pointer

TBookMark is the type used by the TDataset.SetBookMark (??) method. It is an opaque type, and should not be used any more, it is superseded by the TBookmarkStr (229) type.

TBookmarkFlag = (bfCurrent, bfBOF, bfEOF, bfInserted)

Table 10.3: Enumeration values for type TBookmarkFlag

Value	Explanation
bfBOF	First record in the dataset.
bfCurrent	Buffer used for the current record
bfEOF	Last record in the dataset
bfInserted	Buffer used for insert

TBookmarkFlag is used internally by TDataset (276) and it's descendent types to mark the internal memory buffers. It should not be used in end-user applications.

`TBookmarkStr = String deprecated`

`TBookmarkStr` is the type used by the `TDataset.Bookmark` (??) property. It can be used as a string, but should in fact be considered an opaque type.

`TBufferArray = ^TRecordBuffer`

`TBufferArray` is an internally used type. It can change in future implementations, and should not be used in application code.

`TBufferList = Array[0..dsMaxBufferCount-1] of TRecordBuffer`

`TBufferList` is used internally by the `TDataset` (276) class to manage the memory buffers for the data. It should not be necessary to use this type in end-user applications.

`TDataAction = (daFail, daAbort, daRetry)`

Table 10.4: Enumeration values for type `TDataAction`

Value	Explanation
<code>daAbort</code>	The operation should be aborted (edits are undone, and an <code>EAbort</code> exception is raised)
<code>daFail</code>	The operation should fail (an exception will be raised)
<code>daRetry</code>	Retry the operation.

`TDataAction` is used by the `TDataSetErrorEvent` (230) event handler prototype. The parameter `Action` of this event handler is of `TDataAction` type, and should indicate what action must be taken by the dataset.

`TDatabaseClass = Class of TDataBase`

`TDatabaseClass` is the class pointer for the `TDatabase` (266) class.

`TDataChangeEvent = procedure(Sender: TObject; Field: TField) of object`

`TDataChangeEvent` is the event handler prototype for the `TDatasource.OnDataChange` (??) event. The sender parameter is the `TDatasource` instance that triggered the event, and the `Field` parameter is the field whose data has changed. If the dataset has scrolled, then the `Field` parameter is `Nil`.

`TDataEvent = (deFieldChange, deRecordChange, deDataSetChange, deDataSetScroll, deLayoutChange, deUpdateRecord, deUpdateState, deCheckBrowseMode, dePropertyChange, deFieldListChange, deFocusControl, deParentScroll, deConnectChange, deReconcileError, deDisabledStateChange)`

Table 10.5: Enumeration values for type TDataEvent

Value	Explanation
deCheckBrowseMode	The browse mode is being checked
deConnectChange	Unused
deDataSetChange	The dataset property changed
deDataSetScroll	The dataset scrolled to another record
deDisabledStateChange	Unused
deFieldChange	A field value changed
deFieldListChange	Event sent when the list of fields of a dataset changes
deFocusControl	Event sent whenever a control connected to a field should be focused
deLayoutChange	The layout properties of one of the fields changed
deParentScroll	Unused
dePropertyChange	Unused
deReconcileError	Unused
deRecordChange	The current record changed
deUpdateRecord	The record is being updated
deUpdateState	The dataset state is updated

TDataEvent describes the various events that can be sent to TDataSource (312) instances connected to a TDataSet (276) instance.

TDataOperation = procedure of object

TDataOperation is a prototype handler used internally in TDataSet. It can be changed at any time, so it should not be used in end-user code.

TDatasetClass = Class of TDataSet

TDatasetClass is the class type for the TDataSet (276) class. It is currently unused in the DB unit and is defined for the benefit of other units.

TDatasetErrorEvent = procedure (DataSet: TDataSet; E: EDatabaseError;  
var DataAction: TDataAction) of object

TDatasetErrorEvent is used by the TDataSet.OnEditError (??), TDataSet.OnPostError (??) and TDataSet.OnDeleteError (??) event handlers to allow the programmer to specify what should be done if an update operation fails with an exception: The DataSet parameter indicates what dataset triggered the event, the E parameter contains the exception object. The DataAction must be set by the event handler, and based on its return value, the dataset instance will take appropriate action. The default value is daFail, i.e. the exception will be raised again. For a list of available return values, see TDataAction (229).

TDatasetNotifyEvent = procedure (DataSet: TDataSet) of object

TDatasetNotifyEvent is used in most of the TDataSet (276) event handlers. It differs from the more general TNotifyEvent (defined in the Classes unit) in that the Sender parameter of the latter is replaced with the DataSet parameter. This avoids typecasts, the available TDataSet methods can be used directly.

TDatasetState = (dsInactive, dsBrowse, dsEdit, dsInsert, dsSetKey,  
dsCalcFields, dsFilter, dsNewValue, dsOldValue, dsCurValue,  
dsBlockRead, dsInternalCalc, dsOpening)

Table 10.6: Enumeration values for type TDataSetState

Value	Explanation
dsBlockRead	The dataset is open, but no events are transferred to datasources.
dsBrowse	The dataset is active, and the cursor can be used to navigate the data.
dsCalcFields	The dataset is calculating it's calculated fields.
dsCurValue	The dataset is showing the current values of a record.
dsEdit	The dataset is in editing mode: the current record can be modified.
dsFilter	The dataset is filtering records.
dsInactive	The dataset is not active. No data is available.
dsInsert	The dataset is in insert mode: the current record is a new record which can be edited.
dsInternalCalc	The dataset is calculating it's internally calculated fields.
dsNewValue	The dataset is showing the new values of a record.
dsOldValue	The dataset is showing the old values of a record.
dsOpening	The dataset is currently opening, but is not yet completely open.
dsSetKey	The dataset is calculating the primary key.

TDataSetState describes the current state of the dataset. During it's lifetime, the dataset's state is described by these enumerated values.

Some state are not used in the default TDataset implementation, and are only used by certain descendants.

```
TDateTimeAlias = TDateTime
```

TDateTimeAlias is no longer used.

```
TDateTimeRec = record
end
```

TDateTimeRec was used by older TDataset (276) implementations to store date/time values. Newer implementations use the TDateTime. This type should no longer be used.

```
TDBDatasetClass = Class of TDBDataset
```

TDBDatasetClass is the class pointer for TDBDataset (318)

```
TDBTransactionClass = Class of TDBTransaction
```

TDBTransactionClass is the class pointer for the TDBTransaction (319) class.

```
TFieldAttribute = (faHiddenCol, faReadonly, faRequired, faLink, faUnNamed,
faFixed)
```



Table 10.7: Enumeration values for type TFieldAttribute

Value	Explanation
faFixed	Fixed length field
faHiddenCol	Field is a hidden column (used to construct a unique key)
faLink	Field is a link field for other datasets
faReadonly	Field is read-only
faRequired	Field is required
faUnNamed	Field has no original name

TFieldAttribute is used to denote some attributes of a field in a database. It is used in the Attributes (??) property of TFieldDef (348).

TFieldAttributes = Set of TFieldAttribute

TFieldAttributes is used in the TFieldDef.Attributes (??) property to denote additional attributes of the underlying field.

TFieldChars = Set of Char

TFieldChars is a type used in the TField.ValidChars (??) property. It's a simple set of characters.

TFieldClass = Class of TField

TFieldGetTextEvent = procedure(Sender: TField; var aText: string;  
DisplayText: Boolean) of object

TFieldGetTextEvent is the prototype for the TField.OnGetText (??) event handler. It should be used when the text of a field requires special formatting. The event handler should return the contents of the field in formatted form in the AText parameter. The DisplayText is True if the text is used for displaying purposes or is False if it will be used for editing purposes.

TFieldKind = (fkData, fkCalculated, fkLookup, fkInternalCalc)

Table 10.8: Enumeration values for type TFieldKind

Value	Explanation
fkCalculated	The field is calculated on the fly.
fkData	Field represents actual data in the underlying data structure.
fkInternalCalc	Field is calculated but stored in an underlying buffer.
fkLookup	The field is a lookup field.

TFieldKind indicates the type of a TField instance. Besides TField instances that represent fields present in the underlying data records, there can also be calculated or lookup fields. To distinguish between these kind of fields, TFieldKind is introduced.

TFieldKinds = Set of TFieldKind

TFieldKinds is a set of TFieldKind (232) values. It is used internally by the classes of the DB unit.

TFieldMap = Array[TFieldType] of Byte

TFieldMap is no longer used.

TFieldNotifyEvent = procedure(Sender: TField) of object

TFieldNotifyEvent is a prototype for the event handlers in the TField (324) class. Its Sender parameter is the field instance that triggered the event.

TFieldRef = ^TField

Pointer to a TField instance

TFieldSetTextEvent = procedure(Sender: TField; const aText: string)  
of object

TFieldSetTextEvent is the prototype for an event handler used to set the contents of a field based on a user-edited text. It should be used when the text of a field is entered with special formatting. The event handler should set the contents of the field based on the formatted text in the AText parameter.

TFieldType = (ftUnknown, ftString, ftSmallint, ftInteger, ftWord, ftBoolean,  
ftFloat, ftCurrency, ftBCD, ftDate, ftTime, ftDateTime, ftBytes,  
ftVarBytes, ftAutoInc, ftBlob, ftMemo, ftGraphic, ftFmtMemo,  
ftParadoxOle, ftDBaseOle, ftTypedBinary, ftCursor,  
ftFixedChar, ftWideString, ftLargeint, ftADT, ftArray,  
ftReference, ftDataSet, ftOraBlob, ftOraClob, ftVariant,  
ftInterface, ftIDispatch, ftGuid, ftTimeStamp, ftFMTBcd,  
ftFixedWideChar, ftWideMemo)

Table 10.9: Enumeration values for type TFieldType

Value	Explanation
ftADT	ADT value
ftArray	Array data
ftAutoInc	Auto-increment integer value (4 bytes)
ftBCD	Binary Coded Decimal value (DECIMAL and NUMERIC SQL types)
ftBlob	Binary data value (no type, no size)
ftBoolean	Boolean value
ftBytes	Array of bytes value, fixed size (untyped)
ftCurrency	Currency value (4 decimal points)
ftCursor	Cursor data value (no size)
ftDataSet	Dataset data (blob)
ftDate	Date value
ftDateTime	Date/Time (timestamp) value
ftDBaseOle	Paradox OLE field data
ftFixedChar	Fixed character array (string)
ftFixedWideChar	Fixed wide character data (2 bytes per character)
ftFloat	Floating point value (double)
ftFMTBcd	Formatted BCD (Binary Coded Decimal) value.
ftFmtMemo	Formatted memo ata value (no size)
ftGraphic	Graphical data value (no size)
ftGuid	GUID data value
ftIDispatch	Dispatch data value
ftInteger	Regular integer value (4 bytes, signed)
ftInterface	interface data value
ftLargeint	Large integer value (8-byte)
ftMemo	Binary text data (no size)
ftOraBlob	Oracle BLOB data
ftOraClob	Oracle CLOB data
ftParadoxOle	Paradox OLE field data (no size)
ftReference	Reference data
ftSmallint	Small integer value(1 byte, signed)
ftString	String data value (ansistring)
ftTime	Time value
ftTimeStamp	Timestamp data value
ftTypedBinary	Binary typed data (no size)
ftUnknown	Unknown data type
ftVarBytes	Array of bytes value, variable size (untyped)
ftVariant	Variant data value
ftWideMemo	Widestring memo data
ftWideString	Widestring (2 bytes per character)
ftWord	Word-sized value(2 bytes, unsigned)

TFieldType indicates the type of a TField (324) underlying data, in the DataType (??) property.

TFilterOption = (foCaseInsensitive, foNoPartialCompare)

Table 10.10: Enumeration values for type TFilterOption

Value	Explanation
foCaseInsensitive	Filter case insensitively.
foNoPartialCompare	Do not compare values partially, always compare completely.

TFilterOption enumerates the various options available when filtering a dataset. The TFilterOptions (235) set is used in the TDataset.FilterOptions (??) property to indicate which of the options should be used when filtering the data.

TFilterOptions = Set of TFilterOption

TFilterOption is the set of filter options to use when filtering a dataset. This set type is used in the TDataset.FilterOptions (??) property. The available values are described in the TFilterOption (234) type.

TFilterRecordEvent = procedure (DataSet: TDataSet; var Accept: Boolean) of object

TFilterRecordEvent is the prototype for the TDataset.OnFilterRecord (??) event handler. The DataSet parameter indicates which dataset triggered the event, and the Accept parameter must be set to true if the current record should be shown, False should be used when the record should be hidden.

TGetMode = (gmCurrent, gmNext, gmPrior)

Table 10.11: Enumeration values for type TGetMode

Value	Explanation
gmCurrent	Retrieve the current record
gmNext	Retrieve the next record.
gmPrior	Retrieve the previous record.

TGetMode is used internally by TDataset (276) when it needs to fetch more data for its buffers (using GetRecord). It tells the descendent dataset what operation must be performed.

TGetResult = (grOK, grBOF, grEOF, grError)

Table 10.12: Enumeration values for type TGetResult

Value	Explanation
grBOF	The beginning of the recordset is reached
grEOF	The end of the recordset is reached.
grError	An error occurred
grOK	The operation was completed successfully

TGetResult is used by descendents of TDataset (276) when they have to communicate the result of the GetRecord operation back to the TDataset record.

```
TIndexOption = (ixPrimary, ixUnique, ixDescending, ixCaseInsensitive,
                ixExpression, ixNonMaintained)
```

Table 10.13: Enumeration values for type TIndexOption

Value	Explanation
ixCaseInsensitive	The values in the index are sorted case-insensitively
ixDescending	The values in the index are sorted descending.
ixExpression	The values in the index are based on a calculated expression.
ixNonMaintained	The index is non-maintained, i.e. changing the data will not update the index.
ixPrimary	The index is the primary index for the data
ixUnique	The index is a unique index, i.e. each index value can occur only once

TIndexOption describes the various properties that an index can have. It is used in the TIndexOptions (236) set type to describe all properties of an index definition as in TIndexDef (366).

```
TIndexOptions = Set of TIndexOption
```

TIndexOptions contains the set of properties that an index can have. It is used in the TIndexDef.Options (??) property to describe all properties of an index definition as in TIndexDef (366).

```
TLocateOption = (loCaseInsensitive, loPartialKey)
```

Table 10.14: Enumeration values for type TLocateOption

Value	Explanation
loCaseInsensitive	Perform a case-insensitive search
loPartialKey	Accept partial key matches for string fields

TLocateOption is used in the TDataset.Locate (??) call to enumerate the possible options available when locating a record in the dataset.

For string-type fields, this option indicates that fields starting with the search value are considered a match. For other fields (e.g. integer, date/time), this option is ignored and only equal field values are considered a match.

```
TLocateOptions = Set of TLocateOption
```

TLocateOptions is used in the TDataset.Locate (??) call: It should contain the actual options to use when locating a record in the dataset.

```
TLoginEvent = procedure(Sender: TObject; Username: string;
                        Password: string) of object
```

TLoginEvent is the prototype for a the the TCustomConnection.OnLogin (??) event handler. It gets passed the TCustomConnection instance that is trying to login, and the initial username and password.

```

TLookupListRec = record
  Key : Variant;
  Value : Variant;
end

```

TLookupListRec is used by lookup fields to store lookup results, if the results should be cached. Its two fields keep the key value and associated lookup value.

```
TParamBinding = Array of Integer
```

TParamBinding is an auxiliary type used when parsing and binding parameters in SQL statements. It should never be used directly in application code.

```
TParamStyle = (psInterbase, psPostgreSQL, psSimulated)
```

Table 10.15: Enumeration values for type TParamStyle

Value	Explanation
psInterbase	Parameters are specified by a ? character
psPostgreSQL	Parameters are specified by a \$N character.
psSimulated	Parameters are specified by a \$N character.

TParamStyle denotes the style in which parameters are specified in a query. It is used in the TParams.ParseSQL (??) method, and can have the following values:

**psInterbase** Parameters are specified by a ? character

**psPostgreSQL** Parameters are specified by a \$N character.

**psSimulated** Parameters are specified by a \$N character.

```
TParamType = (ptUnknown, ptInput, ptOutput, ptInputOutput, ptResult)
```

Table 10.16: Enumeration values for type TParamType

Value	Explanation
ptInput	Input parameter
ptInputOutput	Input/output parameter
ptOutput	Output parameter, filled on result
ptResult	Result parameter
ptUnknown	Unknown type

TParamType indicates the kind of parameter represented by a TParam (384) instance. it has one of the following values:

**ptUnknown** Unknown type

**ptInput** Input parameter

**ptOutput** Output paramete, filled on result

**ptInputOutput** Input/output parameter

**ptResult** Result parameter

`TParamTypes = Set of TParamType`

`TParamTypes` is defined for completeness: a set of `TParamType` (237) values.

`TProviderFlag = (pfInUpdate, pfInWhere, pfInKey, pfHidden)`

Table 10.17: Enumeration values for type `TProviderFlag`

Value	Explanation
<code>pfHidden</code>	
<code>pfInKey</code>	Field is a key field and used in the WHERE clause of an update statement
<code>pfInUpdate</code>	Changes to the field should be propagated to the database.
<code>pfInWhere</code>	Field should be used in the WHERE clause of an update statement in case of <code>upWhereChanged</code> .

`TProviderFlag` describes how the field should be used when applying updates from a dataset to the database. Each field of a `TDataset` (276) has one or more of these flags.

`TProviderFlags = Set of TProviderFlag`

`TProviderFlags` is used for the `TField.ProviderFlags` (??) property to describe the role of the field when applying updates to a database.

`TPSCommandType = (ctUnknown, ctQuery, ctTable, ctStoredProc, ctSelect, ctInsert, ctUpdate, ctDelete, ctDDL)`

Table 10.18: Enumeration values for type `TPSCommandType`

Value	Explanation
<code>ctDDL</code>	
<code>ctDelete</code>	
<code>ctInsert</code>	
<code>ctQuery</code>	
<code>ctSelect</code>	
<code>ctStoredProc</code>	
<code>ctTable</code>	
<code>ctUnknown</code>	
<code>ctUpdate</code>	

`TRecordBuffer = PAnsiChar`

`TRecordBufferBaseType = AnsiChar`

```
TResolverResponse = (rrSkip, rrAbort, rrMerge, rrApply, rrIgnore)
```

Table 10.19: Enumeration values for type TResolverResponse

Value	Explanation
rrAbort	Abor the whole update process
rrApply	Replace the update with new values applied by the event handler
rrIgnore	Ignore the error and remove update from change log
rrMerge	Merge the update with existing changes on the server
rrSkip	Skip the current update, leave it in the change log

TResolverResponse is used to indicate what should happen to a pending change that could not be resolved. It is used in callbacks.

```
TResyncMode= Set of (rmExact, rmCenter)
```

Table 10.20: Enumeration values for type

Value	Explanation
rmCenter	Try to position the cursor in the middle of the buffer
rmExact	Reposition at exact the same location in the buffer

TResyncMode is used internally by various TDataset (276) navigation and data manipulation methods such as the TDataset.Refresh (??) method when they need to reset the cursor position in the dataset's buffer.

```
TStringFieldBuffer = Array[0..dsMaxStringSize] of Char
```

Type to access string field content buffers as an array of characters

```
TUpdateAction = (uaFail, uaAbort, uaSkip, uaRetry, uaApplied)
```

Table 10.21: Enumeration values for type TUpdateAction

Value	Explanation
uaAbort	The whole update operation should abort
uaApplied	Consider the update as applied
uaFail	Update operation should fail
uaRetry	Retry the update operation
uaSkip	The update of the current record should be skipped. (but not discarded)

TUpdateAction indicates what action must be taken in case the applying of updates on the underlying database fails. This type is not used in the TDataset (276) class, but is defined on behalf of TDataset descendents that implement caching of updates: It indicates what should be done when the (delayed) applying of the updates fails. This event occurs long after the actual post or delete operation.



TUpdateKind = (ukModify, ukInsert, ukDelete)

Table 10.22: Enumeration values for type TUpdateKind

Value	Explanation
ukDelete	Delete a record in the database.
ukInsert	insert a new record in the database.
ukModify	Modify an existing record in the database.

TUpdateKind indicates what kind of update operation is in progress when applying updates.

TUpdateMode = (upWhereAll, upWhereChanged, upWhereKeyOnly)

Table 10.23: Enumeration values for type TUpdateMode

Value	Explanation
upWhereAll	Use all old field values
upWhereChanged	Use only old field values of modified fields
upWhereKeyOnly	Only use key fields in the where clause.

TUpdateMode determines how the WHERE clause of update queries for SQL databases should be constructed.

TUpdateStatus = (usUnmodified, usModified, usInserted, usDeleted)

Table 10.24: Enumeration values for type TUpdateStatus

Value	Explanation
usDeleted	Record exists in the database, but is locally deleted.
usInserted	Record does not yet exist in the database, but is locally inserted
usModified	Record exists in the database but is locally modified
usUnmodified	Record is unmodified

TUpdateStatus determines the current state of the record buffer, if updates have not yet been applied to the database.

TUpdateStatusSet = Set of TUpdateStatus

TUpdateStatusSet is a set of TUpdateStatus (240) values.

## 10.4 Procedures and functions

### 10.4.1 BuffersEqual

Synopsis: Check whether 2 memory buffers are equal

**Declaration:** `function BuffersEqual (Buf1: Pointer; Buf2: Pointer; Size: Integer)  
: Boolean`

**Visibility:** default

**Description:** `BuffersEqual` compares the memory areas pointed to by the `Buf1` and `Buf2` pointers and returns `True` if the contents are equal. The memory areas are compared for the first `Size` bytes. If all bytes in the indicated areas are equal, then `True` is returned, otherwise `False` is returned.

**Errors:** If `Buf1` or `Buf2` do not point to a valid memory area or `Size` is too large, then an exception may occur

**See also:** `#rtl.sysutils.Comparemem` (??)

### 10.4.2 DatabaseError

**Synopsis:** Raise an `EDatabaseError` exception.

**Declaration:** `procedure DatabaseError (const Msg: string); Overload  
procedure DatabaseError (const Msg: string; Comp: TComponent); Overload`

**Visibility:** default

**Description:** `DatabaseError` raises an `EDatabaseError` (243) exception, passing it `Msg`. If `Comp` is specified, the name of the component is prepended to the message.

**See also:** `DatabaseErrorFmt` (241), `EDatabaseError` (243)

### 10.4.3 DatabaseErrorFmt

**Synopsis:** Raise an `EDatabaseError` exception with a formatted message

**Declaration:** `procedure DatabaseErrorFmt (const Fmt: string; Args: Array of const)  
; Overload  
procedure DatabaseErrorFmt (const Fmt: string; Args: Array of const;  
Comp: TComponent); Overload`

**Visibility:** default

**Description:** `DatabaseErrorFmt` raises an `EDatabaseError` (243) exception, passing it a message made by calling `#rtl.sysutils.format` (??) with the `fmt` and `Args` arguments. If `Comp` is specified, the name of the component is prepended to the message.

**See also:** `DatabaseError` (241), `EDatabaseError` (243)

### 10.4.4 DateTimeRecToDateTime

**Synopsis:** Convert `TDateTimeRec` record to a `TDateTime` value.

**Declaration:** `function DateTimeRecToDateTime (DT: TFieldType; Data: TDateTimeRec)  
: TDateTime`

**Visibility:** default

**Description:** `DateTimeRecToDateTime` examines `Data` and `Dt` and uses `dt` to convert the timestamp in `Data` to a `TDateTime` value.

**See also:** `TFieldType` (233), `TDateTimeRec` (231), `DateTimeToDateTimeRec` (242)

### 10.4.5 DateTimeToDateTimeRec

Synopsis: Convert `TDateTime` value to a `TDateTimeRec` record.

Declaration: `function DateTimeToDateTimeRec (DT: TFieldType; Data: TDateTime)  
: TDateTimeRec`

Visibility: default

Description: `DateTimeToDateTimeRec` examines `Data` and `Dt` and uses `dt` to convert the date/time value in `Data` to a `TDateTimeRec` record.

See also: `TFieldType` (233), `TDateTimeRec` (231), `DateTimeRecToDateTime` (241)

### 10.4.6 DisposeMem

Synopsis: Dispose of a heap memory block and `Nil` the pointer (deprecated)

Declaration: `procedure DisposeMem (var Buffer; Size: Integer)`

Visibility: default

Description: `DisposeMem` disposes of the heap memory area pointed to by `Buffer` (`Buffer` must be of type `Pointer`). The `Size` parameter indicates the size of the memory area (it is, in fact, ignored by the heap manager). The pointer `Buffer` is set to `Nil`. If `Buffer` is `Nil`, then nothing happens. Do not use `DisposeMem` on objects, because their destructor will not be called.

Errors: If `Buffer` is not pointing to a valid heap memory block, then memory corruption may occur.

See also: `#rtl.system.FreeMem` (??), `#rtl.sysutils.freeandnil` (??)

### 10.4.7 ExtractFieldName

Synopsis: Extract the field name at position

Declaration: `function ExtractFieldName (const Fields: string; var Pos: Integer)  
: string`

Visibility: default

Description: `ExtractFieldName` returns the string starting at position `Pos` till the next semicolon (;) character or the end of the string. On return, `Pos` contains the position of the first character after the semicolon character (or one more than the length of the string).

See also: `TFields.GetFieldList` (??)

### 10.4.8 SkipComments

Synopsis: Skip SQL comments

Declaration: `function SkipComments (var p: PChar; EscapeSlash: Boolean;  
EscapeRepeat: Boolean) : Boolean`

Visibility: default

**Description:** `SkipComments` examines the null-terminated string in `P` and skips any SQL comment or string literal found at the start. It returns `P` the first non-comment or non-string literal position. The `EscapeSlash` parameter determines whether the backslash character (`\`) functions as an escape character (i.e. the following character is not considered a delimiter). `EscapeRepeat` must be set to `True` if the quote character is repeated to indicate itself.

The function returns `True` if a comment was found and skipped, `False` otherwise.

**Errors:** No checks are done on the validity of `P`.

**See also:** `TParams.ParseSQL` (??)

## 10.5 EDatabaseError

### 10.5.1 Description

`EDatabaseError` is the base class from which database-related exception classes should derive. It is raised by the `DatabaseError` (241) call.

**See also:** `DatabaseError` (241), `DatabaseErrorFmt` (241)

## 10.6 EUpdateError

### 10.6.1 Description

`EupdateError` is an exception used by the `TProvider` database support. It should never be raised directly.

**See also:** `EDatabaseError` (243)

### 10.6.2 Method overview

Page	Property	Description
<a href="#">243</a>	Create	Create a new <code>EUpdateError</code> instance
<a href="#">244</a>	Destroy	Free the <code>EupdateError</code> instance

### 10.6.3 Property overview

Page	Property	Access	Description
<a href="#">244</a>	Context	r	Context in which exception occurred.
<a href="#">244</a>	ErrorCode	r	Numerical error code.
<a href="#">244</a>	OriginalException	r	
<a href="#">245</a>	PreviousError	r	Previous error number

### 10.6.4 EUpdateError.Create

**Synopsis:** Create a new `EUpdateError` instance

**Declaration:** `constructor Create(NativeError: string; Context: string; ErrCode: Integer; PrevError: Integer; E: Exception)`

**Visibility:** `public`

**Description:** Create instantiates a new `EUpdateError` object and populates the various properties with the `NativeError`, `Context`, `ErrCode` and `PrevError` parameters. The `E` parameter is the actual exception that occurred while the update operation was attempted. The exception object `E` will be freed if the `EUpdateError` instance is freed.

See also: `EDatabaseError` (243)

### 10.6.5 `EUpdateError.Destroy`

**Synopsis:** Free the `EupdateError` instance

**Declaration:** `destructor Destroy; Override`

**Visibility:** `public`

**Description:** `Destroy` frees the original exception object (if there was one) and then calls the inherited destructor.

**Errors:** If the original exception object was already freed, an error will occur.

See also: `EUpdateError.OriginalException` (??)

### 10.6.6 `EUpdateError.Context`

**Synopsis:** Context in which exception occurred.

**Declaration:** `Property Context : string`

**Visibility:** `public`

**Access:** `Read`

**Description:** A description of the context in which the original exception was raised.

See also: `EUpdateError.OriginalException` (??), `EUpdateError.ErrorCode` (??), `EUpdateError.PreviousError` (??)

### 10.6.7 `EUpdateError.ErrorCode`

**Synopsis:** Numerical error code.

**Declaration:** `Property ErrorCode : Integer`

**Visibility:** `public`

**Access:** `Read`

**Description:** `ErrorCode` is a numerical error code, provided by the native data access layer, to describe the error. It may or not be filled.

See also: `EUpdateError.OriginalException` (??), `EUpdateError.Context` (??), `EUpdateError.PreviousError` (??)

### 10.6.8 `EUpdateError.OriginalException`

**Declaration:** `Property OriginalException : Exception`

**Visibility:** `public`

**Access:** `Read`

### 10.6.9 EUpdateError.PreviousError

Synopsis: Previous error number

Declaration: `Property PreviousError : Integer`

Visibility: public

Access: Read

Description: `PreviousError` is used to order the errors which occurred during an update operation.

See also: `EUpdateError.ErrorCode (??)`, `EUpdateError.Context (??)`, `EUpdateError.OriginalException (??)`

## 10.7 IProviderSupport

### 10.7.1 Method overview

Page	Property	Description
<a href="#">245</a>	<code>PSEndTransaction</code>	
<a href="#">245</a>	<code>PSExecute</code>	
<a href="#">246</a>	<code>PSExecuteStatement</code>	
<a href="#">246</a>	<code>PSGetAttributes</code>	
<a href="#">246</a>	<code>PSGetCommandText</code>	
<a href="#">246</a>	<code>PSGetCommandType</code>	
<a href="#">246</a>	<code>PSGetDefaultOrder</code>	
<a href="#">246</a>	<code>PSGetIndexDefs</code>	
<a href="#">246</a>	<code>PSGetKeyFields</code>	
<a href="#">246</a>	<code>PSGetParams</code>	
<a href="#">246</a>	<code>PSGetQuoteChar</code>	
<a href="#">247</a>	<code>PSGetTableName</code>	
<a href="#">247</a>	<code>PSGetUpdateException</code>	
<a href="#">247</a>	<code>PSInTransaction</code>	
<a href="#">247</a>	<code>PSIsSQLBased</code>	
<a href="#">247</a>	<code>PSIsSQLSupported</code>	
<a href="#">247</a>	<code>PSReset</code>	
<a href="#">247</a>	<code>PSSetCommandText</code>	
<a href="#">247</a>	<code>PSSetParams</code>	
<a href="#">247</a>	<code>PSStartTransaction</code>	
<a href="#">248</a>	<code>PSUpdateRecord</code>	

### 10.7.2 IProviderSupport.PSEndTransaction

Declaration: `procedure PSEndTransaction(ACommit: Boolean)`

Visibility: default

### 10.7.3 IProviderSupport.PSExecute

Declaration: `procedure PSExecute`

Visibility: default

#### 10.7.4 IProviderSupport.PSExecuteStatement

Declaration: function PSExecuteStatement(const ASQL: string; AParams: TParams;  
ResultSet: Pointer) : Integer

Visibility: default

#### 10.7.5 IProviderSupport.PSGetAttributes

Declaration: procedure PSGetAttributes(List: TList)

Visibility: default

#### 10.7.6 IProviderSupport.PSGetCommandText

Declaration: function PSGetCommandText : string

Visibility: default

#### 10.7.7 IProviderSupport.PSGetCommandType

Declaration: function PSGetCommandType : TPSCommandType

Visibility: default

#### 10.7.8 IProviderSupport.PSGetDefaultOrder

Declaration: function PSGetDefaultOrder : TIndexDef

Visibility: default

#### 10.7.9 IProviderSupport.PSGetIndexDefs

Declaration: function PSGetIndexDefs(IndexTypes: TIndexOptions) : TIndexDefs

Visibility: default

#### 10.7.10 IProviderSupport.PSGetKeyFields

Declaration: function PSGetKeyFields : string

Visibility: default

#### 10.7.11 IProviderSupport.PSGetParams

Declaration: function PSGetParams : TParams

Visibility: default

#### 10.7.12 IProviderSupport.PSGetQuoteChar

Declaration: function PSGetQuoteChar : string

Visibility: default

### **10.7.13 IProviderSupport.PSGetTableName**

Declaration: `function PSGetTableName : string`

Visibility: default

### **10.7.14 IProviderSupport.PSGetUpdateException**

Declaration: `function PSGetUpdateException(E: Exception; Prev: EUpdateError)  
: EUpdateError`

Visibility: default

### **10.7.15 IProviderSupport.PSInTransaction**

Declaration: `function PSInTransaction : Boolean`

Visibility: default

### **10.7.16 IProviderSupport.PSIsSQLBased**

Declaration: `function PSIsSQLBased : Boolean`

Visibility: default

### **10.7.17 IProviderSupport.PSIsSQLSupported**

Declaration: `function PSIsSQLSupported : Boolean`

Visibility: default

### **10.7.18 IProviderSupport.PSReset**

Declaration: `procedure PSReset`

Visibility: default

### **10.7.19 IProviderSupport.PSSetCommandText**

Declaration: `procedure PSSetCommandText(const CommandText: string)`

Visibility: default

### **10.7.20 IProviderSupport.PSSetParams**

Declaration: `procedure PSSetParams(AParams: TParams)`

Visibility: default

### **10.7.21 IProviderSupport.PSStartTransaction**

Declaration: `procedure PSStartTransaction`

Visibility: default



### 10.7.22 IProviderSupport.PSUpdateRecord

**Declaration:** `function PSUpdateRecord(UpdateKind: TUpdateKind; Delta: TDataSet)  
: Boolean`

**Visibility:** default

## 10.8 TAutoIncField

### 10.8.1 Description

`TAutoIncField` is the class created when a dataset must manage 32-bit signed integer data, of datatype `ftAutoInc`. This field gets its data automatically by the database engine. It exposes no new properties, but simply overrides some methods to manage 32-bit signed integer data.

It should never be necessary to create an instance of `TAutoIncField` manually, a field of this class will be instantiated automatically for each auto-incremental field when a dataset is opened.

See also: `TField` ([324](#))

### 10.8.2 Method overview

Page	Property	Description
<a href="#">248</a>	Create	Create a new instance of the <code>TAutoIncField</code> class.

### 10.8.3 TAutoIncField.Create

**Synopsis:** Create a new instance of the `TAutoIncField` class.

**Declaration:** `constructor Create(AOwner: TComponent); Override`

**Visibility:** public

**Description:** `Create` initializes a new instance of the `TAutoIncField` class. It simply calls the inherited constructor and then sets up some of the `TField` ([324](#)) class' fields.

See also: `TField` ([324](#))

## 10.9 TBCDField

### 10.9.1 Description

`TBCDField` is the class used when a dataset must manage data of Binary Coded Decimal type. (`TField.DataType` (??) equals `ftBCD`). It initializes some of the properties of the `TField` ([324](#)) class, and overrides some of its methods to be able to work with BCD fields.

`TBCDField` assumes that the field's contents can be stored in a currency type, i.e. the maximum number of decimals after the decimal separator that can be stored in a `TBCDField` is 4. Fields that need to store a larger amount of decimals should be represented by a `TFMTBCDField` ([363](#)) instance.

It should never be necessary to create an instance of `TBCDField` manually, a field of this class will be instantiated automatically for each BCD field when a dataset is opened.

See also: `TDataSet` ([276](#)), `TField` ([324](#)), `TFMTBCDField` ([363](#))

### 10.9.2 Method overview

Page	Property	Description
<a href="#">249</a>	CheckRange	Check whether a values falls within the allowed range
<a href="#">249</a>	Create	Create a new instance of a <code>TBCDField</code> class.

### 10.9.3 Property overview

Page	Property	Access	Description
<a href="#">250</a>	Currency	rw	Does the field represent a currency amount
<a href="#">250</a>	MaxValue	rw	Maximum value for the field
<a href="#">251</a>	MinValue	rw	Minimum value for the field
<a href="#">250</a>	Precision	rw	Precision of the BCD field
<a href="#">251</a>	Size		Number of decimals after the decimal separator
<a href="#">249</a>	Value	rw	Value of the field contents as a Currency type

### 10.9.4 TBCDField.Create

Synopsis: Create a new instance of a `TBCDField` class.

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: `public`

Description: `Create` initializes a new instance of the `TBCDField` class. It calls the inherited destructor, and then sets some `TField` ([324](#)) properties to configure the instance for working with BCD data values.

See also: `TField` ([324](#))

### 10.9.5 TBCDField.CheckRange

Synopsis: Check whether a values falls within the allowed range

Declaration: `function CheckRange(AValue: Currency) : Boolean`

Visibility: `public`

Description: `CheckRange` returns `True` if `AValue` lies within the range defined by the `MinValue` (??) and `MaxValue` (??) properties. If the value lies outside of the allowed range, then `False` is returned.

See also: `MaxValue` (??), `MinValue` (??)

### 10.9.6 TBCDField.Value

Synopsis: Value of the field contents as a Currency type

Declaration: `Property Value : Currency`

Visibility: `public`

Access: `Read, Write`

Description: `Value` is overridden from the `TField.Value` (??) property to a currency type field. It returns the same value as the `TField.AsCurrency` (??) field.

See also: `TField.Value` (??), `TField.AsCurrency` (??)

### 10.9.7 TBCDField.Precision

Synopsis: Precision of the BCD field

Declaration: `Property Precision : LongInt`

Visibility: published

Access: Read,Write

Description: `Precision` is the total number of decimals in the BCD value. It is not the same as `TBCDField.Size` (??), which is the number of decimals after the decimal point. The `Precision` property should be set by the descendent classes when they initialize the field, and should be considered read-only. Changing the value will influence the values returned by the various `AsXXX` properties.

See also: `TBCDField.Size` (??), `TBCDField.Value` (??)

### 10.9.8 TBCDField.Currency

Synopsis: Does the field represent a currency amount

Declaration: `Property Currency : Boolean`

Visibility: published

Access: Read,Write

Description: `Currency` can be set to `True` to indicate that the field contains data representing an amount of currency. This affects the way the `TField.DisplayText` (??) and `TField.Text` (??) properties format the value of the field: if the `Currency` property is `True`, then these properties will format the value as a currency value (generally appending the currency sign) and if the `Currency` property is `False`, then they will format it as a normal floating-point value.

See also: `TField.DisplayText` (??), `TField.Text` (??)

### 10.9.9 TBCDField.MaxValue

Synopsis: Maximum value for the field

Declaration: `Property MaxValue : Currency`

Visibility: published

Access: Read,Write

Description: `MaxValue` can be set to a value different from zero, it is then the maximum value for the field if set to any value different from zero. When setting the field's value, the value may not be larger than `MaxValue`. Any attempt to write a larger value as the field's content will result in an exception. By default `MaxValue` equals 0, i.e. any floating-point value is allowed.

If `MaxValue` is set, `MinValue` (??) should also be set, because it will also be checked.

See also: `TBCDField.MinValue` (??), `TBCDField.CheckRange` (??)

### 10.9.10 TBCDField.MinValue

Synopsis: Minimum value for the field

Declaration: `Property MinValue : Currency`

Visibility: published

Access: Read, Write

Description: `MinValue` can be set to a value different from zero, then it is the minimum value for the field.

When setting the field's value, the value may not be less than `MinValue`. Any attempt to write a smaller value as the field's content will result in an exception. By default `MinValue` equals 0, i.e. any floating-point value is allowed.

If `MinValue` is set, `TBCDField.MaxValue` (??) should also be set, because it will also be checked.

See also: `TBCDField.MaxValue` (??), `TBCDField.CheckRange` (??)

### 10.9.11 TBCDField.Size

Synopsis: Number of decimals after the decimal separator

Declaration: `Property Size :`

Visibility: published

Access:

Description: `Size` is the number of decimals after the decimal separator. It is not the total number of decimals, which is stored in the `TBCDField.Precision` (??) field.

See also: `TBCDField.Precision` (??)

## 10.10 TBinaryField

### 10.10.1 Description

`TBinaryField` is an abstract class, designed to handle binary data of variable size. It overrides some of the properties and methods of the `TField` (324) class to be able to work with binary field data, such as retrieving the contents as a string or as a variant.

One must never create an instance of `TBinaryField` manually, it is an abstract class. Instead, a descendent class such as `TBytesField` (258) or `TVarBytesField` (405) should be created.

See also: `TDataset` (276), `TField` (324), `TBytesField` (258), `TVarBytesField` (405)

### 10.10.2 Method overview

Page	Property	Description
<a href="#">252</a>	Create	Create a new instance of a <code>TBinaryField</code> class.

### 10.10.3 Property overview

Page	Property	Access	Description
<a href="#">252</a>	Size		Size of the binary data

### 10.10.4 TBinaryField.Create

Synopsis: Create a new instance of a `TBinaryField` class.

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: `public`

Description: `Create` initializes a new instance of the `TBinaryField` class. It simply calls the inherited destructor.

See also: `TField` ([324](#))

### 10.10.5 TBinaryField.Size

Synopsis: Size of the binary data

Declaration: `Property Size :`

Visibility: `published`

Access:

Description: `Size` is simply redeclared `published` with a default value of 16.

See also: `TField.Size` ([??](#))

## 10.11 TBlobField

### 10.11.1 Description

`TBlobField` is the class used when a dataset must manage BLOB data. (`TField.DataType` ([??](#)) equals `ftBLOB`). It initializes some of the properties of the `TField` ([324](#)) class, and overrides some of its methods to be able to work with BLOB fields. It also serves as parent class for some specialized blob-like field types such as `TMemoField` ([380](#)), `TWideMemoField` ([406](#)) or `TGraphicField` ([365](#))

It should never be necessary to create an instance of `TBlobField` manually, a field of this class will be instantiated automatically for each BLOB field when a dataset is opened.

See also: `TDataset` ([276](#)), `TField` ([324](#)), `TMemoField` ([380](#)), `TWideMemoField` ([406](#)), `TGraphicField` ([365](#))

### 10.11.2 Method overview

Page	Property	Description
<a href="#">253</a>	<code>Clear</code>	Clear the BLOB field's contents
<a href="#">253</a>	<code>Create</code>	Create a new instance of a <code>TBlobField</code> class.
<a href="#">253</a>	<code>IsBlob</code>	Is the field a blob field
<a href="#">253</a>	<code>LoadFromFile</code>	Load the contents of the field from a file
<a href="#">254</a>	<code>LoadFromStream</code>	Load the field's contents from stream
<a href="#">254</a>	<code>SaveToFile</code>	Save field contents to a file
<a href="#">254</a>	<code>SaveToStream</code>	Save the field's contents to stream
<a href="#">255</a>	<code>SetFieldType</code>	Set field type

### 10.11.3 Property overview

Page	Property	Access	Description
<a href="#">255</a>	BlobSize	r	Size of the current blob
<a href="#">256</a>	BlobType	rw	Type of blob
<a href="#">255</a>	Modified	rw	Has the field's contents been modified.
<a href="#">256</a>	Size		Size of the blob field
<a href="#">256</a>	Transliterate	rw	Should the contents of the field be transliterated
<a href="#">255</a>	Value	rw	Return the field's contents as a string

### 10.11.4 TBlobField.Create

Synopsis: Create a new instance of a TBlobField class.

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: `public`

Description: `Create` initializes a new instance of the TBlobField class. It calls the inherited destructor, and then sets some TField ([324](#)) properties to configure the instance for working with BLOB data.

See also: TField ([324](#))

### 10.11.5 TBlobField.Clear

Synopsis: Clear the BLOB field's contents

Declaration: `procedure Clear; Override`

Visibility: `public`

Description: `Clear` overrides the TField implementation of TField.Clear (??). It creates and immediately releases an empty blob stream in write mode, effectively clearing the contents of the BLOB field.

See also: TField.Clear (??), TField.IsNull (??)

### 10.11.6 TBlobField.IsBlob

Synopsis: Is the field a blob field

Declaration: `class function IsBlob; Override`

Visibility: `public`

Description: `IsBlob` is overridden by TBlobField to return `True`

See also: TField.IsBlob (??)

### 10.11.7 TBlobField.LoadFromFile

Synopsis: Load the contents of the field from a file

Declaration: `procedure LoadFromFile(const FileName: string)`

Visibility: `public`

**Description:** `LoadFromFile` creates a file stream with `FileName` as the name of the file to open, en then calls `LoadFromStream (??)` to read the contents of the blob field from the file. The file is opened in read-only mode.

**Errors:** If the file does not exist or is nor available for reading, an exception will be raised.

**See also:** `LoadFromStream (??)`, `SaveToFile (??)`

### 10.11.8 TBlobField.LoadFromStream

**Synopsis:** Load the field's contents from stream

**Declaration:** `procedure LoadFromStream(Stream: TStream)`

**Visibility:** public

**Description:** `LoadFromStream` can be used to load the contents of the field from a `TStream (??)` descendent. The entire data of the stream will be copied, and the stream will be positioned on the first byte of data, so it must be seekable.

**Errors:** If the stream is not seekable, an exception will be raised.

**See also:** `SaveToStream (??)`, `LoadFromFile (??)`

### 10.11.9 TBlobField.SaveToFile

**Synopsis:** Save field contents to a file

**Declaration:** `procedure SaveToFile(const FileName: string)`

**Visibility:** public

**Description:** `SaveToFile` creates a file stream with `FileName` as the name of the file to open, en then calls `SaveToStream (??)` to write the contents of the blob field to the file. The file is opened in write mode and is created if it does not yet exist.

**Errors:** If the file cannot be created or is not available for writing, an exception will be raised.

**See also:** `LoadFromFile (??)`, `SaveToStream (??)`

### 10.11.10 TBlobField.SaveToStream

**Synopsis:** Save the field's contents to stream

**Declaration:** `procedure SaveToStream(Stream: TStream)`

**Visibility:** public

**Description:** `SaveToStream` can be used to save the contents of the field to a `TStream (??)` descendent. The entire data of the field will be copied. The stream must of course support writing.

**Errors:** If the stream is not writable, an exception will be raised.

**See also:** `SaveToFile (??)`, `LoadFromStream (??)`

### 10.11.11 TBlobField.SetFieldType

Synopsis: Set field type

Declaration: `procedure SetFieldType(AValue: TFieldType);` Override

Visibility: public

Description: `SetFieldType` is overridden by `TBlobField` to check whether a valid Blob field type is set. If so, it calls the inherited method.

See also: `TField.DataType` (??)

### 10.11.12 TBlobField.BlobSize

Synopsis: Size of the current blob

Declaration: `Property BlobSize : LongInt`

Visibility: public

Access: Read

Description: `BlobSize` is the size (in bytes) of the current contents of the field. It will vary as the dataset's current record moves from record to record.

See also: `TField.Size` (??), `TField.DataSize` (??)

### 10.11.13 TBlobField.Modified

Synopsis: Has the field's contents been modified.

Declaration: `Property Modified : Boolean`

Visibility: public

Access: Read,Write

Description: `Modified` indicates whether the field's contents have been modified for the current record.

See also: `TBlobField.LoadFromStream` (??)

### 10.11.14 TBlobField.Value

Synopsis: Return the field's contents as a string

Declaration: `Property Value : string`

Visibility: public

Access: Read,Write

Description: `Value` is redefined by `TBlobField` as a string value: getting or setting this value will convert the BLOB data to a string, it will return the same value as the `TField.AsString` (??) property.

See also: `TField.Value` (??), `TField.AsString` (??)



**10.11.15 TBlobField.Transliterate**

Synopsis: Should the contents of the field be transliterated

Declaration: `Property Transliterate : Boolean`

Visibility: `public`

Access: `Read,Write`

Description: `Transliterate` indicates whether the contents of the field should be transliterated (i.e. changed from OEM to non OEM codepage and vice versa) when reading or writing the value. The actual transliteration must be done in the `TDataset.Translate (??)` method of the dataset to which the field belongs. By default this property is `False`, but it can be set to `True` for BLOB data which contains text in another codepage.

See also: `TStringField.Transliterate (??)`, `TDataset.Translate (??)`

**10.11.16 TBlobField.BlobType**

Synopsis: Type of blob

Declaration: `Property BlobType : TBlobType`

Visibility: `published`

Access: `Read,Write`

Description: `BlobType` is an alias for `TField.DataType (??)`, but with a restricted set of values. Setting `BlobType` is equivalent to setting the `TField.DataType (??)` property.

See also: `TField.DataType (??)`

**10.11.17 TBlobField.Size**

Synopsis: Size of the blob field

Declaration: `Property Size :`

Visibility: `published`

Access:

Description: `Size` is the size of the blob in the internal memory buffer. It defaults to 0, as the BLOB data is not stored in the internal memory buffer. To get the size of the data in the current record, use the `BlobSize (??)` property instead.

See also: `BlobSize (??)`

**10.12 TBooleanField****10.12.1 Description**

`TBooleanField` is the field class used by `TDataset` (276) whenever it needs to manage boolean data (`TField.DataType (??)` equals `ftBoolean`). It overrides some properties and methods of `TField` (324) to be able to work with boolean data.

It should never be necessary to create an instance of `TBooleanField` manually, a field of this class will be instantiated automatically for each boolean field when a dataset is opened.

See also: TDataSet ([276](#)), TField ([324](#))

### 10.12.2 Method overview

Page	Property	Description
<a href="#">257</a>	Create	Create a new instance of the TBooleanField class.

### 10.12.3 Property overview

Page	Property	Access	Description
<a href="#">257</a>	DisplayValues	rw	Textual representation of the true and false values
<a href="#">257</a>	Value	rw	Value of the field as a boolean value

### 10.12.4 TBooleanField.Create

Synopsis: Create a new instance of the TBooleanField class.

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: public

Description: `Create` initializes a new instance of the TBooleanField class. It calls the inherited constructor and then sets some TField ([324](#)) properties to configure it for working with boolean values.

See also: TField ([324](#))

### 10.12.5 TBooleanField.Value

Synopsis: Value of the field as a boolean value

Declaration: `Property Value : Boolean`

Visibility: public

Access: Read,Write

Description: `Value` is redefined from TField.Value (??) by TBooleanField as a boolean value. It returns the same value as the TField.AsBoolean (??) property.

See also: TField.AsBoolean (??), TField.Value (??)

### 10.12.6 TBooleanField.DisplayValues

Synopsis: Textual representation of the true and false values

Declaration: `Property DisplayValues : string`

Visibility: published

Access: Read,Write

Description: `DisplayValues` contains 2 strings, separated by a semicolon (;) which are used to display the True and False values of the fields. The first string is used for True values, the second value is used for False values. If only one value is given, it will serve as the representation of the True value, the False value will be represented as an empty string.

A value of `Yes;No` will result in `True` values being displayed as 'Yes', and `False` values as 'No'. When writing the value of the field as a string, the string will be compared (case insensitively) with the value for `True`, and if it matches, the field's value will be set to `True`. After this it will be compared to the value for `False`, and if it matches, the field's value will be set to `False`. If the text matches neither of the two values, an exception will be raised.

See also: `TField.AsString` (??), `TField.Text` (??)

## 10.13 TBytesField

### 10.13.1 Description

`TBytesField` is the class used when a dataset must manage data of fixed-size binary type. (`TField.DataType` (??) equals `ftBytes`). It initializes some of the properties of the `TField` (324) class to be able to work with fixed-size byte fields.

It should never be necessary to create an instance of `TBytesField` manually, a field of this class will be instantiated automatically for each binary data field when a dataset is opened.

See also: `TDataset` (276), `TField` (324), `TVarBytesField` (405)

### 10.13.2 Method overview

Page	Property	Description
<a href="#">258</a>	Create	Create a new instance of a <code>TBytesField</code> class.

### 10.13.3 TBytesField.Create

Synopsis: Create a new instance of a `TBytesField` class.

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: `public`

Description: `Create` initializes a new instance of the `TBytesField` class. It calls the inherited destructor, and then sets some `TField` (324) properties to configure the instance for working with binary data values.

See also: `TField` (324)

## 10.14 TCheckConstraint

### 10.14.1 Description

`TCheckConstraint` can be used to store the definition of a record-level constraint. It does not enforce the constraint, it only stores the constraint's definition. The constraint can come from several sources: an imported constraints from the database, usually stored in the `TCheckConstraint.ImportedConstraint` (??) property, or a constraint enforced by the user on a particular dataset instance stored in `TCheckConstraint.CustomConstraint` (??)

See also: `TCheckConstraints` (260), `TCheckConstraint.ImportedConstraint` (??), `TCheckConstraint.CustomConstraint` (??)

### 10.14.2 Method overview

Page	Property	Description
<a href="#">259</a>	Assign	Assign one constraint to another

### 10.14.3 Property overview

Page	Property	Access	Description
<a href="#">259</a>	CustomConstraint	rw	User-defined constraint
<a href="#">259</a>	ErrorMessage	rw	Message to display when the constraint is violated
<a href="#">260</a>	FromDictionary	rw	True if the constraint is imported from a datadictionary
<a href="#">260</a>	ImportedConstraint	rw	Constraint imported from the database engine

### 10.14.4 TCheckConstraint.Assign

Synopsis: Assign one constraint to another

Declaration: `procedure Assign(Source: TPersistent); Override`

Visibility: public

Description: Assign is overridden by TCheckConstraint to copy all published properties if Source is also a TCheckConstraint instance.

Errors: If Source is not an instance of TCheckConstraint, an exception may be thrown.

See also: TCheckConstraint.ImportedConstraint (??), TCheckConstraint.CustomConstraint (??)

### 10.14.5 TCheckConstraint.CustomConstraint

Synopsis: User-defined constraint

Declaration: `Property CustomConstraint : string`

Visibility: published

Access: Read,Write

Description: CustomConstraint is an SQL expression with an additional user-defined constraint. The expression should be enforced by a TDataset ([276](#)) descendent when data is posted to the dataset. If the constraint is violated, then the dataset should raise an exception, with message as specified in TCheckConstraint.ErrorMessage (??)

See also: TCheckConstraint.ErrorMessage (??)

### 10.14.6 TCheckConstraint.ErrorMessage

Synopsis: Message to display when the constraint is violated

Declaration: `Property ErrorMessage : string`

Visibility: published

Access: Read,Write

Description: ErrorMessage is used as the message when the dataset instance raises an exception if the constraint is violated.

See also: TCheckConstraint.CustomConstraint (??)

### 10.14.7 TCheckConstraint.FromDictionary

Synopsis: True if the constraint is imported from a datadictionary

Declaration: `Property FromDictionary : Boolean`

Visibility: published

Access: Read,Write

Description: `FromDictionary` indicates whether a constraint is imported from a data dictionary. This can be set by `TDataset` (276) descendants to indicate the source of the constraint, but is otherwise ignored.

See also: `TCheckConstraint.ImportedConstraint` (??)

### 10.14.8 TCheckConstraint.ImportedConstraint

Synopsis: Constraint imported from the database engine

Declaration: `Property ImportedConstraint : string`

Visibility: published

Access: Read,Write

Description: `ImportedConstraint` is a constraint imported from the database engine: it will not be enforced locally by the `TDataset` (276) descendent.

See also: `TCheckConstraint.CustomConstraint` (??)

## 10.15 TCheckConstraints

### 10.15.1 Description

`TCheckConstraints` is a `TCollection` descendent which keeps a collection of `TCheckConstraint` (258) items. It overrides the `Add` (??) method to return a `TCheckConstraint` instance.

See also: `TCheckConstraint` (258)

### 10.15.2 Method overview

Page	Property	Description
<a href="#">261</a>	Add	Add new <code>TCheckConstraint</code> item to the collection
<a href="#">261</a>	Create	Create a new instance of the <code>TCheckConstraints</code> class.

### 10.15.3 Property overview

Page	Property	Access	Description
<a href="#">261</a>	Items	rw	Indexed access to the items in the collection

### 10.15.4 TCheckConstraints.Create

Synopsis: Create a new instance of the `TCheckConstraints` class.

Declaration: `constructor Create(AOwner: TPersistent)`

Visibility: `public`

Description: `Create` initializes a new instance of the `TCheckConstraints` class. The `AOwner` argument is usually the `TDataset` (276) instance for which the data is managed. It is kept for future reference. After storing the owner, the inherited constructor is called with the `TCheckConstraint` (258) class pointer.

See also: `TCheckConstraint` (258), `TDataset` (276)

### 10.15.5 TCheckConstraints.Add

Synopsis: Add new `TCheckConstraint` item to the collection

Declaration: `function Add : TCheckConstraint`

Visibility: `public`

Description: `Add` is overridden by `TCheckConstraint` to add a new `TCheckConstraint` (258) instance to the collection. it returns the newly added instance.

See also: `TCheckConstraint` (258), `#rtl.classes.TCollection.Add` (??)

### 10.15.6 TCheckConstraints.Items

Synopsis: Indexed access to the items in the collection

Declaration: `Property Items[Index: LongInt]: TCheckConstraint; default`

Visibility: `public`

Access: `Read,Write`

Description: `Items` is overridden by `TCheckConstraints` to provide type-safe access to the items in the collection. The `index` is zero-based, so it runs from 0 to `Count-1`.

See also: `#rtl.classes.TCollection.Items` (??)

## 10.16 TCurrencyField

### 10.16.1 Description

`TCurrencyField` is the field class used by `TDataset` (276) when it needs to manage currency-valued data. (`TField.Datatype` (??) equals `ftCurrency`). It simply sets some `Tfield` (324) properties to be able to work with currency data.

It should never be necessary to create an instance of `TCurrencyField` manually, a field of this class will be instantiated automatically for each currency field when a dataset is opened.

See also: `TField` (324), `TDataset` (276)

### 10.16.2 Method overview

Page	Property	Description
<a href="#">262</a>	Create	Create a new instance of a <code>TCurrencyField</code> .

### 10.16.3 Property overview

Page	Property	Access	Description
<a href="#">262</a>	Currency		Is the field a currency field

### 10.16.4 `TCurrencyField.Create`

Synopsis: Create a new instance of a `TCurrencyField`.

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: `public`

Description: `Create` initializes a new instance of `TCurrencyField`. It calls the inherited constructor and then sets some properties (`TCurrencyField.Currency (??)`) to be able to work with currency data.

See also: `TField` ([324](#)), `TCurrencyField.Currency (??)`

### 10.16.5 `TCurrencyField.Currency`

Synopsis: Is the field a currency field

Declaration: `Property Currency :`

Visibility: `published`

Access:

Description: `Currency` is inherited from `TFloatField.Currency (??)` but is initialized to `True` by the `TCurrencyField` constructor. It can be set to `False` if the contents of the field is of type currency, but does not represent an amount of currency.

See also: `TFloatField.Currency (??)`

## 10.17 `TCustomConnection`

### 10.17.1 Description

`TCustomConnection` must be used for all database classes that need a connection to a server. The class introduces some methods and classes to activate the connection (`Open (??)`) and to deactivate the connection (`TCustomConnection.Close (??)`), plus a property to inspect the state (`Connected (??)`) of the connected.

See also: `TCustomConnection.Open (??)`, `TCustomConnection.Close (??)`, `TCustomConnection.Connected (??)`

### 10.17.2 Method overview

Page	Property	Description
<a href="#">263</a>	Close	Close the connection
<a href="#">263</a>	Destroy	Remove the <code>TCustomconnection</code> instance from memory
<a href="#">263</a>	Open	Makes the connection to the server

### 10.17.3 Property overview

Page	Property	Access	Description
<a href="#">265</a>	AfterConnect	rw	Event triggered after a connection is made.
<a href="#">265</a>	AfterDisconnect	rw	Event triggered after a connection is closed
<a href="#">265</a>	BeforeConnect	rw	Event triggered before a connection is made.
<a href="#">266</a>	BeforeDisconnect	rw	Event triggered before a connection is closed
<a href="#">264</a>	Connected	rw	Is the connection established or not
<a href="#">264</a>	DataSetCount	r	Number of datasets connected to this connection
<a href="#">264</a>	DataSets	r	Datasets linked to this connection
<a href="#">265</a>	LoginPrompt	rw	Should the <code>OnLogin</code> be triggered
<a href="#">266</a>	OnLogin	rw	Event triggered when a login prompt is shown.

### 10.17.4 TCustomConnection.Close

**Synopsis:** Close the connection

**Declaration:** `procedure Close`

**Visibility:** `public`

**Description:** `Close` closes the connection with the server if it was connected. Calling this method first triggers the `BeforeDisconnect (??)` event. If an exception is raised during the execution of that event handler, the disconnect process is aborted. After calling this event, the connection is actually closed. After the connection was closed, the `AfterDisconnect (??)` event is triggered.

Calling the `Close` method is equivalent to setting the `Connected (??)` property to `False`.

**Errors:** If the connection cannot be broken for some reason, an `EDatabaseError (243)` exception will be raised.

**See also:** `TCustomConnection.BeforeDisconnect (??)`, `TCustomConnection.AfterDisconnect (??)`, `TCustomConnection.Open (??)`, `TCustomConnection.Connected (??)`

### 10.17.5 TCustomConnection.Destroy

**Synopsis:** Remove the `TCustomconnection` instance from memory

**Declaration:** `destructor Destroy; Override`

**Visibility:** `public`

**Description:** `Destroy` closes the connection, and then calls the inherited destructor.

**Errors:** If an exception is raised during the disconnect process, an exception will be raise, and the instance is not removed from memory.

**See also:** `TCustomConnection.Close (??)`

### 10.17.6 TCustomConnection.Open

**Synopsis:** Makes the connection to the server

**Declaration:** `procedure Open`

**Visibility:** `public`



**Description:** `Open` establishes the connection with the server if it was not yet connected. Calling this method first triggers the `BeforeConnect (??)` event. If an exception is raised during the execution of that event handler, the connect process is aborted. If `LoginPrompt (??)` is `True`, the `OnLogin (??)` event handler is called. Only after this event, the connection is actually established. After the connection was established, the `AfterConnect (??)` event is triggered.

Calling the `Open` method is equivalent to setting the `Connected (??)` property to `True`.

**Errors:** If an exception is raised during the `BeforeConnect` or `OnLogin` handlers, the connection is not actually established.

**See also:** `TCustomConnection.BeforeConnect (??)`, `TCustomConnection.LoginPrompt (??)`, `TCustomConnection.OnLogin (??)`, `TCustomConnection.AfterConnect (??)`, `TCustomConnection.Connected (??)`

### 10.17.7 TCustomConnection.DataSetCount

**Synopsis:** Number of datasets connected to this connection

**Declaration:** `Property DataSetCount : LongInt`

**Visibility:** `public`

**Access:** `Read`

**Description:** `DataSetCount` is the number of datasets connected to this connection component. The actual datasets are available through the `Datasets (??)` array property. As implemented in `TCustomConnection`, this property is always zero. Descendent classes implement the actual count.

**See also:** `TDataset (276)`, `TCustomConnection.Datasets (??)`

### 10.17.8 TCustomConnection.DataSets

**Synopsis:** Datasets linked to this connection

**Declaration:** `Property Datasets[Index: LongInt]: TDataset`

**Visibility:** `public`

**Access:** `Read`

**Description:** `Datasets` allows indexed access to the datasets connected to this connection. `Index` is a zero-based indexed, it's maximum value is `DataSetCount-1 (??)`.

**See also:** `DataSetCount (??)`

### 10.17.9 TCustomConnection.Connected

**Synopsis:** Is the connection established or not

**Declaration:** `Property Connected : Boolean`

**Visibility:** `published`

**Access:** `Read, Write`

**Description:** `Connected` is `True` if the connection to the server is established, `False` if it is disconnected. The property can be set to `True` to establish a connection (equivalent to calling `TCustomConnection.Open (??)`), or to `False` to break it (equivalent to calling `TCustomConnection.Close (??)`).

**See also:** `TCustomConnection.Open (??)`, `TCustomConnection.Close (??)`

### 10.17.10 TCustomConnection.LoginPrompt

Synopsis: Should the OnLogin be triggered

Declaration: Property LoginPrompt : Boolean

Visibility: published

Access: Read,Write

Description: LoginPrompt can be set to True if the OnLogin handler should be called when the Open method is called. If it is not True, then the event handler is not called.

See also: TCustomConnection.OnLogin (??)

### 10.17.11 TCustomConnection.AfterConnect

Synopsis: Event triggered after a connection is made.

Declaration: Property AfterConnect : TNotifyEvent

Visibility: published

Access: Read,Write

Description: AfterConnect is called after a connection is successfully established in TCustomConnection.Open (??). It can be used to open datasets, or indicate a connection status change.

See also: TCustomConnection.Open (??), TCustomConnection.BeforeConnect (??), TCustomConnection.OnLogin (??)

### 10.17.12 TCustomConnection.AfterDisconnect

Synopsis: Event triggered after a connection is closed

Declaration: Property AfterDisconnect : TNotifyEvent

Visibility: published

Access: Read,Write

Description: AfterDisConnect is called after a connection is successfully closed in TCustomConnection.Close (??). It can be used for instance to indicate a connection status change.

See also: TCustomConnection.Close (??), TCustomConnection.BeforeDisconnect (??)

### 10.17.13 TCustomConnection.BeforeConnect

Synopsis: Event triggered before a connection is made.

Declaration: Property BeforeConnect : TNotifyEvent

Visibility: published

Access: Read,Write

Description: BeforeConnect is called before a connection is attempted in TCustomConnection.Open (??). It can be used to set connection parameters, or to abort the establishing of the connection: if an exception is raised during this event, the connection attempt is aborted.

See also: TCustomConnection.Open (??), TCustomConnection.AfterConnect (??), TCustomConnection.OnLogin (??)

### 10.17.14 TCustomConnection.BeforeDisconnect

Synopsis: Event triggered before a connection is closed

Declaration: `Property BeforeDisconnect : TNotifyEvent`

Visibility: published

Access: Read,Write

Description: `BeforeDisConnect` is called before a connection is closed in `TCustomConnection.Close` (??).

It can be used for instance to check for unsaved changes, to save these changes, or to abort the disconnect operation: if an exception is raised during the event handler, the disconnect operation is aborted entirely.

See also: `TCustomConnection.Close` (??), `TCustomConnection.AfterDisconnect` (??)

### 10.17.15 TCustomConnection.OnLogin

Synopsis: Event triggered when a login prompt is shown.

Declaration: `Property OnLogin : TLoginEvent`

Visibility: published

Access: Read,Write

Description: `OnLogin` is triggered when the connection needs a login prompt during the call: it is triggered when the `LoginPrompt` (??) property is `True`, after the `TCustomConnection.BeforeConnect` (??) event, but before the connection is actually established.

See also: `TCustomConnection.BeforeConnect` (??), `TCustomConnection.LoginPrompt` (??), `TCustomConnection.Open` (??)

## 10.18 TDatabase

### 10.18.1 Description

`TDatabase` is a component whose purpose is to provide a connection to an external database engine, not to provide the database itself. This class provides generic methods for attachment to databases and querying their contents; the details of the actual connection are handled by database-specific components (such as `SQLDb` for SQL-based databases, or `DBA` for `DBASE/FoxPro` style databases).

Like `TDataset` (276), `TDatabase` is an abstract class. It provides methods to keep track of datasets connected to the database, and to close these datasets when the connection to the database is closed. To this end, it introduces a `Connected` (??) boolean property, which indicates whether a connection to the database is established or not. The actual logic to establish a connection to a database must be implemented by descendent classes.

See also: `TDataset` (276), `TDatabase` (266)

### 10.18.2 Method overview

Page	Property	Description
<a href="#">267</a>	<code>CloseDataSets</code>	Close all connected datasets
<a href="#">268</a>	<code>CloseTransactions</code>	End all transactions
<a href="#">267</a>	<code>Create</code>	Initialize a new <code>TDatabase</code> class instance.
<a href="#">267</a>	<code>Destroy</code>	Remove a <code>TDatabase</code> instance from memory.
<a href="#">268</a>	<code>EndTransaction</code>	End an active transaction.
<a href="#">268</a>	<code>StartTransaction</code>	Start a new transaction.

### 10.18.3 Property overview

Page	Property	Access	Description
<a href="#">270</a>	<code>Connected</code>	rw	Is the database connected
<a href="#">270</a>	<code>DatabaseName</code>	rw	Database name or path
<a href="#">269</a>	<code>Directory</code>	rw	Directory for the database
<a href="#">269</a>	<code>IsSQLBased</code>	r	Is the database SQL based.
<a href="#">270</a>	<code>KeepConnection</code>	rw	Should the connection be kept active
<a href="#">270</a>	<code>Params</code>	rw	Connection parameters
<a href="#">268</a>	<code>TransactionCount</code>	r	Number of transaction components connected to this database.
<a href="#">269</a>	<code>Transactions</code>	r	Indexed access to all transaction components connected to this database.

### 10.18.4 TDatabase.Create

Synopsis: Initialize a new `TDatabase` class instance.

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: `public`

Description: `Create` initializes a new instance of the `TDatabase` class. It allocates some resources and then calls the inherited constructor.

See also: `TDBDataset` ([318](#)), `TDBTransaction` ([319](#)), `TDatabase.Destroy` ([??](#))

### 10.18.5 TDatabase.Destroy

Synopsis: Remove a `TDatabase` instance from memory.

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` starts by disconnecting the database (thus closing all datasets and ending all transactions), then notifies all connected datasets and transactions that it is about to be released. After this, it releases all resources used by the `TDatabase` instance

See also: `TDatabase.CloseDataSets` ([??](#))

### 10.18.6 TDatabase.CloseDataSets

Synopsis: Close all connected datasets

Declaration: `procedure CloseDataSets`

Visibility: public

Description: `CloseDatasets` closes all connected datasets. It is called automatically when the connection is closed.

See also: `TCustomConnection.Close` (??), `TDatabase.CloseTransactions` (??)

### 10.18.7 TDatabase.CloseTransactions

Synopsis: End all transactions

Declaration: `procedure CloseTransactions`

Visibility: public

Description: `CloseTransaction` calls `TDBTransaction.EndTransaction` (??) on all connected transactions. It is called automatically when the connection is closed, after all datasets are closed.

See also: `TCustomConnection.Close` (??), `TDatabase.CloseDatasets` (??)

### 10.18.8 TDatabase.StartTransaction

Synopsis: Start a new transaction.

Declaration: `procedure StartTransaction; Virtual; Abstract`

Visibility: public

Description: `StartTransaction` must be implemented by descendent classes to start a new transaction. This method is provided for Delphi compatibility: new applications should use a `TDBTransaction` (319) component instead and invoke the `TDBTransaction.StartTransaction` (??) method.

See also: `TDBTransaction` (319), `TDBTransaction.StartTransaction` (??)

### 10.18.9 TDatabase.EndTransaction

Synopsis: End an active transaction.

Declaration: `procedure EndTransaction; Virtual; Abstract`

Visibility: public

Description: `EndTransaction` must be implemented by descendent classes to end an active transaction. This method is provided for Delphi compatibility: new applications should use a `TDBTransaction` (319) component instead and invoke the `TDBTransaction.EndTransaction` (??) method.

See also: `TDBTransaction` (319), `TDBTransaction.EndTransaction` (??)

### 10.18.10 TDatabase.TransactionCount

Synopsis: Number of transaction components connected to this database.

Declaration: `Property TransactionCount : LongInt`

Visibility: public

Access: Read

**Description:** `TransactionCount` is the number of transaction components which are connected to this database instance. It is the upper bound for the `TDatabase.Transactions` (??) array property.

See also: `TDatabase.Transactions` (??)

### 10.18.11 TDatabase.Transactions

**Synopsis:** Indexed access to all transaction components connected to this database.

**Declaration:** `Property Transactions[Index: LongInt]: TDBTransaction`

**Visibility:** public

**Access:** Read

**Description:** `Transactions` provides indexed access to the transaction components connected to this database. The `Index` is zero based: it runs from 0 to `TransactionCount-1`.

See also: `TDatabase.TransactionCount` (??)

### 10.18.12 TDatabase.Directory

**Synopsis:** Directory for the database

**Declaration:** `Property Directory : string`

**Visibility:** public

**Access:** Read,Write

**Description:** `Directory` is provided for Delphi compatibility: it indicates (for Paradox and dBase based databases) the directory where the database files are located. It is not used in the Free Pascal implementation of `TDatabase` (266).

See also: `TDatabase.Params` (??), `TDatabase.IsSQLBased` (??)

### 10.18.13 TDatabase.IsSQLBased

**Synopsis:** Is the database SQL based.

**Declaration:** `Property IsSQLBased : Boolean`

**Visibility:** public

**Access:** Read

**Description:** `IsSQLbased` is a read-only property which indicates whether a property is SQL-Based, i.e. whether the database engine accepts SQL commands.

See also: `TDatabase.Params` (??), `TDatabase.Directory` (??)

#### 10.18.14 TDatabase.Connected

Synopsis: Is the database connected

Declaration: `Property Connected : Boolean`

Visibility: published

Access: Read,Write

Description: `Connected` is simply promoted to published property from `TCustomConnection.Connected` (??).

See also: `TCustomConnection.Connected` (??)

#### 10.18.15 TDatabase.DatabaseName

Synopsis: Database name or path

Declaration: `Property DatabaseName : string`

Visibility: published

Access: Read,Write

Description: `DatabaseName` specifies the path of the database. For directory-based databases this will be the same as the `Directory` (??) property. For other databases this will be the name of a known pre-configured connection, or the location of the database file.

See also: `TDatabase.Directory` (??), `TDatabase.Params` (??)

#### 10.18.16 TDatabase.KeepConnection

Synopsis: Should the connection be kept active

Declaration: `Property KeepConnection : Boolean`

Visibility: published

Access: Read,Write

Description: `KeepConnection` is provided for Delphi compatibility, and is not used in the Free Pascal implementation of `TDatabase`.

See also: `TDatabase.Params` (??)

#### 10.18.17 TDatabase.Params

Synopsis: Connection parameters

Declaration: `Property Params : TStrings`

Visibility: published

Access: Read,Write

Description: `Params` is a catch-all storage mechanism for database connection parameters. It is a list of strings in the form of `Name=Value` pairs. Which name/value pairs are supported depends on the `TDatabase` descendent, but the `user_name` and `password` parameters are commonly used to store the login credentials for the database.

See also: `TDatabase.Directory` (??), `TDatabase.DatabaseName` (??)

## 10.19 TDataLink

### 10.19.1 Description

TDataLink is used by GUI controls or datasets in a master-detail relationship to handle data events coming from a TDataSource (312) instance. It is a class that exists for component programmers, application coders should never need to use TDataLink or one of its descendents.

DB-Aware Component coders must use a TDataLink instance to handle all communication with a TDataSet (276) instance, rather than communicating directly with the dataset. TDataLink contains methods which are called by the various events triggered by the dataset. Inversely, it has some methods to trigger actions in the dataset.

TDataLink is an abstract class; it is never used directly. Instead, a descendent class is used which overrides the various methods that are called in response to the events triggered by the dataset. Examples are .

See also: TDataSet (276), TDataSource (312), TDetailDataLink (323), TMasterDataLink (377)

### 10.19.2 Method overview

Page	Property	Description
<a href="#">271</a>	Create	Initialize a new instance of TDataLink
<a href="#">272</a>	Destroy	Remove an instance of TDataLink from memory
<a href="#">272</a>	Edit	Set the dataset in edit mode, if possible
<a href="#">272</a>	ExecuteAction	Execute action
<a href="#">273</a>	UpdateAction	Update handler for actions
<a href="#">272</a>	UpdateRecord	Called when the data in the dataset must be updated

### 10.19.3 Property overview

Page	Property	Access	Description
<a href="#">273</a>	Active	r	Is the link active
<a href="#">273</a>	ActiveRecord	rw	Currently active record
<a href="#">273</a>	BOF	r	Is the dataset at the first record
<a href="#">274</a>	BufferCount	rw	Set to the number of record buffers this datalink needs.
<a href="#">274</a>	DataSet	r	Dataset this datalink is connected to
<a href="#">274</a>	DataSource	rw	Datasource this datalink is connected to
<a href="#">274</a>	DataSourceFixed	rw	Can the datasource be changed
<a href="#">275</a>	Editing	r	Is the dataset in edit mode
<a href="#">275</a>	Eof	r	
<a href="#">275</a>	ReadOnly	rw	Is the link readonly
<a href="#">275</a>	RecordCount	r	Number of records in the buffer of the dataset

### 10.19.4 TDataLink.Create

Synopsis: Initialize a new instance of TDataLink

Declaration: `constructor Create`

Visibility: `public`

Description: `Create` calls the inherited constructor and then initializes some fields. In particular, it sets the `buffercount` to 1.

See also: TDataLink.Destroy (??)



### 10.19.5 TDataLink.Destroy

Synopsis: Remove an instance of TDataLink from memory

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` cleans up the TDataLink instance (in particular, it removes itself from the datasource it is coupled to), and then calls the inherited destructor.

See also: TDataLink.Destroy (??)

### 10.19.6 TDataLink.Edit

Synopsis: Set the dataset in edit mode, if possible

Declaration: `function Edit : Boolean`

Visibility: `public`

Description: `Edit` attempts to put the dataset in edit mode. It returns `True` if this operation succeeded, `False` if not. To this end, it calls the `Edit (??)` method of the `DataSource (??)` to which the datalink instance is coupled. If the `TDataSource.AutoEdit (??)` property is `False` then this operation will not succeed, unless the dataset is already in edit mode. GUI controls should always respect the result of this function, and not allow the user to edit data if this function returned `false`.

See also: TDataSource (312), TDataLink.DataSource (??), TDataSource.Edit (??), TDataSource.AutoEdit (??)

### 10.19.7 TDataLink.UpdateRecord

Synopsis: Called when the data in the dataset must be updated

Declaration: `procedure UpdateRecord`

Visibility: `public`

Description: `Updaterecord` is called when the dataset expects the GUI controls to post any pending changes to the dataset. This method guards against recursive behaviour: while an `UpdateRecord` is in progress, the `TDataLink.RecordChange (??)` notification (which could result from writing data to the dataset) will be blocked.

See also: TDataLink.RecordChange (??)

### 10.19.8 TDataLink.ExecuteAction

Synopsis: Execute action

Declaration: `function ExecuteAction(Action: TBasicAction) : Boolean; Virtual`

Visibility: `public`

Description: `ExecuteAction` implements action support. It should never be necessary to call `ExecuteAction` from program code, as it is called automatically whenever a target control needs to handle an action. This method must be overridden in case any additional action must be taken when the action must be executed. The implementation in `TDataLink` checks if the action handles the datasource, and then calls `Action.ExecuteTarget`, passing it the datasource. If so, it returns `True`.

See also: TDataLink.UpdateAction (??)

### 10.19.9 TDataLink.UpdateAction

Synopsis: Update handler for actions

Declaration: `function UpdateAction(Action: TBasicAction) : Boolean; Virtual`

Visibility: `public`

Description: `UpdateAction` implements action update support. It should never be necessary to call `UpdateAction` from program code, as it is called automatically whenever a target control needs to update an action. This method must be overridden in case any specific action must be taken when the action must be updated. The implementation in `TDataLink` checks if the action handles the datasource, and then calls `Action.UpdateTarget`, passing it the datasource. If so, it returns `True`.

See also: `TDataLink.ExecuteAction` (??)

### 10.19.10 TDataLink.Active

Synopsis: Is the link active

Declaration: `Property Active : Boolean`

Visibility: `public`

Access: `Read`

Description: `Active` determines whether the events of the dataset are passed on to the control connected to the actionlink. If it is set to `False`, then no events are passed between control and dataset. It is set to `TDataset.Active` (??) whenever the `DataSource` (??) property is set.

See also: `TDataLink.DataSource` (??), `TDataLink.ReadOnly` (??), `TDataset.Active` (??)

### 10.19.11 TDataLink.ActiveRecord

Synopsis: Currently active record

Declaration: `Property ActiveRecord : Integer`

Visibility: `public`

Access: `Read,Write`

Description: `ActiveRecord` returns the index of the active record in the dataset's record buffer for this datalink.

See also: `TDataLink.BOF` (??), `TDataLink.EOF` (??)

### 10.19.12 TDataLink.BOF

Synopsis: Is the dataset at the first record

Declaration: `Property BOF : Boolean`

Visibility: `public`

Access: `Read`

Description: `BOF` returns `TDataset.BOF` (??) if the dataset is available, `True` otherwise.

See also: `TDataLink.EOF` (??), `TDataset.BOF` (??)

### 10.19.13 TDataLink.BufferCount

Synopsis: Set to the number of record buffers this datalink needs.

Declaration: `Property BufferCount : Integer`

Visibility: `public`

Access: `Read,Write`

Description: `BufferCount` can be set to the number of buffers that the dataset should manage on behalf of the control connected to this datalink. By default, this is 1. Controls that must display more than 1 buffer (such as grids) can set this to a higher value.

See also: `TDataset.ActiveBuffer` (??), `TDatalink.ActiveRecord` (??)

### 10.19.14 TDataLink.DataSet

Synopsis: Dataset this datalink is connected to

Declaration: `Property DataSet : TDataset`

Visibility: `public`

Access: `Read`

Description: `DataSet` equals `Datasource.Dataset` if the datasource is set, or `Nil` otherwise.

See also: `TDatalink.DataSource` (??), `TDataset` (276)

### 10.19.15 TDataLink.DataSource

Synopsis: Datasource this datalink is connected to

Declaration: `Property DataSource : TDataSource`

Visibility: `public`

Access: `Read,Write`

Description: `Datasource` should be set to a `TDataSource` (312) instance to get access to the dataset it is connected to. A datalink never points directly to a `TDataset` (276) instance, always to a datasource. When the datasource is enabled or disabled, all `TDatalink` instances connected to it are enabled or disabled at once.

See also: `TDataset` (276), `TDataSource` (312)

### 10.19.16 TDataLink.DataSourceFixed

Synopsis: Can the datasource be changed

Declaration: `Property DataSourceFixed : Boolean`

Visibility: `public`

Access: `Read,Write`

Description: `DataSourceFixed` can be set to `True` to prevent changing of the `DataSource` (??) property. When lengthy operations are in progress, this can be done to prevent user code (e.g. event handlers) from changing the datasource property which might interfere with the operation in progress.

See also: `TDataLink.DataSource` (??)

### 10.19.17 TDataLink.Editing

Synopsis: Is the dataset in edit mode

Declaration: `Property Editing : Boolean`

Visibility: `public`

Access: `Read`

Description: `Editing` determines whether the dataset is in one of the edit states (`dsEdit`, `dsInsert`). It can be set into this mode by calling the `TDatalink.Edit (??)` method. Never attempt to set the dataset in editing mode directly. The `Edit` method will perform the needed checks prior to setting the dataset in edit mode and will return `True` if the dataset was successfully set in the editing state.

See also: `TDatalink.Edit (??)`, `TDataset.Edit (??)`

### 10.19.18 TDataLink.Eof

Synopsis:

Declaration: `Property Eof : Boolean`

Visibility: `public`

Access: `Read`

Description: `EOF` returns `TDataset.EOF (??)` if the dataset is available, `True` otherwise.

See also: `TDatalink.BOF (??)`, `TDataset.EOF (??)`

### 10.19.19 TDataLink.ReadOnly

Synopsis: Is the link readonly

Declaration: `Property ReadOnly : Boolean`

Visibility: `public`

Access: `Read, Write`

Description: `ReadOnly` can be set to `True` to indicate that the link is read-only, i.e. the connected control will not modify the dataset. Methods as `TDatalink.Edit (??)` will check this property and fail if the link is read-only. This setting has no effect on the communication of dataset events to the datalink: the `TDatalink.Active (??)` property can be used to disable delivery of events to the datalink.

See also: `TDatalink.Active (??)`, `TDatalink.edit (??)`

### 10.19.20 TDataLink.RecordCount

Synopsis: Number of records in the buffer of the dataset

Declaration: `Property RecordCount : Integer`

Visibility: `public`

Access: `Read`

Description: `RecordCount` returns the number of records in the dataset's buffer. It is limited by the `TDatalink.BufferCount (??)` property: `RecordCount` is always less than `Buffercount`.

See also: `TDatalink.BufferCount (??)`

## 10.20 TDataSet

### 10.20.1 Description

`TDataSet` is the main class of the `db` unit. This abstract class provides all basic functionality to access data stored in tabular format: The data consists of records, and the data in each record is organised in several fields.

`TDataSet` has a buffer to cache a few records in memory, this buffer is used by `TDataSource` to create the ability to use data-aware components.

`TDataSet` is an abstract class, which provides the basic functionality to access, navigate through the data and - in case read-write access is available, edit existing or add new records.

`TDataSet` is an abstract class: it does not have the knowledge to store or load the records from whatever medium the records are stored on. Descendants add the functionality to load and save the data. Therefore `TDataSet` is never used directly, one always instantiates a descendent class.

Initially, no data is available: the dataset is inactive. The `Open (??)` method must be used to fetch data into memory. After this command, the data is available in memory for browsing or editing purposes: The dataset is active (indicated by the `TDataSet.Active (??)` property). Likewise, the `Close (??)` method can be used to remove the data from memory. Any changes not yet saved to the underlying medium will be lost.

Data is expected to be in tabular format, where each row represents a record. The dataset has an idea of a cursor: this is the current position of the data cursor in the set of rows. Only the data of the current record is available for display or editing purposes. Through the `Next (??)`, `Prev (??)`, `First (??)` and `Last (??)` methods, it is possible to navigate through the records. The `EOF (??)` property will be `True` if the last row has been reached. Likewise, the `BOF (??)` property will return `True` if the first record in the dataset has been reached when navigating backwards. If both properties are empty, then there is no data available. For dataset descendants that support counting the number of records, the `RecordCount (??)` will be zero.

The `Append (??)` and `Insert (??)` methods can be used to insert new records to the set of records. The `TDataSet.Delete (??)` statement is used to delete the current record, and the `Edit (??)` command must be used to set the dataset in editing mode: the contents of the current record can then be changed. Any changes made to the current record (be it a new or existing record) must be saved by the `Post (??)` method, or can be undone using the `Cancel (??)` method.

The data in the various fields properties is available through the `Fields (??)` array property, giving indexed access to all the fields in a record. The contents of a field is always readable. If the dataset is in one of the editing modes, then the fields can also be written to.

See also: `TField` (324)



**10.20.2 Method overview**

Page	Property	Description
280	ActiveBuffer	Currently active memory buffer
281	Append	Append a new record to the data
281	AppendRecord	Append a new record to the dataset and fill with data
282	BookmarkValid	Test whether ABookMark is a valid bookmark.
282	Cancel	Cancel the current editing operation
282	CheckBrowseMode	Check whether the dataset is in browse mode.
282	ClearFields	Clear the values of all fields
283	Close	Close the dataset
283	CompareBookmarks	Compare two bookmarks
283	ControlsDisabled	Check whether the controls are disabled
280	Create	Create a new TDataset instance
284	CreateBlobStream	Create blob stream
284	CursorPosChanged	Indicate a change in cursor position
284	DataConvert	Convert data from/to native format
284	Delete	Delete the current record.
280	Destroy	Free a TDataset instance
285	DisableControls	Disable event propagation of controls
285	Edit	Set the dataset in editing mode.
286	EnableControls	Enable event propagation of controls
286	FieldByName	Search a field by name
286	FindField	Find a field by name
287	FindFirst	Find the first active record (deprecated)
287	FindLast	Find the last active record (deprecated)
287	FindNext	Find the next active record (deprecated)
287	FindPrior	Find the previous active record (deprecated)
288	First	Position the dataset on the first record.
288	FreeBookmark	Free a bookmark obtained with GetBookmark (deprecated)
288	GetBookmark	Get a bookmark pointer (deprecated)
289	GetCurrentRecord	Copy the data for the current record in a memory buffer
280	GetFieldData	Get the data for a field
289	GetFieldList	Return field instances in a list
289	GetFieldNames	Return a list of all available field names
289	GotoBookmark	Jump to bookmark
290	Insert	Insert a new record at the current position.
290	InsertRecord	Insert a new record with given values.
290	IsEmpty	Check if the dataset contains no data
290	IsLinkedTo	Check whether a datasource is linked to the dataset
291	IsSequenced	Is the data sequenced
291	Last	Navigate forward to the last record
291	Locate	Locate a record based on some key values
292	Lookup	Search for a record and return matching values.
292	MoveBy	Move the cursor position
292	Next	Go to the next record in the dataset.
293	Open	Activate the dataset: Fetch data into memory.
293	Post	Post pending edits to the database.
294	Prior	Go to the previous record
294	Refresh	Refresh the records in the dataset
294	Resync	Resynchronize the data buffer
281	SetFieldData	Store the data for a field
294	SetFields	Set a number of field values at once
295	Translate	Transliterate a buffer
295	UpdateCursorPos	Update cursor position
295	UpdateRecord	Indicate that the record contents have changed
296	UpdateStatus	Get the update status for the current record

### 10.20.3 Property overview

Page	Property	Access	Description
303	Active	rw	Is the dataset open or closed.
308	AfterCancel	rw	Event triggered after a Cancel operation.
305	AfterClose	rw	Event triggered after the dataset is closed
308	AfterDelete	rw	Event triggered after a succesful Delete operation.
306	AfterEdit	rw	Event triggered after the dataset is put in edit mode.
306	AfterInsert	rw	Event triggered after the dataset is put in insert mode.
305	AfterOpen	rw	Event triggered after the dataset is opened.
307	AfterPost	rw	Event called after changes have been posted to the underlying database
309	AfterRefresh	rw	Event triggered after the data has been refreshed.
309	AfterScroll	rw	Event triggered after the cursor has changed position.
304	AutoCalcFields	rw	How often should the value of calculated fields be calculated
307	BeforeCancel	rw	Event triggered before a Cancel operation.
305	BeforeClose	rw	Event triggered before the dataset is closed.
308	BeforeDelete	rw	Event triggered before a Delete operation.
306	BeforeEdit	rw	Event triggered before the dataset is put in edit mode.
305	BeforeInsert	rw	Event triggered before the dataset is put in insert mode.
304	BeforeOpen	rw	Event triggered before the dataset is opened.
307	BeforePost	rw	Event called before changes are posted to the underlying database
309	BeforeRefresh	rw	Event triggered before the data is refreshed.
308	BeforeScroll	rw	Event triggered before the cursor changes position.
296	BlockReadSize	rw	
296	BOF	r	Is the cursor at the beginning of the data (on the first record)
296	Bookmark	rw	Get or set the current cursor position
297	CanModify	r	Can the data in the dataset be modified
297	DataSource	r	Datasource this dataset is connected to.
298	DefaultFields	r	Is the dataset using persisten fields or not.
298	EOF	r	Indicates whether the last record has been reached.
299	FieldCount	r	Number of fields
299	FieldDefs	rw	Definitions of available fields in the underlying database
302	Fields	r	Indexed access to the fields of the dataset.
302	FieldValues	rw	Acces to field values based on the field names.
302	Filter	rw	Filter to apply to the data in memory.
303	Filtered	rw	Is the filter active or not.
303	FilterOptions	rw	Options to apply when filtering
299	Found	r	Check success of one of the Find methods
300	IsUniDirectional	r	Is the dataset unidirectional (i.e. forward scrolling only)
300	Modified	r	Was the current record modified ?
310	OnCalcFields	rw	Event triggered when values for calculated fields must be computed.
310	OnDeleteError	rw	Event triggered when a delete operation fails.
310	OnEditError	rw	Event triggered when an edit operation fails.
311	OnFilterRecord	rw	Event triggered to filter records.
311	OnNewRecord	rw	Event triggered when a new record is created.
312	OnPostError	rw	Event triggered when a post operation fails.
301	RecNo	rw	Current record number
300	RecordCount	r	Number of records in the dataset
301	RecordSize	r	Size of the record in memory
301	State	r	Current operational state of the dataset



#### 10.20.4 TDataSet.Create

Synopsis: Create a new TDataSet instance

Declaration: constructor Create(AOwner: TComponent); Override

Visibility: public

Description: Create initializes a new TDataSet (276) instance. It calls the inherited constructor, and then initializes the internal structures needed to manage the dataset (fielddefs, fieldlist, constraints etc.).

See also: TDataSet.Destroy (??)

#### 10.20.5 TDataSet.Destroy

Synopsis: Free a TDataSet instance

Declaration: destructor Destroy; Override

Visibility: public

Description: Destroy removes a TDataSet instance from memory. It closes the dataset if it was open, clears all internal structures and then calls the inherited destructor.

Errors: An exception may occur during the close operation, in that case, the dataset will not be removed from memory.

See also: TDataSet.Close (??), TDataSet.Create (??)

#### 10.20.6 TDataSet.ActiveBuffer

Synopsis: Currently active memory buffer

Declaration: function ActiveBuffer : TRecordBuffer

Visibility: public

Description: ActiveBuffer points to the currently active memory buffer. It should not be used in application code.

#### 10.20.7 TDataSet.GetFieldData

Synopsis: Get the data for a field

Declaration: function GetFieldData(Field: TField; Buffer: Pointer) : Boolean; Virtual  
; Overload  
function GetFieldData(Field: TField; Buffer: Pointer;  
NativeFormat: Boolean) : Boolean; Virtual  
; Overload

Visibility: default

Description: GetFieldData should copy the data for field Field from the internal dataset memory buffer into the memory pointed to by Buffer. This function is not intended for use by end-user applications, and should be used only in descendent classes, where it can be overridden. The function should return True if data was available and has been copied, or False if no data was available (in which case the field has value Null). The NativeFormat determines whether the data should be in native format (e.g. whether the date/time values should be in TDateTime format).

**Errors:** No checks are performed on the validity of the memory buffer

See also: TField.DisplayText (??)

### 10.20.8 TDataSet.SetFieldData

### Synopsis: Store the data for a field

```
Declaration: procedure SetFieldData(Field: TField; Buffer: Pointer); Virtual
              ; Overload
              procedure SetFieldData(Field: TField; Buffer: Pointer;
              NativeFormat: Boolean); Virtual; Overload
```

Visibility: default

**Description:** SetFieldData should copy the data from field Field, stored in the memory pointed to by Buffer to the dataset memory buffer for the current record. This function is not intended for use by end-user applications, and should be used only in descendent classes, where it can be overridden. The NativeFormat determines whether the data is in native format (e.g. whether the date/time values are in TDateTime format).

See also: TField.DisplayText (??)

### 10.20.9 TDataSet.Append

Synopsis: Append a new record to the data

Declaration: procedure Append

Visibility: public

**Description:** `Append` appends a new record at the end of the dataset. It is functionally equal to the `TDataset.Insert` (??) call, but the cursor is positioned at the end of the dataset prior to performing the insert operation. The same events occur as when the `Insert` call is made.

See also: TDataset.Insert (??), TDataset.Edit (??)

### 10.20.10 TDataSet.AppendRecord

### Synopsis: Append a new record to the dataset and fill with data

**Declaration:** `procedure AppendRecord(const Values: Array of const)`

Visibility: public

**Description:** AppendRecord first calls Append to add a new record to the dataset. It then copies the values in Values to the various fields (using TDataSet.SetFields (??)) and attempts to post the record using TDataSet.Post (??). If all went well, the result is that the values in Values have been added as a new record to the dataset.

**Errors:** Various errors may occur (not supplying a value for all required fields, invalid values) and may cause an exception. This may leave the dataset in editing mode.

See also: `TDataset.Append` (??), `TDataset.SetFields` (??), `TDataset.Post` (??)

**10.20.11 TDataSet.BookmarkValid**

Synopsis: Test whether ABookMark is a valid bookmark.

Declaration: `function BookmarkValid(ABookmark: TBookmark) : Boolean; Virtual`

Visibility: `public`

Description: `BookmarkValid` returns `True` if `ABookMark` is a valid bookmark for the dataset. Various operations can render a bookmark invalid: changing the sort order, closing and re-opening the dataset. `BookmarkValid` always returns `False` in `TDataSet`. Descendent classes must override this method to do an actual test.

Errors: If the bookmark is a completely arbitrary pointer, an exception may be raised.

See also: `TDataSet.GetBookmark` (??), `TDataSet.SetBookmark` (??), `TDataSet.FreeBookmark` (??), `TDataSet.BookmarkAvailable` (??)

**10.20.12 TDataSet.Cancel**

Synopsis: Cancel the current editing operation

Declaration: `procedure Cancel; Virtual`

Visibility: `public`

Description: `Cancel` cancels the current editing operation and sets the dataset again in browse mode. This operation triggers the `TDataSet.OnBeforeCancel` (??) and `TDataSet.OnAfterCancel` (??) events. If the dataset was in insert mode, then the `TDataSet.OnBeforeScroll` (??) and `TDataSet.OnAfterScroll` (??) events are triggered after and respectively before the `OnBeforeCancel` and `OnAfterCancel` events.

If the dataset was not in one of the editing modes when `Cancel` is called, then nothing will happen.

See also: `TDataSet.State` (??), `TDataSet.Append` (??), `TDataSet.Insert` (??), `TDataSet.Edit` (??)

**10.20.13 TDataSet.CheckBrowseMode**

Synopsis: Check whether the dataset is in browse mode.

Declaration: `procedure CheckBrowseMode`

Visibility: `public`

Description: `CheckBrowseMode` checks whether the dataset is in browse mode (`State=dsBrowse`). If it is not, an `EDatabaseError` (243) exception is raised.

See also: `TDataSet.State` (??)

**10.20.14 TDataSet.ClearFields**

Synopsis: Clear the values of all fields

Declaration: `procedure ClearFields`

Visibility: `public`

Description: `ClearFields` clears the values of all fields.

**Errors:** If the dataset is not in editing mode (`State` in `dsEditmodes`), then an `EDatabaseError` (243) exception will be raised.

See also: `TDataset.State` (??), `TField.Clear` (??)

### 10.20.15 `TDataset.Close`

**Synopsis:** Close the dataset

**Declaration:** `procedure Close`

**Visibility:** `public`

**Description:** `Close` closes the dataset if it is open (`Active=True`). This action triggers the `TDataset.OnBeforeClose` (??) and `TDataset.OnAfterClose` (??) events. If the dataset is not active, nothing happens.

**Errors:** If an exception occurs during the closing of the dataset, the `OnAfterClose` event will not be triggered.

See also: `TDataset.Active` (??), `TDataset.Open` (??)

### 10.20.16 `TDataset.ControlsDisabled`

**Synopsis:** Check whether the controls are disabled

**Declaration:** `function ControlsDisabled : Boolean`

**Visibility:** `public`

**Description:** `ControlsDisabled` returns `True` if the controls are disabled, i.e. no events are propagated to the controls connected to this dataset. The `TDataset.DisableControls` (??) call can be used to disable sending of data events to the controls. The sending can be re-enabled with `TDataset.EnableControls` (??). This mechanism has a counting mechanism: in order to enable sending of events to the controls, `EnableControls` must be called as much as `DisableControls` was called. The `ControlsDisabled` function will return true as long as the internal counter is not zero.

See also: `TDataset.DisableControls` (??), `TDataset.EnableControls` (??)

### 10.20.17 `TDataset.CompareBookmarks`

**Synopsis:** Compare two bookmarks

**Declaration:** `function CompareBookmarks(Bookmark1: TBookmark; Bookmark2: TBookmark)  
: LongInt; Virtual`

**Visibility:** `public`

**Description:** `CompareBookmarks` can be used to compare the relative positions of 2 bookmarks. It returns a negative value if `Bookmark1` is located before `Bookmark2`, zero if they refer to the same record, and a positive value if the second bookmark appears before the first bookmark. This function must be overridden by descendent classes of `TDataset`. The implementation in `TDataset` always returns zero.

**Errors:** No checks are performed on the validity of the bookmarks.

See also: `TDataset.BookmarkValid` (??), `TDataset.GetBookmark` (??), `TDataset.SetBookmark` (??)

**10.20.18 TDataSet.CreateBlobStream**

Synopsis: Create blob stream

Declaration: `function CreateBlobStream(Field: TField; Mode: TBlobStreamMode) : TStream  
; Virtual`

Visibility: public

Description: `CreateBlobStream` is not intended for use by application programmers. It creates a stream object which can be used to read or write data from a blob field. Instead, application programmers should use the `TBlobField.LoadFromStream` (??) and `TBlobField.SaveToStream` (??) methods when reading and writing data from/to BLOB fields. Which operation must be performed on the stream is indicated in the `Mode` parameter, and the `Field` parameter contains the field whose data should be read. The caller is responsible for freeing the stream created by this function.

See also: `TBlobField.LoadFromStream` (??), `TBlobField.SaveToStream` (??)

**10.20.19 TDataSet.CursorPosChanged**

Synopsis: Indicate a change in cursor position

Declaration: `procedure CursorPosChanged`

Visibility: public

Description: `CursorPosChanged` is not intended for internal use only, and serves to indicate that the current cursor position has changed. (it clears the internal cursor position).

**10.20.20 TDataSet.DataConvert**

Synopsis: Convert data from/to native format

Declaration: `procedure DataConvert(aField: TField; aSource: Pointer; aDest: Pointer;  
aToNative: Boolean); Virtual`

Visibility: public

Description: `DataConvert` converts the data from field `AField` in buffer `ASource` to native format and puts the result in `ADest`. If the `aToNative` parameter equals `False`, then the data is converted from native format to non-native format. Currently, only date/time/datetime and BCD fields are converted from/to native data. This means the routine handles conversion between `TDateTime` (the native format) and `TDateTimeRec`, and between `TBCD` and currency (the native format) for BCD fields. `DataConvert` is used internally by `TDataset` and descendent classes. There should be no need to use this routine in application code.

Errors: No checking on the validity of the buffer pointers is performed. If an invalid pointer is passed, an exception may be raised.

See also: `TDataset.GetFieldData` (??), `TDataset.SetFieldData` (??)

**10.20.21 TDataSet.Delete**

Synopsis: Delete the current record.

Declaration: `procedure Delete`

Visibility: public

**Description:** `Delete` will delete the current record. This action will trigger the `TDataset.BeforeDelete` (??), `TDataset.BeforeScroll` (??), `TDataset.AfterDelete` (??) and `TDataset.AfterScroll` (??) events. If the dataset was in edit mode, the edits will be canceled before the delete operation starts.

**Errors:** If the dataset is empty or read-only, then an `EDatabaseError` (243) exception will be raised.

**See also:** `TDataset.Cancel` (??), `TDataset.BeforeDelete` (??), `TDataset.BeforeScroll` (??), `TDataset.AfterDelete` (??), `TDataset.AfterScroll` (??)

### 10.20.22 TDataSet.DisableControls

**Synopsis:** Disable event propagation of controls

**Declaration:** `procedure DisableControls`

Visibility: public

**Description:** `DisableControls` tells the dataset to stop sending data-related events to the controls. This can be used before starting operations that will cause the current record to change a lot, or before any other lengthy operation that may cause a lot of events to be sent to the controls that show data from the dataset: each event will cause the control to update itself, which is a time-consuming operation that may also cause a lot of flicker on the screen.

The sending of events to the controls can be re-enabled with `Tdataset.EnableControls` (??). Note that for each call to `DisableControls`, a matching call to `EnableControls` must be made: an internal count is kept and only when the count reaches zero, the controls are again notified of changes to the dataset. It is therefore essential that the call to `EnableControls` is put in a `Finally` block:

```
MyDataset.DisableControls;
Try
    // Do some intensive stuff
Finally
    MyDataset.EnableControls
end;
```

**Errors:** Failure to call `enablecontrols` will prevent the controls from receiving updates. The state can be checked with `TDataset.ControlsDisabled` (??).

**See also:** `TDataset.EnableControls` (??), `TDataset.ControlsDisabled` (??)

### 10.20.23 TDataSet.Edit

**Synopsis:** Set the dataset in editing mode.

**Declaration:** `procedure Edit`

Visibility: public

**Description:** `Edit` will set the dataset in edit mode: the contents of the current record can then be changed. This action will call the `TDataset.BeforeEdit` (??) and `TDataset.AfterEdit` (??) events. If the dataset was already in insert or edit mode, nothing will happen (the events will also not be triggered). If the dataset is empty, this action will execute `TDataset.Append` (??) instead.

**Errors:** If the dataset is read-only or not opened, then an `EDatabaseError` (243) exception will be raised.

**See also:** `TDataset.State` (??), `TDataset.EOF` (??), `TDataset.BOF` (??), `TDataset.Append` (??), `TDataset.BeforeEdit` (??), `TDataset.AfterEdit` (??)

### 10.20.24 TDataSet.EnableControls

Synopsis: Enable event propagation of controls

Declaration: `procedure EnableControls`

Visibility: `public`

Description: `EnableControls` tells the dataset to resume sending data-related events to the controls. This must be used after a call to `TDataSet.DisableControls` (??) to re-enable updating of controls.

Note that for each call to `DisableControls`, a matching call to `EnableControls` must be made: an internal count is kept and only when the count reaches zero, the controls are again notified of changes to the dataset. It is therefore essential that the call to `EnableControls` is put in a `Finally` block:

```
MyDataset.DisableControls;
Try
    // Do some intensive stuff
Finally
    MyDataset.EnableControls
end;
```

Errors: Failure to call `enablecontrols` will prevent the controls from receiving updates. The state can be checked with `TDataSet.ControlsDisabled` (??).

See also: `TDataSet.DisableControls` (??), `TDataSet.ControlsDisabled` (??)

### 10.20.25 TDataSet.FieldName

Synopsis: Search a field by name

Declaration: `function FieldByName(const FieldName: string) : TField`

Visibility: `public`

Description: `FieldByName` is a shortcut for `Fields.FieldByName` (??): it searches for the field with `fieldname` equalling `FieldName`. The case is performed case-insensitive. The matching field instance is returned.

Errors: If the field is not found, an `EDatabaseError` (243) exception will be raised.

See also: `TFields.FieldByName` (??), `TDataSet.FindField` (??)

### 10.20.26 TDataSet.FindField

Synopsis: Find a field by name

Declaration: `function FindField(const FieldName: string) : TField`

Visibility: `public`

Description: `FindField` is a shortcut for `Fields.FindField` (??): it searches for the field with `fieldname` equalling `FieldName`. The case is performed case-insensitive. The matching field instance is returned, and if no match is found, `Nil` is returned.

See also: `TDataSet.FieldByName` (??), `TFields.FindField` (??)

**10.20.27 TDataSet.FindFirst**

Synopsis: Find the first active record (deprecated)

Declaration: `function FindFirst : Boolean; Virtual`

Visibility: `public`

Description: `FindFirst` positions the cursor on the first record (taking into account filtering), and returns `True` if the cursor position was changed. This method must be implemented by descendents of `TDataSet`: The implementation in `TDataSet` always returns `False`, indicating that the position was not changed.

This method is deprecated, use `TDataSet.First (??)` instead.

See also: `TDataSet.First (??)`, `TDataSet.FindLast (??)`, `TDataSet.FindNext (??)`, `TDataSet.FindPrior (??)`

**10.20.28 TDataSet.FindLast**

Synopsis: Find the last active record (deprecated)

Declaration: `function FindLast : Boolean; Virtual`

Visibility: `public`

Description: `FindLast` positions the cursor on the last record (taking into account filtering), and returns `True` if the cursor position was changed. This method must be implemented by descendents of `TDataSet`: The implementation in `TDataSet` always returns `False`, indicating that the position was not changed.

This method is deprecated, use `TDataSet.Last (??)` instead.

See also: `TDataSet.Last (??)`, `TDataSet.FindFirst (??)`, `TDataSet.FindNext (??)`, `TDataSet.FindPrior (??)`

**10.20.29 TDataSet.FindNext**

Synopsis: Find the next active record (deprecated)

Declaration: `function FindNext : Boolean; Virtual`

Visibility: `public`

Description: `FindNext` positions the cursor on the next record (taking into account filtering), and returns `True` if the cursor position was changed. This method must be implemented by descendents of `TDataSet`: The implementation in `TDataSet` always returns `False`, indicating that the position was not changed.

This method is deprecated, use `TDataSet.Next (??)` instead.

See also: `TDataSet.Next (??)`, `TDataSet.FindFirst (??)`, `TDataSet.FindLast (??)`, `TDataSet.FindPrior (??)`

**10.20.30 TDataSet.FindPrior**

Synopsis: Find the previous active record (deprecated)

Declaration: `function FindPrior : Boolean; Virtual`

Visibility: `public`



**Description:** `FindPrior` positions the cursor on the previous record (taking into account filtering), and returns `True` if the cursor position was changed. This method must be implemented by descendents of `TDataset`: The implementation in `TDataset` always returns `False`, indicating that the position was not changed.

This method is deprecated, use `TDataset.Prior (??)` instead.

See also: `TDataset.Prior (??)`, `TDataset.FindFirst (??)`, `TDataset.FindLast (??)`, `TDataset.FindPrior (??)`

### 10.20.31 TDataSet.First

**Synopsis:** Position the dataset on the first record.

**Declaration:** `procedure First`

**Visibility:** `public`

**Description:** `First` positions the dataset on the first record. This action will trigger the `TDataset.BeforeScroll (??)` and `TDataset.AfterScroll (??)` events. After the action is completed, the `TDataset.BOF (??)` property will be `True`.

**Errors:** If the dataset is unidirectional or is closed, an `EDatabaseError (243)` exception will be raised.

See also: `TDataset.Prior (??)`, `TDataset.Last (??)`, `TDataset.Next (??)`, `TDataset.BOF (??)`, `TDataset.BeforeScroll (??)`, `TDataset.AfterScroll (??)`

### 10.20.32 TDataSet.FreeBookmark

**Synopsis:** Free a bookmark obtained with `GetBookmark` (deprecated)

**Declaration:** `procedure FreeBookmark (ABookmark: TBookmark); Virtual`

**Visibility:** `public`

**Description:** `FreeBookmark` must be used to free a bookmark obtained by `TDataset.GetBookmark (??)`. It should not be used on bookmarks obtained with the `TDataset.Bookmark (??)` property. Both `GetBookmark` and `FreeBookmark` are deprecated. Use the `Bookmark` property instead: it uses a string type, which is automatically disposed of when the string variable goes out of scope.

See also: `TDataset.GetBookmark (??)`, `TDataset.Bookmark (??)`

### 10.20.33 TDataSet.GetBookmark

**Synopsis:** Get a bookmark pointer (deprecated)

**Declaration:** `function GetBookmark : TBookmark; Virtual`

**Visibility:** `public`

**Description:** `GetBookmark` gets a bookmark pointer to the current cursor location. The `TDataset.SetBookmark (??)` call can be used to return to the current record in the dataset. After use, the bookmark must be disposed of with the `TDataset.FreeBookmark (??)` call. The bookmark will be `Nil` if the dataset is empty or not active.

This call is deprecated. Use the `TDataset.Bookmark (??)` property instead to get a bookmark.

See also: `TDataset.SetBookmark (??)`, `TDataset.FreeBookmark (??)`, `TDataset.Bookmark (??)`

**10.20.34 TDataSet.GetCurrentRecord**

Synopsis: Copy the data for the current record in a memory buffer

Declaration: `function GetCurrentRecord(Buffer: TRecordBuffer) : Boolean; Virtual`

Visibility: `public`

Description: `GetCurrentRecord` can be overridden by `TDataSet` descendants to copy the data for the current record to `Buffer`. `Buffer` must point to a memory area, large enough to contain the data for the record. If the data is copied successfully to the buffer, the function returns `True`. The `TDataSet` implementation is empty, and returns `False`.

See also: `TDataSet.ActiveBuffer` (??)

**10.20.35 TDataSet.GetFieldList**

Synopsis: Return field instances in a list

Declaration: `procedure GetFieldList(List: TList; const FieldNames: string)`

Visibility: `public`

Description: `GetfieldList` parses `FieldNames` for names of fields, and returns the field instances that match the names in `list`. `FieldNames` must be a list of field names, separated by semicolons. The list is cleared prior to filling with the requested field instances.

Errors: If `FieldNames` contains a name of a field that does not exist in the dataset, then an `EDatabaseError` (243) exception will be raised.

See also: `TDataSet.GetFieldNames` (??), `TDataSet.FieldByName` (??), `TDataSet.FindField` (??)

**10.20.36 TDataSet.GetFieldNames**

Synopsis: Return a list of all available field names

Declaration: `procedure GetFieldNames(List: TStrings)`

Visibility: `public`

Description: `GetFieldNames` returns in `List` the names of all available fields, one field per item in the list. The dataset must be open for this function to work correctly.

See also: `TDataSet.GetFieldNameList` (??), `TDataSet.FieldByName` (??), `TDataSet.FindField` (??)

**10.20.37 TDataSet.GotoBookmark**

Synopsis: Jump to bookmark

Declaration: `procedure GotoBookmark(ABookmark: TBookmark)`

Visibility: `public`

Description: `GotoBookmark` positions the dataset to the bookmark position indicated by `ABookMark`. `ABookmark` is a bookmark obtained by the `TDataSet.GetBookmark` (??) function.

This function is deprecated, use the `TDataSet.Bookmark` (??) property instead.

Errors: if `ABookmark` does not contain a valid bookmark, then an exception may be raised.

See also: `TDataSet.Bookmark` (??), `TDataSet.GetBookmark` (??), `TDataSet.FreeBookmark` (??)

**10.20.38 TDataSet.Insert**

Synopsis: Insert a new record at the current position.

Declaration: `procedure Insert`

Visibility: `public`

Description: `Insert` will insert a new record at the current position. When this function is called, any pending modifications (when the dataset already is in insert or edit mode) will be posted. After that, the `BeforeInsert (??)`, `BeforeScroll (??)`, `OnNewRecord (??)`, `AfterInsert (??)` and `AfterScroll (??)` events are triggered in the order indicated here. The dataset is in the `dsInsert` state after this method is called, and the contents of the various fields can be set. To write the new record to the underlying database `TDataSet.Post (??)` must be called.

Errors: If the dataset is read-only, calling `Insert` will result in an `EDatabaseError (243)`.

See also: `BeforeInsert (??)`, `BeforeScroll (??)`, `OnNewRecord (??)`, `AfterInsert (??)`, `AfterScroll (??)`, `TDataSet.Post (??)`, `TDataSet.Append (??)`

**10.20.39 TDataSet.InsertRecord**

Synopsis: Insert a new record with given values.

Declaration: `procedure InsertRecord(const Values: Array of const)`

Visibility: `public`

Description: `InsertRecord` is not yet implemented in Free Pascal. It does nothing.

See also: `TDataSet.Insert (??)`, `TDataSet.SetFieldValues (??)`

**10.20.40 TDataSet.IsEmpty**

Synopsis: Check if the dataset contains no data

Declaration: `function IsEmpty : Boolean`

Visibility: `public`

Description: `IsEmpty` returns `True` if the dataset is empty, i.e. if `EOF (??)` and `TDataSet.BOF (??)` are both `True`, and the dataset is not in insert mode.

See also: `TDataSet.EOF (??)`, `TDataSet.BOF (??)`, `TDataSet.State (??)`

**10.20.41 TDataSet.IsLinkedTo**

Synopsis: Check whether a datasource is linked to the dataset

Declaration: `function IsLinkedTo (ADatasource: TDataSource) : Boolean`

Visibility: `public`

Description: `IsLinkedTo` returns `True` if `ADatasource` is linked to this dataset, either directly (the `ADatasource.Dataset" (??)` points to the current dataset instance, or indirectly.

See also: `TDataSource.Dataset (??)`

### 10.20.42 TDataSet.IsSequenced

Synopsis: Is the data sequenced

Declaration: `function IsSequenced : Boolean; Virtual`

Visibility: `public`

Description: `IsSequenced` indicates whether it is safe to use the `TDataSet.RecNo (??)` property to navigate in the records of the data. By default, this property is set to `True`, but `TDataSet` descendents may set this property to `False` (for instance, unidirectional datasets), in which case `RecNo` should not be used to navigate through the data.

See also: `TDataSet.RecNo (??)`

### 10.20.43 TDataSet.Last

Synopsis: Navigate forward to the last record

Declaration: `procedure Last`

Visibility: `public`

Description: `Last` puts the cursor at the last record in the dataset, fetching more records from the underlying database if needed. It is equivalent to moving to the last record and calling `TDataSet.Next (??)`. After a call to `Last`, the `TDataSet.EOF (??)` property will be `True`.

Calling this method will trigger the `TDataSet.BeforeScroll (??)` and `TDataSet.AfterScroll (??)` events.

See also: `TDataSet.First (??)`, `TDataSet.Next (??)`, `TDataSet.EOF (??)`, `TDataSet.BeforeScroll (??)`, `TDataSet.AfterScroll (??)`

### 10.20.44 TDataSet.Locate

Synopsis: Locate a record based on some key values

Declaration: `function Locate(const keyfields: string;const keyvalues: Variant;  
options: TLocateOptions) : Boolean; Virtual`

Visibility: `public`

Description: `Locate` attempts to locate a record in the dataset. There are 2 possible cases when using `Locate`.

1. `Keyvalues` is a single value. In that case, `KeyFields` is the name of the field whose value must be matched to the value in `KeyValues`
2. `Keyvalues` is a variant array. In that case, `KeyFields` must contain a list of names of fields (separated by semicolons) whose values must be matched to the values in the `KeyValues` array

The matching always happens according to the `Options` parameter. For a description of the possible values, see `TLocateOption` (236).

If a record is found that matches the criteria, then the `locate` operation positions the cursor on this record, and returns `True`. If no record is found to match the criteria, `False` is returned, and the position of the cursor is unchanged.

The implementation in `TDataSet` always returns `False`. It is up to `TDataSet` descendents to implement this method and return an appropriate value.

See also: `TDataSet.Find (??)`, `TDataSet.Lookup (??)`, `TLocateOption` (236)

**10.20.45 TDataSet.Lookup**

Synopsis: Search for a record and return matching values.

Declaration: `function Lookup(const KeyFields: string; const KeyValues: Variant;  
const ResultFields: string) : Variant; Virtual`

Visibility: public

Description: `Lookup` always returns `False` in `TDataSet`. Descendents of `TDataSet` can override this method to call `TDataSet.Locate (??)` to locate the record with fields `KeyFields` matching `KeyValues` and then to return the values of the fields in `ResultFields`. If `ResultFields` contains more than one fieldname (separated by semicolons), then the function returns an array. If there is only 1 fieldname, the value is returned directly.

Errors: If the dataset is unidirectional, then a `EDatabaseError (243)` exception will be raised.

See also: `TDataSet.Locate (??)`

**10.20.46 TDataSet.MoveBy**

Synopsis: Move the cursor position

Declaration: `function MoveBy(Distance: LongInt) : LongInt`

Visibility: public

Description: `MoveBy` moves the current record pointer with `Distance` positions. `Distance` may be a positive number, in which case the cursor is moved forward, or a negative number, in which case the cursor is moved backward. The move operation will stop as soon as the beginning or end of the data is reached. The `TDataSet.BeforeScroll (??)` and `TDataSet.AfterScroll (??)` events are triggered (once) when this method is called. The function returns the distance which was actually moved by the cursor.

Errors: A negative distance will result in an `EDatabaseError (243)` exception on unidirectional datasets.

See also: `TDataSet.RecNo (??)`, `TDataSet.BeforeScroll (??)`, `TDataSet.AfterScroll (??)`

**10.20.47 TDataSet.Next**

Synopsis: Go to the next record in the dataset.

Declaration: `procedure Next`

Visibility: public

Description: `Next` positions the cursor on the next record in the dataset. It is equivalent to a `MoveBy (1)` operation. Calling this method triggers the `TDataSet.BeforeScroll (??)` and `TDataSet.AfterScroll (??)` events. If the dataset is located on the last known record (`EOF (??)` is true), then no action is performed, and the events are not triggered.

Errors: Calling this method on a closed dataset will result in an `EDatabaseError (243)` exception.

See also: `TDataSet.MoveBy (??)`, `TDataSet.Prior (??)`, `TDataSet.Last (??)`, `TDataSet.BeforeScroll (??)`, `TDataSet.AfterScroll (??)`, `TDataSet.EOF (??)`

**10.20.48 TDataSet.Open**

Synopsis: Activate the dataset: Fetch data into memory.

Declaration: `procedure Open`

Visibility: `public`

Description: `Open` must be used to make the `TDataSet` Active. It does nothing if the dataset is already active. `Open` initialises the `TDataSet` and brings the dataset in a browsable state:

Effectively the following happens:

1. The `BeforeOpen` event is triggered.
2. The descendents `InternalOpen` method is called to actually fetch data and initialize field-  
defs and field instances.
3. `BOF (??)` is set to `True`
4. Internal buffers are allocated and filled with data
5. If the dataset is empty, `EOF (??)` is set to `true`
6. `State (??)` is set to `dsBrowse`
7. The `AfterOpen (??)` event is triggered

Errors: If the descendent class cannot fetch the data, or the data does not match the field definitions present in the dataset, then an exception will be raised.

See also: `TDataSet.Active (??)`, `TDataSet.State (??)`, `TDataSet.BOF (??)`, `TDataSet.EOF (??)`, `TDataSet.BeforeOpen (??)`, `TDataSet.AfterOpen (??)`

**10.20.49 TDataSet.Post**

Synopsis: Post pending edits to the database.

Declaration: `procedure Post; Virtual`

Visibility: `public`

Description: `Post` attempts to save pending edits when the dataset is in one of the edit modes: that is, after a `Insert (??)`, `Append (??)` or `TDataSet.Edit (??)` operation. The changes will be committed to memory - and usually immediatly to the underlying database as well. Prior to saving the data to memory, it will check some constraints: in `TDataSet`, the presence of a value for all required fields is checked. if for a required field no value is present, an exception will be raised. A call to `Post` results in the triggering of the `BeforePost (??)`, `AfterPost (??)` events. After the call to `Post`, the `State (??)` of the dataset is again `dsBrowse`, i.e. the dataset is again in browse mode.

Errors: Invoking the `post` method when the dataset is not in one of the editing modes (`dsEditModes (227)`) will result in an `EdatabaseError (243)` exception. If an exception occurs during the save operation, the `OnPostError (??)` event is triggered to handle the error.

See also: `Insert (??)`, `Append (??)`, `Edit (??)`, `OnPostError (??)`, `BeforePost (??)`, `AfterPost (??)`, `State (??)`

**10.20.50 TDataSet.Prior**

Synopsis: Go to the previous record

Declaration: `procedure Prior`

Visibility: `public`

Description: `Prior` moves the cursor to the previous record. It is equivalent to a `MoveBy(-1)` operation. Calling this method triggers the `TDataSet.BeforeScroll` (??) and `TDataSet.AfterScroll` (??) events. If the dataset is located on the first record, (`BOF` (??) is true) then no action is performed, and the events are not triggered.

Errors: Calling this method on a closed dataset will result in an `EDatabaseError` (243) exception.

See also: `TDataSet.MoveBy` (??), `TDataSet.Next` (??), `TDataSet.First` (??), `TDataSet.BeforeScroll` (??), `TDataSet.AfterScroll` (??), `TDataSet.BOF` (??)

**10.20.51 TDataSet.Refresh**

Synopsis: Refresh the records in the dataset

Declaration: `procedure Refresh`

Visibility: `public`

Description: `Refresh` posts any pending edits, and refetches the data in the dataset from the underlying database, and attempts to reposition the cursor on the same record as it was. This operation is not supported by all datasets, and should be used with care. The repositioning may not always succeed, in which case the cursor will be positioned on the first record in the dataset. This is in particular true for unidirectional datasets. Calling `Refresh` results in the triggering of the `BeforeRefresh` (??) and `AfterRefresh` (??) events.

Errors: Refreshing may fail if the underlying dataset descendent does not support it.

See also: `TDataSet.Close` (??), `TDataSet.Open` (??), `BeforeRefresh` (??), `AfterRefresh` (??)

**10.20.52 TDataSet.Resync**

Synopsis: Resynchronize the data buffer

Declaration: `procedure Resync (Mode: TResyncMode); Virtual`

Visibility: `public`

Description: `Resync` refetches the records around the cursor position. It should not be used by application code, instead `TDataSet.Refresh` (??) should be used. The `Resync` parameter indicates how the buffers should be refreshed.

See also: `TDataSet.Refresh` (??)

**10.20.53 TDataSet.SetFields**

Synopsis: Set a number of field values at once

Declaration: `procedure SetFields (const Values: Array of const)`

Visibility: `public`

**Description:** `SetFields` sets the values of the fields with the corresponding values in the array. It starts with the first field in the `TDataset.Fields` (??) property, and works it's way down the array.

**Errors:** If the dataset is not in edit mode, then an `EDatabaseError` (243) exception will be raised. If there are more values than fields, an `EListError` exception will be raised.

See also: `TDataset.Fields` (??)

### 10.20.54 `TDataset.Translate`

**Synopsis:** Transliterate a buffer

**Declaration:** `function Translate(Src: PChar; Dest: PChar; ToOem: Boolean) : Integer; Virtual`

**Visibility:** public

**Description:** `Translate` is called for all string fields for which the `TStringField.Transliterate` (??) property is set to `True`. The `toOEM` parameter is set to `True` if the transliteration must happen from the used codepage to the codepage used for storage, and if it is set to `False` then the transliteration must happen from the native codepage to the storage codepage. This call must be overridden by descendents of `TDataset` to provide the necessary transliteration: `TDataset` just copies the contents of the `Src` buffer to the `Dest` buffer. The result must be the number of bytes copied to the destination buffer.

**Errors:** No checks are performed on the buffers.

See also: `TStringField.Transliterate` (??)

### 10.20.55 `TDataset.UpdateCursorPos`

**Synopsis:** Update cursor position

**Declaration:** `procedure UpdateCursorPos`

**Visibility:** public

**Description:** `UpdateCursorPos` should not be used in application code. It is used to ensure that the logical cursor position is the correct (physical) position.

See also: `TDataset.Refresh` (??)

### 10.20.56 `TDataset.UpdateRecord`

**Synopsis:** Indicate that the record contents have changed

**Declaration:** `procedure UpdateRecord`

**Visibility:** public

**Description:** `UpdateRecord` notifies controls that the contents of the current record have changed. It triggers the event. This should never be called by application code, and is intended only for descendents of `TDataset`.

See also: `OnUpdateRecord` (??)



**10.20.57 TDataSet.UpdateStatus**

Synopsis: Get the update status for the current record

Declaration: `function UpdateStatus : TUpdateStatus; Virtual`

Visibility: `public`

Description: `UpdateStatus` always returns `usUnModified` in the `TDataSet` implementation. Descendent classes should override this method to indicate the status for the current record in case they support cached updates: the function should return the status of the current record: has the record been locally inserted, modified or deleted, or none of these. `UpdateStatus` is not used in `TDataSet` itself, but is provided so applications have a unique API to work with datasets that have support for cached updates.

**10.20.58 TDataSet.BlockReadSize**

Declaration: `Property BlockReadSize : Integer`

Visibility: `public`

Access: `Read,Write`

**10.20.59 TDataSet.BOF**

Synopsis: Is the cursor at the beginning of the data (on the first record)

Declaration: `Property BOF : Boolean`

Visibility: `public`

Access: `Read`

Description: `BOF` returns `True` if the first record is the first record in the dataset, `False` otherwise. It will always be `True` if the dataset is just opened, or after a call to `TDataSet.First (??)`. As soon as `TDataSet.Next (??)` is called, `BOF` will no longer be true.

See also: `TDataSet.EOF (??)`, `TDataSet.Next (??)`, `TDataSet.First (??)`

**10.20.60 TDataSet.Bookmark**

Synopsis: Get or set the current cursor position

Declaration: `Property Bookmark : TBookmarkStr`

Visibility: `public`

Access: `Read,Write`

Description: `Bookmark` can be read to obtain a bookmark to the current position in the dataset. The obtained value can be used to return to current position at a later stage. Writing the `Bookmark` property with a value previously obtained like this, will reposition the dataset on the same position as it was when the property was read.

This is often used when scanning all records, like this:

```

Var
  B : TBookmarkStr;

begin
  With MyDataset do
    begin
      B:=Bookmark;
      DisableControls;
    try
      First;
      While Not EOF do
        begin
          DoSomething;
        Next;
      end;
    finally
      EnableControls;
      Bookmark:=B;
    end;
  end;
end;

```

At the end of this code, the dataset will be positioned on the same record as when the code was started. The `TDataset.DisableControls` (??) and `TDataset.EnableControls` (??) calls prevent the controls from receiving update notifications as the dataset scrolls through the records, thus reducing flicker on the screen.

Note that bookmarks become invalid as soon as the dataset closes. A call to refresh may also destroy the bookmarks.

See also: `TDataset.DisableControls` (??), `TDataset.EnableControls` (??)

### 10.20.61 TDataSet.CanModify

Synopsis: Can the data in the dataset be modified

Declaration: `Property CanModify : Boolean`

Visibility: public

Access: Read

Description: `CanModify` indicates whether the dataset allows editing. Unidirectional datasets do not allow editing. Descendent datasets can impose additional conditions under which the data can not be modified (read-only datasets, for instance). If the `CanModify` property is `False`, then the edit, append or insert methods will fail.

See also: `TDataset.Insert` (??), `TDataset.Append` (??), `TDataset.Delete` (??), `Tdataset.Edit` (??)

### 10.20.62 TDataSet.DataSource

Synopsis: Datasource this dataset is connected to.

Declaration: `Property DataSource : TDataSource`

Visibility: public

Access: Read

**Description:** `Datasource` is the datasource this dataset is connected to, and from which it can get values for parameters. In `TDataSet`, the `Datasource` property is not used, and is always `Nil`. It is up to descendent classes that actually support a datasource to implement getter and setter routines for the `Datasource` property.

See also: `TDatasource` ([312](#))

### 10.20.63 TDataSet.DefaultFields

**Synopsis:** Is the dataset using persistent fields or not.

**Declaration:** `Property DefaultFields : Boolean`

**Visibility:** `public`

**Access:** `Read`

**Description:** `DefaultFields` is `True` if the fields were generated dynamically when the dataset was opened. If it is `False` then the field instances are persistent, i.e. they were created at design time with the fields editor. If `DefaultFields` is `True`, then for each item in the `TDataSet.FieldDefs` (??) property, a field instance is created. These fields instances are freed again when the dataset is closed.

If `DefaultFields` is `False`, then there may be less field instances than there are items in the `FieldDefs` property. This can be the case for instance when opening a DBF file at runtime which has more fields than the file used at design time.

See also: `TDataSet.FieldDefs` (??), `TDataSet.Fields` (??), `TField` ([324](#))

### 10.20.64 TDataSet.EOF

**Synopsis:** Indicates whether the last record has been reached.

**Declaration:** `Property EOF : Boolean`

**Visibility:** `public`

**Access:** `Read`

**Description:** `EOF` is `True` if the cursor is on the last record in the dataset, and no more records are available. It is also `True` for an empty dataset. The `EOF` property will be set to `True` in the following cases:

1. The cursor is on the last record, and the `TDataSet.Next` (??) method is called.
2. The `TDataSet.Last` (??) method is called (which is equivalent to moving to the last record and calling `TDataSet.Next` (??)).
3. The dataset is empty when opened.

In all other cases, `EOF` is `False`. Note: when the cursor is on the last-but-one record, and `Next` is called (moving the cursor to the last record), `EOF` will not yet be `True`. Only if both the cursor is on the last record **and** `Next` is called, will `EOF` become `True`.

This means that the following loop will stop after the last record was visited:

```
With MyDataset do
  While not EOF do
    begin
      DoSomething;
      Next;
    end;
```

See also: `TDataSet.BOF` (??), `TDataSet.Next` (??), `TDataSet.Last` (??), `TDataSet.IsEmpty` (??)

**10.20.65 TDataSet.FieldCount**

Synopsis: Number of fields

Declaration: `Property FieldCount : LongInt`

Visibility: `public`

Access: `Read`

Description: `FieldCount` is the same as `Fields.Count` (??), i.e. the number of fields. For a dataset with persistent fields (when `DefaultFields` (??) is `False`) then this number will be always the same every time the dataset is opened. For a dataset with dynamically created fields, the number of fields may be different each time the dataset is opened.

See also: `TFields` ([354](#))

**10.20.66 TDataSet.FieldDefs**

Synopsis: Definitions of available fields in the underlying database

Declaration: `Property FieldDefs : TFieldDefs`

Visibility: `public`

Access: `Read,Write`

Description: `FieldDefs` is filled by the `TDataset` descendent when the dataset is opened. It represents the fields as they are returned by the particular database when the data is initially fetched from the engine. If the dataset uses dynamically created fields (when `DefaultFields` (??) is `True`), then for each item in this list, a field instance will be created with default properties available in the field definition. If the dataset uses persistent fields, then the fields in the field list will be checked against the items in the `FieldDefs` property. If no matching item is found for a persistent field, then an exception will be raised. Items that exist in the `fielddefs` property but for which there is no matching field instance, are ignored.

See also: `TDataset.Open` (??), `TDataset.DefaultFields` (??), `TDataset.Fields` (??)

**10.20.67 TDataSet.Found**

Synopsis: Check success of one of the `Find` methods

Declaration: `Property Found : Boolean`

Visibility: `public`

Access: `Read`

Description: `Found` is `True` if the last of one of the `TDataset.FindFirst` (??), `TDataset.FindLast` (??), `TDataset.FindNext` (??) or `TDataset.FindPrior` (??) operations was succesful.

See also: `TDataset.FindFirst` (??), `TDataset.FindLast` (??), `TDataset.FindNext` (??), `TDataset.FindPrior` (??)

**10.20.68 TDataSet.Modified**

Synopsis: Was the current record modified ?

Declaration: `Property Modified : Boolean`

Visibility: `public`

Access: `Read`

Description: `Modified` is `True` if the current record was modified after a call to `Tdataset.Edit (??)` or `Tdataset.Insert (??)`. It becomes `True` if a value was written to one of the fields of the dataset.

See also: `Tdataset.Edit (??)`, `TDataSet.Insert (??)`, `TDataSet.Append (??)`, `TDataSet.Cancel (??)`, `TDataSet.Post (??)`

**10.20.69 TDataSet.IsUniDirectional**

Synopsis: Is the dataset unidirectional (i.e. forward scrolling only)

Declaration: `Property IsUniDirectional : Boolean`

Visibility: `public`

Access: `Read`

Description: `IsUniDirectional` is `True` if the dataset is unidirectional. By default it is `False`, i.e. scrolling backwards is allowed. If the dataset is unidirectional, then any attempt to scroll backwards (using one of `TDataSet.Prior (??)` or `TDataSet.Next (??)`), random positioning of the cursor, editing or filtering will result in an `EDatabaseError` (243). Unidirectional datasets are also not suitable for display in a grid, as they have only 1 record in memory at any given time: they are only useful for performing an action on all records:

```
With MyDataset do
  While not EOF do
    begin
      DoSomething;
      Next;
    end;
```

See also: `TDataSet.Prior (??)`, `TDataSet.Next (??)`

**10.20.70 TDataSet.RecordCount**

Synopsis: Number of records in the dataset

Declaration: `Property RecordCount : LongInt`

Visibility: `public`

Access: `Read`

Description: `RecordCount` is the number of records in the dataset. This number is not necessarily equal to the number of records returned by a query. For optimization purposes, a `TDataSet` descendent may choose not to fetch all records from the database when the dataset is opened. If this is the case, then the `RecordCount` will only reflect the number of records that have actually been fetched at the current time, and therefor the value will change as more records are fetched from the database.

Only when `Last` has been called (and the dataset has been forced to fetch all records returned by the database), will the value of `RecordCount` be equal to the number of records returned by the query.

In general, datasets based on in-memory data or flat files, will return the correct number of records in `RecordCount`.

See also: `TDataset.RecNo` (??)

### 10.20.71 `TDataset.RecNo`

Synopsis: Current record number

Declaration: Property `RecNo` : `LongInt`

Visibility: public

Access: Read,Write

Description: `RecNo` returns the current position in the dataset. It can be written to set the cursor to the indicated position. This property must be implemented by `TDataset` descendents, for `TDataset` the property always returns -1.

This property should not be used if exact positioning is required. it is inherently unreliable.

See also: `TDataset.RecordCount` (??)

### 10.20.72 `TDataset.RecordSize`

Synopsis: Size of the record in memory

Declaration: Property `RecordSize` : `Word`

Visibility: public

Access: Read

Description: `RecordSize` is the total size of the memory buffer used for the records. This property returns always 0 in the `TDataset` implementation. Descendent classes should implement this property. Note that this property does not necessarily reflect the actual data size for the records. that may be more or less, depending on how the `TDataset` descendent manages it's data.

See also: `TField.Datasize` (??), `TDataset.RecordCount` (??), `TDataset.RecNo` (??)

### 10.20.73 `TDataset.State`

Synopsis: Current operational state of the dataset

Declaration: Property `State` : `TDatasetState`

Visibility: public

Access: Read

Description: `State` determines the current operational state of the dataset. During it's lifetime, the dataset is in one of many states, depending on which operation is currently in progress:

- If a dataset is closed, the `State` is `dsInactive`.
- As soon as it is opened, it is in `dsBrowse` mode, and remains in this state while changing the cursor position.

- If the `Edit` or `Insert` or `Append` methods is called, the `State` changes to `dsEdit` or `dsInsert`, respectively.
- As soon as edits have been posted or cancelled, the state is again `dsBrowse`.
- Closing the dataset sets the state again to `dsInactive`.

There are some other states, mainly connected to internal operations, but which can become visible in some of the dataset's events.

See also: `TDataset.Active` (??), `TDataset.Edit` (??), `TDataset.Insert` (??), `TDataset.Append` (??), `TDataset.Post` (??), `TDataset.Cancel` (??)

#### 10.20.74 TDataSet.Fields

Synopsis: Indexed access to the fields of the dataset.

Declaration: `Property Fields : Tfields`

Visibility: `public`

Access: `Read`

Description: `Fields` provides access to the fields of the dataset. It is of type `TFields` (354) and therefore gives indexed access to the fields, but also allows other operations such as searching for fields based on their names or getting a list of fieldnames.

See also: `TFieldDefs` (352), `TField` (324)

#### 10.20.75 TDataSet.FieldValues

Synopsis: Acces to field values based on the field names.

Declaration: `Property FieldValues[fieldname: string]: Variant; default`

Visibility: `public`

Access: `Read,Write`

Description: `FieldValues` provides array-like access to the values of the fields, based on the names of the fields. The value is read or written as a variant type. It is equivalent to the following:

```
FieldByName(FieldName).AsVariant
```

It can be read as well as written.

See also: `TFields.FieldByName` (??)

#### 10.20.76 TDataSet.Filter

Synopsis: Filter to apply to the data in memory.

Declaration: `Property Filter : string`

Visibility: `public`

Access: `Read,Write`

**Description:** `Filter` is not implemented by `TDataSet`. It is up to descendent classes to implement actual filtering: the filtering happens on in-memory data, and is not applied on the database level. (in particular: setting the filter property will in no way influence the `WHERE` clause of an SQL-based dataset).

In general, the `filter` property accepts a SQL-like syntax usually encountered in the `WHERE` clause of an SQL `SELECT` statement.

The filter is only applied if the `Filtered` property is set to `True`. If the `Filtered` property is `False`, the `Filter` property is ignored.

See also: `TDataSet.Filtered` (??), `TDataSet.FilterOptions` (??)

### 10.20.77 TDataSet.Filtered

**Synopsis:** Is the filter active or not.

**Declaration:** `Property Filtered : Boolean`

**Visibility:** `public`

**Access:** `Read,Write`

**Description:** `Filtered` determines whether the filter condition in `TDataSet.Filter` (??) is applied or not. The filter is only applied if the `Filtered` property is set to `True`. If the `Filtered` property is `False`, the `Filter` property is ignored.

See also: `TDataSet.Filter` (??), `TDataSet.FilterOptions` (??)

### 10.20.78 TDataSet.FilterOptions

**Synopsis:** Options to apply when filtering

**Declaration:** `Property FilterOptions : TFilterOptions`

**Visibility:** `public`

**Access:** `Read,Write`

**Description:** `FilterOptions` determines what options should be taken into account when applying the filter in `TDataSet.Filter` (??), such as case-sensitivity or whether to treat an asterisk as a wildcard: By default, an asterisk (\*) at the end of a literal string in the filter expression is treated as a wildcard. When `FilterOptions` does not include `foNoPartialCompare`, strings that have an asterisk at the end, indicate a partial string match. In that case, the asterisk matches any number of characters. If `foNoPartialCompare` is included in the options, the asterisk is regarded as a regular character.

See also: `TDataSet.Filter` (??), `TDataSet.FilterOptions` (??)

### 10.20.79 TDataSet.Active

**Synopsis:** Is the dataset open or closed.

**Declaration:** `Property Active : Boolean`

**Visibility:** `public`

**Access:** `Read,Write`



**Description:** `Active` is `True` if the dataset is open, and `False` if it is closed (`TDataset.State` (??) is then `dsInactive`). Setting the `Active` property to `True` is equivalent to calling `TDataset.Open` (??), setting it to `False` is equivalent to calling `TDataset.Close` (??)

See also: `TDataset.State` (??), `TDataset.Open` (??), `TDataset.Close` (??)

### 10.20.80 `TDataset.AutoCalcFields`

**Synopsis:** How often should the value of calculated fields be calculated

**Declaration:** `Property AutoCalcFields : Boolean`

**Visibility:** `public`

**Access:** `Read,Write`

**Description:** `AutoCalcFields` is by default `true`, meaning that the values of calculated fields will be computed in the following cases:

- When the dataset is opened
- When the dataset is put in edit mode
- When a data field changed

When `AutoCalcFields` is `False`, then the calculated fields are called whenever

- The dataset is opened
- The dataset is put in edit mode

Both proper calculated fields and lookup fields are computed. Calculated fields are computed through the `TDataset.OnCalcFields` (??) event.

See also: `TField.FieldKind` (??), `TDataset.OnCalcFields` (??)

### 10.20.81 `TDataset.BeforeOpen`

**Synopsis:** Event triggered before the dataset is opened.

**Declaration:** `Property BeforeOpen : TDataSetNotifyEvent`

**Visibility:** `public`

**Access:** `Read,Write`

**Description:** `BeforeOpen` is triggered before the dataset is opened. No actions have been performed yet when this event is called, and the dataset is still in `dsInactive` state. It can be used to set parameters and options that influence the opening process. If an exception is raised during the event handler, the dataset remains closed.

See also: `TDataset.AfterOpen` (??), `TDataset.State` (??)

### 10.20.82 TDataSet.AfterOpen

Synopsis: Event triggered after the dataset is opened.

Declaration: Property AfterOpen : TDataSetNotifyEvent

Visibility: public

Access: Read,Write

Description: AfterOpen is triggered after the dataset is opened. The dataset has fetched its data and is in `dsBrowse` state when this event is triggered. If the dataset is not empty, then a `TDataSet.AfterScroll` (??) event will be triggered immediately after the `AfterOpen` event. If an exception is raised during the event handler, the dataset remains open, but the `AfterScroll` event will not be triggered.

See also: `TDataSet.AfterOpen` (??), `TDataSet.State` (??), `TDataSet.AfterScroll` (??)

### 10.20.83 TDataSet.BeforeClose

Synopsis: Event triggered before the dataset is closed.

Declaration: Property BeforeClose : TDataSetNotifyEvent

Visibility: public

Access: Read,Write

Description: BeforeClose is triggered before the dataset is closed. No actions have been performed yet when this event is called, and the dataset is still in `dsBrowse` state or one of the editing states. It can be used to prevent closing of the dataset, for instance if there are pending changes not yet committed to the database. If an exception is raised during the event handler, the dataset remains opened.

See also: `TDataSet.AfterClose` (??), `TDataSet.State` (??)

### 10.20.84 TDataSet.AfterClose

Synopsis: Event triggered after the dataset is closed

Declaration: Property AfterClose : TDataSetNotifyEvent

Visibility: public

Access: Read,Write

Description: AfterOpen is triggered after the dataset is opened. The dataset has discarded its data and has cleaned up its internal memory structures. It is in `dsInactive` state when this event is triggered.

See also: `TDataSet.BeforeClose` (??), `TDataSet.State` (??)

### 10.20.85 TDataSet.BeforeInsert

Synopsis: Event triggered before the dataset is put in insert mode.

Declaration: Property BeforeInsert : TDataSetNotifyEvent

Visibility: public

Access: Read,Write

**Description:** `BeforeInsert` is triggered at the start of the `TDataset.Append (??)` or `TDataset.Insert (??)` methods. The dataset is still in `dsBrowse` state when this event is triggered. If an exception is raised in the `BeforeInsert` event handler, then the dataset will remain in `dsBrowse` state, and the append or insert operation is cancelled.

See also: `TDataset.AfterInsert (??)`, `TDataset.Append (??)`, `TDataset.Insert (??)`

### 10.20.86 TDataSet.AfterInsert

**Synopsis:** Event triggered after the dataset is put in insert mode.

**Declaration:** `Property AfterInsert : TDataSetNotifyEvent`

**Visibility:** public

**Access:** Read,Write

**Description:** `AfterInsert` is triggered after the dataset has finished putting the dataset in `dsInsert` state and it has initialized the new record buffer. This event can be used e.g. to set initial field values. After the `AfterInsert` event, the `TDataset.AfterScroll (??)` event is still triggered. Raising an exception in the `AfterInsert` event, will prevent the `AfterScroll` event from being triggered, but does not undo the insert or append operation.

See also: `TDataset.BeforeInsert (??)`, `TDataset.AfterScroll (??)`, `TDataset.Append (??)`, `TDataset.Insert (??)`

### 10.20.87 TDataSet.BeforeEdit

**Synopsis:** Event triggered before the dataset is put in edit mode.

**Declaration:** `Property BeforeEdit : TDataSetNotifyEvent`

**Visibility:** public

**Access:** Read,Write

**Description:** `BeforeEdit` is triggered at the start of the `TDataset.Edit (??)` method. The dataset is still in `dsBrowse` state when this event is triggered. If an exception is raised in the `BeforeEdit` event handler, then the dataset will remain in `dsBrowse` state, and the edit operation is cancelled.

See also: `TDataset.AfterEdit (??)`, `TDataset.Edit (??)`, `TDataset.State (??)`

### 10.20.88 TDataSet.AfterEdit

**Synopsis:** Event triggered after the dataset is put in edit mode.

**Declaration:** `Property AfterEdit : TDataSetNotifyEvent`

**Visibility:** public

**Access:** Read,Write

**Description:** `AfterEdit` is triggered after the dataset has finished putting the dataset in `dsEdit` state and it has initialized the edit buffer for the record. Raising an exception in the `AfterEdit` event does not undo the edit operation.

See also: `TDataset.BeforeEdit (??)`, `TDataset.Edit (??)`, `TDataset.State (??)`

### 10.20.89 TDataSet.BeforePost

Synopsis: Event called before changes are posted to the underlying database

Declaration: `Property BeforePost : TDataSetNotifyEvent`

Visibility: public

Access: Read,Write

Description: `BeforePost` is triggered at the start of the `TDataSet.Post` (??) method, when the dataset is still in one of the edit states (`dsEdit`,`dsInsert`). If the dataset was not in an edit state when `Post` is called, the `BeforePost` event is not triggered. This event can be used to supply values for required fields that have no value yet (the `Post` operation performs the check on required fields only after this event), or it can be used to abort the post operation: if an exception is raised during the `BeforePost` operation, the posting operation is cancelled, and the dataset remains in the editing state it was in before the post operation.

See also: `TDataSet.post` (??), `TDataSet.AfterPost` (??), `TDataSet.State` (??)

### 10.20.90 TDataSet.AfterPost

Synopsis: Event called after changes have been posted to the underlying database

Declaration: `Property AfterPost : TDataSetNotifyEvent`

Visibility: public

Access: Read,Write

Description: `AfterPost` is triggered when the `TDataSet.Post` (??) operation was successfully completed, and the dataset is again in `dsBrowse` state. If an error occurred during the post operation, then the `AfterPost` event is not called, but the `TDataSet.OnPostError` (??) event is triggered instead.

See also: `TDataSet.BeforePost` (??), `TDataSet.Post` (??), `TDataSet.State` (??), `TDataSet.OnPostError` (??)

### 10.20.91 TDataSet.BeforeCancel

Synopsis: Event triggered before a Cancel operation.

Declaration: `Property BeforeCancel : TDataSetNotifyEvent`

Visibility: public

Access: Read,Write

Description: `BeforeCancel` is triggered at the start of the `TDataSet.Cancel` (??) operation, when the state is still one of the editing states (`dsEdit`,`dsInsert`). The event handler can be used to abort the cancel operation: if an exception is raised during the event handler, then the cancel operation stops. If the dataset was not in one of the editing states when the `Cancel` method was called, then the event is not triggered.

See also: `TDataSet.AfterCancel` (??), `TDataSet.Cancel` (??), `TDataSet.State` (??)

### 10.20.92 TDataSet.AfterCancel

Synopsis: Event triggered after a Cancel operation.

Declaration: Property AfterCancel : TDataSetNotifyEvent

Visibility: public

Access: Read,Write

Description: AfterCancel is triggered when the TDataSet.Cancel (??) operation was successfully completed, and the dataset is again in dsBrowse state.

See also: TDataSet.BeforeCancel (??), TDataSet.Cancel (??), TDataSet.State (??)

### 10.20.93 TDataSet.BeforeDelete

Synopsis: Event triggered before a Delete operation.

Declaration: Property BeforeDelete : TDataSetNotifyEvent

Visibility: public

Access: Read,Write

Description: BeforeDelete is triggered at the start of the TDataSet.Delete (??) operation, when the dataset is still in dsBrowse state. The event handler can be used to abort the delete operation: if an exception is raised during the event handler, then the delete operation stops. The event is followed by a TDataSet.BeforeScroll (??) event. If the dataset was in insert mode when the Delete method was called, then the event will not be called, as TDataSet.Cancel (??) is called instead.

See also: TDataSet.AfterDelete (??), TDataSet.Delete (??), TDataSet.BeforeScroll (??), TDataSet.Cancel (??), TDataSet.State (??)

### 10.20.94 TDataSet.AfterDelete

Synopsis: Event triggered after a successful Delete operation.

Declaration: Property AfterDelete : TDataSetNotifyEvent

Visibility: public

Access: Read,Write

Description: AfterDelete is triggered after the successful completion of the TDataSet.Delete (??) operation, when the dataset is again in dsBrowse state. The event is followed by a TDataSet.AfterScroll (??) event.

See also: TDataSet.BeforeDelete (??), TDataSet.Delete (??), TDataSet.AfterScroll (??), TDataSet.State (??)

### 10.20.95 TDataSet.BeforeScroll

Synopsis: Event triggered before the cursor changes position.

Declaration: Property BeforeScroll : TDataSetNotifyEvent

Visibility: public

Access: Read,Write

**Description:** `BeforeScroll` is triggered before the cursor changes position. This can happen with one of the navigation methods: `TDataset.Next` (??), `TDataset.Prior` (??), `TDataset.First` (??), `TDataset.Last` (??), but also with two of the editing operations: `TDataset.Insert` (??) and `TDataset.Delete` (??). Raising an exception in this event handler aborts the operation in progress.

See also: `TDataset.AfterScroll` (??), `TDataset.Next` (??), `TDataset.Prior` (??), `TDataset.First` (??), `TDataset.Last` (??), `TDataset.Insert` (??), `TDataset.Delete` (??)

### 10.20.96 `TDataset.AfterScroll`

**Synopsis:** Event triggered after the cursor has changed position.

**Declaration:** `Property AfterScroll : TDataSetNotifyEvent`

**Visibility:** public

**Access:** Read,Write

**Description:** `AfterScroll` is triggered after the cursor has changed position. This can happen with one of the navigation methods: `TDataset.Next` (??), `TDataset.Prior` (??), `TDataset.First` (??), `TDataset.Last` (??), but also with two of the editing operations: `TDataset.Insert` (??) and `TDataset.Delete` (??) and after the dataset was opened. It is suitable for displaying status information or showing a value that needs to be calculated for each record.

See also: `TDataset.AfterScroll` (??), `TDataset.Next` (??), `TDataset.Prior` (??), `TDataset.First` (??), `TDataset.Last` (??), `TDataset.Insert` (??), `TDataset.Delete` (??), `TDataset.Open` (??)

### 10.20.97 `TDataset.BeforeRefresh`

**Synopsis:** Event triggered before the data is refreshed.

**Declaration:** `Property BeforeRefresh : TDataSetNotifyEvent`

**Visibility:** public

**Access:** Read,Write

**Description:** `BeforeRefresh` is triggered at the start of the `TDataset.Refresh` (??) method, after the dataset has been put in browse mode. If the dataset cannot be put in browse mode, the `BeforeRefresh` method will not be triggered. If an exception is raised during the `BeforeRefresh` method, then the refresh method is cancelled and the dataset remains in the `dsBrowse` state.

See also: `TDataset.Refresh` (??), `TDataset.AfterRefresh` (??), `TDataset.State` (??)

### 10.20.98 `TDataset.AfterRefresh`

**Synopsis:** Event triggered after the data has been refreshed.

**Declaration:** `Property AfterRefresh : TDataSetNotifyEvent`

**Visibility:** public

**Access:** Read,Write

**Description:** `AfterRefresh` is triggered at the end of the `TDataset.Refresh` (??) method, after the dataset has refreshed its data and is again in `dsBrowse` state. This event can be used to react on changes in data in the current record

See also: `TDataset.Refresh` (??), `TDataset.State` (??), `TDataset.BeforeRefresh` (??)

**10.20.99 TDataSet.OnCalcFields**

Synopsis: Event triggered when values for calculated fields must be computed.

Declaration: `Property OnCalcFields : TDataSetNotifyEvent`

Visibility: `public`

Access: `Read,Write`

Description: `OnCalcFields` is triggered whenever the dataset needs to (re)compute the values of any calculated fields in the dataset. It is called very often, so this event should return as quickly as possible. Only the values of the calculated fields should be set, no methods of the dataset that change the data or cursor position may be called during the execution of this event handler. The frequency with which this event is called can be controlled through the `TDataSet.AutoCalcFields` (??) property. Note that the value of lookup fields does not need to be calculated in this event, their value is computed automatically before this event is triggered.

See also: `TDataSet.AutoCalcFields` (??), `TField.Kind` (??)

**10.20.100 TDataSet.OnDeleteError**

Synopsis: Event triggered when a delete operation fails.

Declaration: `Property OnDeleteError : TDataSetErrorEvent`

Visibility: `public`

Access: `Read,Write`

Description: `OnDeleteError` is triggered when the `TDataSet.Delete` (??) method fails to delete the record in the underlying database. The event handler can be used to indicate what the response to the failed delete should be. To this end, it gets the exception object passed to it (parameter `E`), and it can examine this object to return an appropriate action in the `DataAction` parameter. The following responses are supported:

**daFail**The operation should fail (an exception will be raised)

**daAbort**The operation should be aborted (edits are undone, and an `EAbort` exception is raised)

**daRetry**Retry the operation.

For more information, see also the description of the `TDataSetErrorEvent` (230) event handler type.

See also: `TDataSetErrorEvent` (230), `TDataSet.Delete` (??), `TDataSet.OnEditError` (??), `TDataSet.OnPostError` (??)

**10.20.101 TDataSet.OnEditError**

Synopsis: Event triggered when an edit operation fails.

Declaration: `Property OnEditError : TDataSetErrorEvent`

Visibility: `public`

Access: `Read,Write`

**Description:** `OnEditError` is triggered when the `TDataset.Edit (??)` method fails to put the dataset in edit mode because the underlying database engine reported an error. The event handler can be used to indicate what the response to the failed edit operation should be. To this end, it gets the exception object passed to it (parameter `E`), and it can examine this object to return an appropriate action in the `DataAction` parameter. The following responses are supported:

**daFail**The operation should fail (an exception will be raised)

**daAbort**The operation should be aborted (edits are undone, and an `EAbort` exception is raised)

**daRetry**Retry the operation.

For more information, see also the description of the `TDatasetErrorEvent (230)` event handler type.

See also: `TDatasetErrorEvent (230)`, `TDataset.Edit (??)`, `TDataset.OnDeleteError (??)`, `TDataset.OnPostError (??)`

### 10.20.102 TDataSet.OnFilterRecord

**Synopsis:** Event triggered to filter records.

**Declaration:** `Property OnFilterRecord : TFilterRecordEvent`

**Visibility:** public

**Access:** Read,Write

**Description:** `OnFilterRecord` can be used to provide event-based filtering for datasets that support it. This event is only triggered when the `Tdataset.Filtered (??)` property is set to `True`. The event handler should set the `Accept` parameter to `True` if the current record should be accepted, or to `False` if it should be rejected. No methods that change the state of the dataset may be used during this event, and calculated fields or lookup field values are not yet available.

See also: `TDataset.Filter (??)`, `TDataset.Filtered (??)`, `TDataset.state (??)`

### 10.20.103 TDataSet.OnNewRecord

**Synopsis:** Event triggered when a new record is created.

**Declaration:** `Property OnNewRecord : TDataSetNotifyEvent`

**Visibility:** public

**Access:** Read,Write

**Description:** `OnNewRecord` is triggered by the `TDataset.Append (??)` or `TDataset.Insert (??)` methods when the buffer for the new record's data has been allocated. This event can be used to set default value for some of the fields in the dataset. If an exception is raised during this event handler, the operation is cancelled and the dataset is put again in browse mode (`TDataset.State (??)` is again `dsBrowse`).

See also: `TDataset.Append (??)`, `TDataset.Insert (??)`, `TDataset.State (??)`



### 10.20.104 TDataSet.OnPostError

Synopsis: Event triggered when a post operation fails.

Declaration: Property OnPostError : TDataSetErrorEvent

Visibility: public

Access: Read,Write

Description: OnPostError is triggered when the TDataSet.Post (??) method fails to post the changes in the dataset buffer to the underlying database, because the database engine reported an error. The event handler can be used to indicate what the response to the failed post operation should be. To this end, it gets the exception object passed to it (parameter E), and it can examine this object to return an appropriate action in the DataAction parameter. The following responses are supported:

**daFail**The operation should fail (an exception will be raised)

**daAbort**The operation should be aborted (edits are undone, and an EAbort exception is raised)

**daRetry**Retry the operation.

For more information, see also the description of the TDataSetErrorEvent (230) event handler type.

See also: TDataSetErrorEvent (230), TDataSet.Post (??), TDataSet.OnDeleteError (??), TDataSet.OnEditError (??)

## 10.21 TDataSource

### 10.21.1 Description

TDataSource is a mediating component: it handles communication between any DB-Aware component (often edit controls on a form) and a TDataSet (276) instance. Any database aware component should never communicate with a dataset directly. Instead, it should communicate with a TDataSource (312) instance. The TDataSet instance will communicate with the TDataSource instance, which will notify every component attached to it. Vice versa, any component that wishes to make changes to the dataset, will notify the TDataSource instance, which will then (if needed) notify the TDataSet instance. The datasource can be disabled, in which case all communication between the dataset and the DB-Aware components is suspended until the datasource is again enabled.

See also: TDataSet (276), TDataSource (312)

### 10.21.2 Method overview

Page	Property	Description
<a href="#">313</a>	Create	Create a new instance of TDataSource
<a href="#">313</a>	Destroy	Remove a TDataSource instance from memory
<a href="#">313</a>	Edit	Put the dataset in edit mode, if needed
<a href="#">314</a>	IsLinkedTo	Check if a dataset is linked to a certain dataset

### 10.21.3 Property overview

Page	Property	Access	Description
<a href="#">314</a>	AutoEdit	rw	Should the dataset be put in edit mode automatically
<a href="#">314</a>	DataSet	rw	Dataset this datasource is connected to
<a href="#">315</a>	Enabled	rw	Enable or disable sending of events
<a href="#">315</a>	OnDataChange	rw	Called whenever data changes in the current record
<a href="#">315</a>	OnStateChange	rw	Called whenever the state of the dataset changes
<a href="#">316</a>	OnUpdateData	rw	Called whenever the data in the dataset must be updated
<a href="#">314</a>	State	r	State of the dataset

### 10.21.4 TDataSource.Create

Synopsis: Create a new instance of TDataSource

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: `public`

Description: `Create` initializes a new instance of `TDataSource`. It simply allocates some resources and then calls the inherited constructor.

See also: `TDataSource.Destroy` (??)

### 10.21.5 TDataSource.Destroy

Synopsis: Remove a TDataSource instance from memory

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` notifies all `TDataLink` ([271](#)) instances connected to it that the dataset is no longer available, and then removes itself from the `TDataLink` instance. It then cleans up all resources and calls the inherited constructor.

See also: `TDataSource.Create` (??), `TDataLink` ([271](#))

### 10.21.6 TDataSource.Edit

Synopsis: Put the dataset in edit mode, if needed

Declaration: `procedure Edit`

Visibility: `public`

Description: `Edit` will check `AutoEdit` (??): if it is `True`, then it puts the `Dataset` (??) it is connected to in edit mode, if it was in browse mode. If `AutoEdit` is `False`, then nothing happens. Application or component code that deals with GUI development should always attempt to set a dataset in edit mode through this method instead of calling `TDataset.Edit` (??) directly.

Errors: An `EDatabaseError` ([243](#)) exception can occur if the dataset is read-only or fails to set itself in edit mode. (e.g. unidirectional datasets).

See also: `TDataSource.AutoEdit` (??), `TDataset.Edit` (??), `TDataset.State` (??)

### 10.21.7 TDataSource.IsLinkedTo

Synopsis: Check if a dataset is linked to a certain dataset

Declaration: `function IsLinkedTo (ADataset: TDataSet) : Boolean`

Visibility: public

Description: `IsLinkedTo` checks if it is somehow linked to `ADataset`: it checks the `Dataset` (??) property, and returns `True` if it is the same. If not, it continues by checking any detail dataset fields that the dataset possesses (recursively). This function can be used to detect circular links in e.g. master-detail relationships.

See also: `TDataSource.Dataset` (??)

### 10.21.8 TDataSource.State

Synopsis: State of the dataset

Declaration: `Property State : TDataSetState`

Visibility: public

Access: Read

Description: `State` contains the `State` (??) of the dataset it is connected to, or `dsInactive` if the dataset property is not set or the `datasource` is not enabled. Components connected to a dataset through a `datasource` property should always check `TDataSource.State` instead of checking `TDataSet.State` (??) directly, to take into account the effect of the `Enabled` (??) property.

See also: `TDataSet.State` (??), `TDataSource.Enabled` (??)

### 10.21.9 TDataSource.AutoEdit

Synopsis: Should the dataset be put in edit mode automatically

Declaration: `Property AutoEdit : Boolean`

Visibility: published

Access: Read,Write

Description: `AutoEdit` can be set to `True` to prevent visual controls from putting the dataset in edit mode. Visual controls use the `TDataSource.Edit` (??) method to attempt to put the dataset in edit mode as soon as the user changes something. If `AutoEdit` is set to `False` then the `Edit` method does nothing. The effect is that the user must explicitly set the dataset in edit mode (by clicking some button or some other action) before the fields can be edited.

See also: `TDataSource.Edit` (??), `TDataSet.Edit` (??)

### 10.21.10 TDataSource.DataSet

Synopsis: Dataset this datasource is connected to

Declaration: `Property DataSet : TDataSet`

Visibility: published

Access: Read,Write

**Description:** `Dataset` must be set by the application programmer to the `TDataset` (276) instance for which this datasource is handling events. Setting it to `Nil` will disable all controls that are connected to this datasource instance. Once it is set and the datasource is enabled, the datasource will start sending data events to the controls or components connected to it.

See also: `TDataset` (276), `TDatasource.Enabled` (??)

### 10.21.11 `TDatasource.Enabled`

**Synopsis:** Enable or disable sending of events

**Declaration:** `Property Enabled : Boolean`

**Visibility:** published

**Access:** Read,Write

**Description:** `Enabled` is by default set to `True`: the datasource instance communicates events from the dataset to components connected to the datasource, and vice versa: components can interact with the dataset. If the `Enabled` property is set to `False` then no events are communicated to connected components: it is as if the dataset property was set to `Nil`. Reversely, the components cannot interact with the dataset if the `Enabled` property is set to `False`.

See also: `TDataset` (276), `TDatasource.Dataset` (??), `TDatasource.AutoEdit` (??)

### 10.21.12 `TDatasource.OnStateChange`

**Synopsis:** Called whenever the state of the dataset changes

**Declaration:** `Property OnStateChange : TNotifyEvent`

**Visibility:** published

**Access:** Read,Write

**Description:** `OnStateChange` is called whenever the `TDataset.State` (??) property changes, and the datasource is enabled. It can be used in application code to react to state changes: enabling or disabling non-DB-Aware controls, setting empty values etc.

See also: `TDatasource.OnUpdateData` (??), `TDatasource.OnStateChange` (??), `TDataset.State` (??), `TDatasource.Enabled` (??)

### 10.21.13 `TDatasource.OnDataChange`

**Synopsis:** Called whenever data changes in the current record

**Declaration:** `Property OnDataChange : TDataChangeEvent`

**Visibility:** published

**Access:** Read,Write

**Description:** `OnDataChange` is called whenever a field value changes: if the `Field` parameter is set, a single field value changed. If the `Field` parameter is `Nil`, then the whole record changed: when the dataset is opened, when the user scrolls to a new record. This event handler can be set to react to data changes: to update the contents of non-DB-aware controls for instance. The event is not called when the datasource is not enabled.

See also: `TDatasource.OnUpdateData` (??), `TDatasource.OnStateChange` (??), `TDataset.AfterScroll` (??), `TField.OnChange` (??), `TDatasource.Enabled` (??)

### 10.21.14 TDataSource.OnUpdateData

**Synopsis:** Called whenever the data in the dataset must be updated

**Declaration:** Property OnUpdateData : TNotifyEvent

**Visibility:** published

**Access:** Read,Write

**Description:** OnUpdateData is called whenever the dataset needs the latest data from the controls: usually just before a TDataSet.Post (??) operation. It can be used to copy data from non-db-aware controls to the dataset just before the dataset is posting the changes to the underlying database.

**See also:** TDataSource.OnDataChange (??), TDataSource.OnStateChange (??), TDataSet.Post (??)

## 10.22 TDateField

### 10.22.1 Description

TDateField is the class used when a dataset must manage data of type date. (TField.DataType (??) equals ftDate). It initializes some of the properties of the TField (324) class to be able to work with date fields.

It should never be necessary to create an instance of TDateField manually, a field of this class will be instantiated automatically for each date field when a dataset is opened.

**See also:** TDataSet (276), TField (324), TDateTimeField (316), TTimeField (404)

### 10.22.2 Method overview

Page	Property	Description
<a href="#">316</a>	Create	Create a new instance of a TDateField class.

### 10.22.3 TDateField.Create

**Synopsis:** Create a new instance of a TDateField class.

**Declaration:** constructor Create(AOwner: TComponent); Override

**Visibility:** public

**Description:** Create initializes a new instance of the TDateField class. It calls the inherited destructor, and then sets some TField (324) properties to configure the instance for working with date values.

**See also:** TField (324)

## 10.23 TDateTimeField

### 10.23.1 Description

TDateTimeField is the class used when a dataset must manage data of type datetime. (TField.DataType (??) equals ftDateTime). It also serves as base class for the TDateField (316) or TTimeField (404) classes. It overrides some of the properties and methods of the TField (324) class to be able to work with date/time fields.

It should never be necessary to create an instance of `TDateTimeField` manually, a field of this class will be instantiated automatically for each datetime field when a dataset is opened.

See also: [TDataSet \(276\)](#), [TField \(324\)](#), [TDateField \(316\)](#), [TTimeField \(404\)](#)

### 10.23.2 Method overview

Page	Property	Description
<a href="#">317</a>	Create	Create a new instance of a <code>TDateTimeField</code> class.

### 10.23.3 Property overview

Page	Property	Access	Description
<a href="#">317</a>	DisplayFormat	rw	Formatting string for textual representation of the field
<a href="#">318</a>	EditMask		Specify an edit mask for an edit control
<a href="#">317</a>	Value	rw	Contents of the field as a <code>TDateTime</code> value

### 10.23.4 TDateTimeField.Create

Synopsis: Create a new instance of a `TDateTimeField` class.

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: public

Description: `Create` initializes a new instance of the `TDateTimeField` class. It calls the inherited destructor, and then sets some [TField \(324\)](#) properties to configure the instance for working with date/time values.

See also: [TField \(324\)](#)

### 10.23.5 TDateTimeField.Value

Synopsis: Contents of the field as a `TDateTime` value

Declaration: `Property Value : TDateTime`

Visibility: public

Access: Read,Write

Description: `Value` is redefined from `TField.Value (??)` by `TDateTimeField` as a `TDateTime` value. It returns the same value as the `TField.AsDateTime (??)` property.

See also: `TField.AsDateTime (??)`, `TField.Value (??)`

### 10.23.6 TDateTimeField.DisplayFormat

Synopsis: Formatting string for textual representation of the field

Declaration: `Property DisplayFormat : string`

Visibility: published

Access: Read,Write

**Description:** `DisplayFormat` can be set to a formatting string that will then be used by the `TField.DisplayText` (??) property to format the value with the `DateTimeToString` (??) function.

See also: `DateTimeToString` (??), `FormatDateTime` (??), `TField.DisplayText` (??)

### 10.23.7 TDateTimeField.EditMask

**Synopsis:** Specify an edit mask for an edit control

**Declaration:** `Property EditMask :`

**Visibility:** published

**Access:**

**Description:** `EditMask` can be used to specify an edit mask for controls that allow to edit this field. It has no effect on the field value, and serves only to ensure that the user can enter only correct data for this field.

`TDateTimeField` just changes the visibility of the `EditMask` property, it is introduced in `TField`.

For more information on valid edit masks, see the documentation of the GUI controls.

See also: `TField.EditMask` (??)

## 10.24 TDBDataset

### 10.24.1 Description

`TDBDataset` is a `TDataset` descendent which introduces the concept of a database: a central component (`TDatabase` (266)) which represents a connection to a database. This central component is exposed in the `TDBDataset.Database` (??) property. When the database is no longer connected, or is no longer in memory, all `TDBDataset` instances connected to it are disabled.

`TDBDataset` also introduces the notion of a transaction, exposed in the `Transaction` (??) property.

`TDBDataset` is an abstract class, it should never be used directly.

Dataset component writers should descend their component from `TDBDataset` if they wish to introduce a central database connection component. The database connection logic will be handled automatically by `TDBDataset`.

See also: `TDatabase` (266), `TDBTransaction` (319)

### 10.24.2 Method overview

Page	Property	Description
<a href="#">319</a>	<code>destroy</code>	Remove the <code>TDBDataset</code> instance from memory.

### 10.24.3 Property overview

Page	Property	Access	Description
<a href="#">319</a>	<code>DataBase</code>	rw	Database this dataset is connected to
<a href="#">319</a>	<code>Transaction</code>	rw	Transaction in which this dataset is running.

#### 10.24.4 TDBDataset.destroy

Synopsis: Remove the `TDBDataset` instance from memory.

Declaration: `destructor destroy; Override`

Visibility: `public`

Description: `Destroy` will disconnect the `TDBDataset` from its `Database` (??) and `Transaction` (??). After this it calls the inherited destructor.

See also: `TDBDataset.Database` (??), `TDatabase` (266)

#### 10.24.5 TDBDataset.DataBase

Synopsis: Database this dataset is connected to

Declaration: `Property DataBase : TDataBase`

Visibility: `public`

Access: `Read,Write`

Description: `Database` should be set to the `TDatabase` (266) instance this dataset is connected to. It can only be set when the dataset is closed.

Descendent classes should check in the property setter whether the database instance is of the correct class.

Errors: If the property is set when the dataset is active, an `EDatabaseError` (243) exception will be raised.

See also: `TDatabase` (266), `TDBDataset.Transaction` (??)

#### 10.24.6 TDBDataset.Transaction

Synopsis: Transaction in which this dataset is running.

Declaration: `Property Transaction : TDBTransaction`

Visibility: `public`

Access: `Read,Write`

Description: `Transaction` points to a `TDBTransaction` (319) component that represents the transaction this dataset is active in. This property should only be used for databases that support transactions.

The property can only be set when the dataset is disabled.

See also: `TDBTransaction` (319), `TDBDataset.Database` (??)

### 10.25 TDBTransaction

#### 10.25.1 Description

`TDBTransaction` encapsulates a SQL transaction. It is an abstract class, and should be used by component creators that wish to encapsulate transactions in a class. The `TDBTransaction` class offers functionality to refer to a `TDatabase` (266) instance, and to keep track of `TDataset` instances which are connected to the transaction.

See also: `TDatabase` (266), `TDataset` (276)



### 10.25.2 Method overview

Page	Property	Description
<a href="#">320</a>	CloseDataSets	Close all connected datasets
<a href="#">320</a>	Create	Transaction property
<a href="#">320</a>	destroy	Remove a <code>TDBTransaction</code> instance from memory.

### 10.25.3 Property overview

Page	Property	Access	Description
<a href="#">321</a>	Active	rw	Is the transaction active or not
<a href="#">321</a>	DataBase	rw	Database this transaction is connected to

### 10.25.4 TDBTransaction.Create

Synopsis: Transaction property

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: `public`

Description: `Create` initializes a new `TDBTransaction` instance. It sets up the necessary resources, after having called the inherited constructor.

See also: `TDBTransaction.Destroy` (??)

### 10.25.5 TDBTransaction.destroy

Synopsis: Remove a `TDBTransaction` instance from memory.

Declaration: `destructor destroy; Override`

Visibility: `public`

Description: `Destroy` first disconnects all connected `TDBDataset` ([318](#)) instances and then cleans up the resources allocated in the `Create` (??) constructor. After that it calls the inherited destructor.

See also: `TDBTransaction.Create` (??)

### 10.25.6 TDBTransaction.CloseDataSets

Synopsis: Close all connected datasets

Declaration: `procedure CloseDataSets`

Visibility: `public`

Description: `CloseDatasets` closes all connected datasets (All `TDBDataset` ([318](#)) instances whose `Transaction` (??) property points to this `TDBTransaction` instance).

See also: `TDBDataset` ([318](#)), `TDBDataset.Transaction` (??)

### 10.25.7 TDBTransaction.DataBase

Synopsis: Database this transaction is connected to

Declaration: `Property DataBase : TDataBase`

Visibility: public

Access: Read,Write

Description: `DataBase` points to the database that this transaction is part of. This property can be set only when the transaction is not active.

Errors: Setting this property to a new value when the transaction is active will result in an `EDatabaseError` (243) exception.

See also: `TDBTransaction.Active` (??), `TDataBase` (266)

### 10.25.8 TDBTransaction.Active

Synopsis: Is the transaction active or not

Declaration: `Property Active : Boolean`

Visibility: published

Access: Read,Write

Description: `Active` is `True` if a transaction was started using `TDBTransaction.StartTransaction` (??). Reversely, setting `Active` to `True` will call `StartTransaction`, setting it to `False` will call `TDBTransaction.EndTransaction` (??).

See also: `TDBTransaction.StartTransaction` (??), `TDBTransaction.EndTransaction` (??)

## 10.26 TDefCollection

### 10.26.1 Description

`TDefCollection` is a parent class for the `TFieldDefs` (352) and `TIndexDefs` (369) collections: It holds a set of named definitions on behalf of a `TDataset` (276) component. To this end, it introduces a `dataset` (??) property, and a mechanism to notify the dataset of any updates in the collection. It is supposed to hold items of class `TNamedItem` (381), so the `TDefCollection.Find` (??) method can find items by named.

### 10.26.2 Method overview

Page	Property	Description
<a href="#">322</a>	<code>create</code>	Instantiate a new <code>TDefCollection</code> instance.
<a href="#">322</a>	<code>Find</code>	Find an item by name
<a href="#">322</a>	<code>GetItemNames</code>	Return a list of all names in the collection
<a href="#">322</a>	<code>IndexOf</code>	Find location of item by name

### 10.26.3 Property overview

Page	Property	Access	Description
<a href="#">323</a>	<code>Dataset</code>	r	Dataset this collection manages definitions for.
<a href="#">323</a>	<code>Updated</code>	rw	Has one of the items been changed

### 10.26.4 TDefCollection.create

Synopsis: Instantiate a new `TDefCollection` instance.

Declaration: `constructor create(ADataset: TDataSet; AOwner: TPersistent;  
AClass: TCollectionItemClass)`

Visibility: public

Description: `Create` saves the `ADataset` and `AOwner` components in local variables for later reference, and then calls the inherited `Create` with `AClass` as a parameter. `AClass` should at least be of type `TNamedItem`. `ADataset` is the dataset on whose behalf the collection is managed. `AOwner` is the owner of the collection, normally this is the form or datamodule on which the dataset is dropped.

See also: `TDataset` (276), `TNamedItem` (381)

### 10.26.5 TDefCollection.Find

Synopsis: Find an item by name

Declaration: `function Find(const AName: string) : TNamedItem`

Visibility: public

Description: `Find` searches for an item in the collection with name `AName` and returns the item if it is found. If no item with the requested name is found, `Nil` is returned. The search is performed case-insensitive.

Errors: If no item with matching name is found, `Nil` is returned.

See also: `TNamedItem.Name` (??), `TDefCollection.IndexOf` (??)

### 10.26.6 TDefCollection.GetItemNames

Synopsis: Return a list of all names in the collection

Declaration: `procedure GetItemNames(List: TStrings)`

Visibility: public

Description: `GetItemNames` fills `List` with the names of all items in the collection. It clears the list first.

Errors: If `List` is not a valid `TStrings` instance, an exception will occur.

See also: `TNamedItem.Name` (??)

### 10.26.7 TDefCollection.IndexOf

Synopsis: Find location of item by name

Declaration: `function IndexOf(const AName: string) : LongInt`

Visibility: public

Description: `IndexOf` searches in the collection for an item whose `Name` property matches `AName` and returns the index of the item if it finds one. If no item is found, -1 is returned. The search is performed case-insensitive.

See also: `TDefCollection.Find` (??), `TNamedItem.Name` (??)

### 10.26.8 TDefCollection.Dataset

Synopsis: Dataset this collection manages definitions for.

Declaration: `Property Dataset : TDataSet`

Visibility: public

Access: Read

Description: `Dataset` is the dataset this collection manages definitions for. It must be supplied when the collection is created and cannot change during the lifetime of the collection.

### 10.26.9 TDefCollection.Updated

Synopsis: Has one of the items been changed

Declaration: `Property Updated : Boolean`

Visibility: public

Access: Read,Write

Description: `Changed` indicates whether the collection has changed: an item was added or removed, or one of the properties of the items was changed.

## 10.27 TDetailDataLink

### 10.27.1 Description

`TDetailDataLink` handles the communication between a detail dataset and the master datasource in a master-detail relationship between datasets. It should never be used in an application, and should only be used by component writers that wish to provide master-detail functionality for `TDataSet` descendents.

See also: `TDataSet` ([276](#)), `TDataSource` ([312](#))

### 10.27.2 Property overview

Page	Property	Access	Description
<a href="#">323</a>	<code>DetailDataSet</code>	r	Detail dataset in Master-detail relation

### 10.27.3 TDetailDataLink.DetailDataSet

Synopsis: Detail dataset in Master-detail relation

Declaration: `Property DetailDataSet : TDataSet`

Visibility: public

Access: Read

Description: `DetailDataSet` is the detail dataset in a master-detail relationship between 2 datasets. `DetailDataSet` is always `Nil` in `TDetailDataLink` and is only filled in in descendent classes like `TMasterDataLink` ([377](#)). The master dataset is available through the regular `TDataLink.DataSource` ([??](#)) property.

See also: `TDataSet` ([276](#)), `TMasterDataLink` ([377](#)), `TDataLink.DataSource` ([??](#))

## 10.28 TField

### 10.28.1 Description

`TField` is an abstract class that defines access methods for a field in a record, controlled by a `TDataset` (276) instance. It provides methods and properties to access the contents of the field in the current record. Reading one of the `AsXXX` properties of `TField` will access the field contents and return the contents as the desired type. Writing one of the `AsXXX` properties will write a value to the buffer represented by the `TField` instance.

`TField` is an abstract class, meaning that it should never be created directly. `TDataset` instances always create one of the descendent classes of `TField`, depending on the type of the underlying data.

See also: `TDataset` (276), `TFieldDef` (348), `TFields` (354)

### 10.28.2 Method overview

Page	Property	Description
<a href="#">327</a>	<code>Assign</code>	Copy properties from one <code>TField</code> instance to another
<a href="#">327</a>	<code>AssignValue</code>	Assign value of a variant record to the field.
<a href="#">328</a>	<code>Clear</code>	Clear the field contents.
<a href="#">327</a>	<code>Create</code>	Create a new <code>TField</code> instance
<a href="#">327</a>	<code>Destroy</code>	Destroy the <code>TField</code> instance
<a href="#">328</a>	<code>FocusControl</code>	Set focus to the first control connected to this field.
<a href="#">328</a>	<code>GetData</code>	Get the data from this field
<a href="#">329</a>	<code>IsBlob</code>	Is the field a BLOB field (untyped data of indeterminate size).
<a href="#">329</a>	<code>IsValidChar</code>	Check whether a character is valid input for the field
<a href="#">329</a>	<code>RefreshLookupList</code>	Refresh the lookup list
<a href="#">329</a>	<code>SetData</code>	Save the field data
<a href="#">330</a>	<code>SetFieldType</code>	Set the field data type
<a href="#">330</a>	<code>Validate</code>	Validate the data buffer



### 10.28.3 Property overview

Page	Property	Access	Description
341	Alignment	rw	Alignment for this field
330	AsBCD	rw	Access the field's contents as a BCD (Binary coded Decimal)
331	AsBoolean	rw	Access the field's contents as a Boolean value.
331	AsBytes	rw	
331	AsCurrency	rw	Access the field's contents as a Currency value.
331	AsDateTime	rw	Access the field's contents as a TDateTime value.
332	AsFloat	rw	Access the field's contents as a floating-point (Double) value.
333	AsInteger	rw	Access the field's contents as a 32-bit signed integer (longint) value.
332	AsLargeInt	rw	Access the field's contents as a 64-bit signed integer (longint) value.
332	AsLongint	rw	Access the field's contents as a 32-bit signed integer (longint) value.
333	AsString	rw	Access the field's contents as an AnsiString value.
334	AsVariant	rw	Access the field's contents as a Variant value.
333	AsWideString	rw	Access the field's contents as a WideString value.
334	AttributeSet	rw	Not used: dictionary information
334	Calculated	rw	Is the field a calculated field ?
335	CanModify	r	Can the field's contents be modified.
341	ConstraintErrorMessage	rw	Message to display if the CustomConstraint constraint is violated.
335	CurValue	r	Current value of the field
341	CustomConstraint	rw	Custom constraint for the field's value
335	DataSet	rw	Dataset this field belongs to
335	DataSet	r	Size of the field's data
336	DataType	r	The data type of the field.
342	DefaultExpression	rw	Default value for the field
342	DisplayLabel	rws	Name of the field for display purposes
336	DisplayName	r	User-readable fieldname
336	DisplayText	r	Formatted field value
342	DisplayWidth	rw	Width of the field in characters
336	EditMask	rw	Specify an edit mask for an edit control
337	EditMaskPtr	r	Alias for EditMask
342	FieldKind	rw	The kind of field.
343	FieldName	rw	Name of the field
337	FieldNo	r	Number of the field in the record
343	HasConstraints	r	Does the field have any constraints defined
343	ImportedConstraint	rw	Constraint for the field value on the level of the underlying database
343	Index	rw	Index of the field in the list of fields
337	IsIndexedField	r	Is the field an indexed field ?
338	IsNull	r	Is the field empty
344	KeyFields	rw	Key fields to use when looking up a field value.
338	Lookup	rw	Is the field a lookup field
344	LookupCache	rw	Should lookup values be cached
344	LookupDataSet	rw	Dataset with lookup values
345	LookupKeyFields	rw	Names of fields on which to perform a locate
340	LookupList	r	List of lookup values
345	LookupResultField	rw	Name of field to use as lookup value
338	NewValue	rw	The new value of the field
338	Offset	r	Offset of the field's value in the dataset buffer
340	OldValue	r	Old value of the field
347	OnChange	rw	Event triggerd when the field's value has changed
347	OnGetText	rw	Event to format the field's content
347	OnSetText	rw	Event to set the field's content based on a user-formatted string
347	OnValidate	rw	Event to validate the value of a field before it is writ-

### 10.28.4 TField.Create

Synopsis: Create a new TField instance

Declaration: constructor Create(AOwner: TComponent); Override

Visibility: public

Description: Create creates a new TField instance and sets up initial values for the fields. TField is a component, and AOwner will be used as the owner of the TField instance. This usually will be the form or datamodule on which the dataset was placed. There should normally be no need for a programmer to create a Tfield instance manually. The TDataSet.Open (??) method will create the necessary TField instances, if none had been created in the designer.

See also: TDataSet.Open (??)

### 10.28.5 TField.Destroy

Synopsis: Destroy the TField instance

Declaration: destructor Destroy; Override

Visibility: public

Description: Destroy cleans up any structures set up by the field instance, and then calls the inherited destructor. There should be no need to call this method under normal circumstances: the dataset instance will free any TField instances it has created when the dataset was opened.

See also: TDataSet.Close (??)

### 10.28.6 TField.Assign

Synopsis: Copy properties from one TField instance to another

Declaration: procedure Assign(Source: TPersistent); Override

Visibility: public

Description: Assign is overridden by TField to copy the field value (not the field properties) from Source if it exists. If Source is Nil then the value of the field is cleared.

Errors: If Source is not a TField instance, then an exception will be raised.

See also: TField.Value (??)

### 10.28.7 TField.AssignValue

Synopsis: Assign value of a variant record to the field.

Declaration: procedure AssignValue(const AValue: TVarRec)

Visibility: public

Description: AssignValue assigns the value of a "array of const" record AValue (of type TVarRec) to the field's value. If the record contains a TPersistent instance, it will be used as argument for the Assign to the field.

The dataset must be in edit mode to execute this method.



**Errors:** If the `AValue` contains an unsupported value (such as a non-nil pointer) then an exception will be raised. If the dataset is not in one of the edit modes, then executing this method will raise an `EDatabaseError` (243) exception.

See also: `TField.Assign` (??), `TField.Value` (??)

### 10.28.8 TField.Clear

**Synopsis:** Clear the field contents.

**Declaration:** `procedure Clear; Virtual`

**Visibility:** `public`

**Description:** `Clear` clears the contents of the field. After calling this method the value of the field is `Null` and `IsNull` (??) returns `True`.

The dataset must be in edit mode to execute this method.

**Errors:** If the dataset is not in one of the edit modes, then executing this method will raise an `EDatabaseError` (243) exception.

See also: `TField.IsNull` (??), `TField.Value` (??)

### 10.28.9 TField.FocusControl

**Synopsis:** Set focus to the first control connected to this field.

**Declaration:** `procedure FocusControl`

**Visibility:** `public`

**Description:** `FocusControl` will set focus to the first control that is connected to this field.

**Errors:** If the control cannot receive focus, then this method will raise an exception.

See also: `TDataset.EnableControls` (??), `TDataset.DisableControls` (??)

### 10.28.10 TField.GetData

**Synopsis:** Get the data from this field

**Declaration:** `function GetData(Buffer: Pointer) : Boolean; Overload`  
`function GetData(Buffer: Pointer; NativeFormat: Boolean) : Boolean`  
`; Overload`

**Visibility:** `default`

**Description:** `GetData` is used internally by `TField` to fetch the value of the data of this field into the data buffer pointed to by `Buffer`. If it returns `False` if the field has no value (i.e. is `Null`). If the `NativeFormat` parameter is true, then date/time formats should use the `TDateTime` format. It should not be necessary to use this method, instead use the various '`AsXXX`' methods to access the data.

**Errors:** No validity checks are performed on `Buffer`: it should point to a valid memory area, and should be large enough to contain the value of the field. Failure to provide a buffer that matches these criteria will result in an exception.

See also: `TField.IsNull` (??), `TField.SetData` (??), `TField.Value` (??)

**10.28.11 TField.IsBlob**

Synopsis: Is the field a BLOB field (untyped data of indeterminate size).

Declaration: `class function IsBlob; Virtual`

Visibility: `public`

Description: `IsBlob` returns `True` if the field is one of the blob field types. The `TField` implementation returns `false`. Only one of the blob-type field classes override this function and let it return `True`.

Errors: None.

See also: `TBlobField.IsBlob` (??)

**10.28.12 TField.IsValidChar**

Synopsis: Check whether a character is valid input for the field

Declaration: `function IsValidChar(InputChar: Char) : Boolean; Virtual`

Visibility: `public`

Description: `IsValidChar` checks whether `InputChar` is a valid characters for the current field. It does this by checking whether `InputChar` is in the set of characters specified by the `TField.ValidChars` (??) property. The `ValidChars` property will be initialized to a correct set of characters by descendent classes. For instance, a numerical field will only accept numerical characters and the sign and decimal separator characters.

Descendent classes can override this method to provide custom checks. The `ValidChars` property can be set to restrict the list of valid characters to a subset of what would normally be available.

See also: `TField.ValidChars` (??)

**10.28.13 TField.RefreshLookupList**

Synopsis: Refresh the lookup list

Declaration: `procedure RefreshLookupList`

Visibility: `public`

Description: `RefreshLookupList` fills the lookup list for a lookup fields with all key, value pairs found in the lookup dataset. It will open the lookup dataset if needed. The lookup list is only used if the `TField.LookupCache` (??) property is set to `True`.

Errors: If the values of the various lookup properties is not correct or the lookup dataset cannot be opened, then an exception will be raised.

See also: `LookupDataset` (??), `LookupKeyFields` (??), `LookupResultField` (??)

**10.28.14 TField.SetData**

Synopsis: Save the field data

Declaration: `procedure SetData(Buffer: Pointer); Overload`  
`procedure SetData(Buffer: Pointer; NativeFormat: Boolean); Overload`

Visibility: `default`

**Description:** `SetData` saves the value of the field data in `Buffer` to the dataset internal buffer. The `Buffer` pointer should point to a memory buffer containing the data for the field in the correct format. If the `NativeFormat` parameter is true, then date/time formats should use the `TDateTime` format.

There should normally not be any need to call `SetData` directly: it is called by the various setter methods of the `AsXXX` properties of `TField`.

**Errors:** No validity checks are performed on `Buffer`: it should point to a valid memory area, and should be large enough to contain the value of the field. Failure to provide a buffer that matches these criteria will result in an exception.

See also: `TField.GetData` (??), `TField.Value` (??)

### 10.28.15 TField.SetFieldType

**Synopsis:** Set the field data type

**Declaration:** `procedure SetFieldType(AValue: TFieldType); Virtual`

**Visibility:** public

**Description:** `SetFieldType` does nothing, but it can be overridden by descendent classes to provide special handling when the field type is set.

See also: `TField.DataType` (??)

### 10.28.16 TField.Validate

**Synopsis:** Validate the data buffer

**Declaration:** `procedure Validate(Buffer: Pointer)`

**Visibility:** public

**Description:** `Validate` is called by `SetData` prior to writing the data from `Buffer` to the dataset buffer. It will call the `TField.OnValidate` (??) event handler, if one is set, to allow the application programmer to program additional checks.

See also: `TField.SetData` (??), `TField.OnValidate` (??)

### 10.28.17 TField.AsBCD

**Synopsis:** Access the field's contents as a BCD (Binary coded Decimal)

**Declaration:** `Property AsBCD : TBCD`

**Visibility:** public

**Access:** Read,Write

**Description:** `AsBCD` can be used to read or write the contents of the field as a BCD value (Binary Coded Decimal). If the native type of the field is not BCD, then an attempt will be made to convert the field value from the native format to a BCD value when reading the field's content. Likewise, when writing the property, the value will be converted to the native type of the field (if the value allows it). Therefore, when reading or writing a field value for a field whose native data type is not a BCD value, an exception may be raised.

See also: `TField.AsCurrency` (??), `TField.Value` (??)

### 10.28.18 TField.AsBoolean

Synopsis: Access the field's contents as a Boolean value.

Declaration: `Property AsBoolean : Boolean`

Visibility: `public`

Access: Read,Write

Description: `AsBoolean` can be used to read or write the contents of the field as a boolean value. If the native type of the field is not Boolean, then an attempt will be made to convert the field value from the native format to a boolean value when reading the field's content. Likewise, when writing the property, the value will be converted to the native type of the field (if the value allows it). Therefor, when reading or writing a field value for a field whose native data type is not a Boolean value (for instance a string value), an exception may be raised.

See also: `TField.Value (??)`, `TField.AsInteger (??)`

### 10.28.19 TField.AsBytes

Declaration: `Property AsBytes : TBytes`

Visibility: `public`

Access: Read,Write

### 10.28.20 TField.AsCurrency

Synopsis: Access the field's contents as a Currency value.

Declaration: `Property AsCurrency : Currency`

Visibility: `public`

Access: Read,Write

Description: `AsBoolean` can be used to read or write the contents of the field as a currency value. If the native type of the field is not Boolean, then an attempt will be made to convert the field value from the native format to a currency value when reading the field's content. Likewise, when writing the property, the value will be converted to the native type of the field (if the value allows it). Therefor, when reading or writing a field value for a field whose native data type is not a currency-compatible value (dates or string values), an exception may be raised.

See also: `TField.Value (??)`, `TField.AsFloat (??)`

### 10.28.21 TField.AsDateTime

Synopsis: Access the field's contents as a TDateTime value.

Declaration: `Property AsDateTime : TDateTime`

Visibility: `public`

Access: Read,Write

**Description:** `AsDateTime` can be used to read or write the contents of the field as a `TDateTime` value (for both date and time values). If the native type of the field is not a date or time value, then an attempt will be made to convert the field value from the native format to a `TDateTime` value when reading the field's content. Likewise, when writing the property, the value will be converted to the native type of the field (if the value allows it). Therefor, when reading or writing a field value for a field whose native data type is not a `TDateTime`-compatible value (dates or string values), an exception may be raised.

See also: `TField.Value (??)`, `TField.AsString (??)`

### 10.28.22 TField.AsFloat

**Synopsis:** Access the field's contents as a floating-point (Double) value.

**Declaration:** `Property AsFloat : Double`

**Visibility:** public

**Access:** Read,Write

**Description:** `AsFloat` can be used to read or write the contents of the field as a floating-point value (of type double, i.e. with double precision). If the native type of the field is not a floating-point value, then an attempt will be made to convert the field value from the native format to a floating-point value when reading the field's content. Likewise, when writing the property, the value will be converted to the native type of the field (if the value allows it). Therefor, when reading or writing a field value for a field whose native data type is not a floating-point-compatible value (string values for instance), an exception may be raised.

See also: `TField.Value (??)`, `TField.AsString (??)`, `TField.AsCurrency (??)`

### 10.28.23 TField.AsLongint

**Synopsis:** Access the field's contents as a 32-bit signed integer (longint) value.

**Declaration:** `Property AsLongint : LongInt`

**Visibility:** public

**Access:** Read,Write

**Description:** `AsLongint` can be used to read or write the contents of the field as a 32-bit signed integer value (of type longint). If the native type of the field is not a longint value, then an attempt will be made to convert the field value from the native format to a longint value when reading the field's content. Likewise, when writing the property, the value will be converted to the native type of the field (if the value allows it). Therefor, when reading or writing a field value for a field whose native data type is not a 32-bit signed integer-compatible value (string values for instance), an exception may be raised.

This is an alias for the `TField.AsInteger (??)`.

See also: `TField.Value (??)`, `TField.AsString (??)`, `TField.AsInteger (??)`

### 10.28.24 TField.AsLargeInt

**Synopsis:** Access the field's contents as a 64-bit signed integer (longint) value.

**Declaration:** `Property AsLargeInt : LargeInt`

**Visibility:** public

Access: Read,Write

**Description:** `AsLargeInt` can be used to read or write the contents of the field as a 64-bit signed integer value (of type `Int64`). If the native type of the field is not an `Int64` value, then an attempt will be made to convert the field value from the native format to an `Int64` value when reading the field's content. Likewise, when writing the property, the value will be converted to the native type of the field (if the value allows it). Therefor, when reading or writing a field value for a field whose native data type is not a 64-bit signed integer-compatible value (string values for instance), an exception may be raised.

See also: `TField.Value` (??), `TField.AsString` (??), `TField.AsInteger` (??)

### 10.28.25 TField.AsInteger

**Synopsis:** Access the field's contents as a 32-bit signed integer (longint) value.

**Declaration:** `Property AsInteger : Integer`

Visibility: public

Access: Read,Write

**Description:** `AsInteger` can be used to read or write the contents of the field as a 32-bit signed integer value (of type `Integer`). If the native type of the field is not an integer value, then an attempt will be made to convert the field value from the native format to a integer value when reading the field's content. Likewise, when writing the property, the value will be converted to the native type of the field (if the value allows it). Therefor, when reading or writing a field value for a field whose native data type is not a 32-bit signed integer-compatible value (string values for instance), an exception may be raised.

See also: `TField.Value` (??), `TField.AsString` (??), `TField.AsLongint` (??), `TField.AsInt64` (??)

### 10.28.26 TField.AsString

**Synopsis:** Access the field's contents as an `AnsiString` value.

**Declaration:** `Property AsString : string`

Visibility: public

Access: Read,Write

**Description:** `AsString` can be used to read or write the contents of the field as an `AnsiString` value. If the native type of the field is not an `ansistring` value, then an attempt will be made to convert the field value from the native format to a `ansistring` value when reading the field's content. Likewise, when writing the property, the value will be converted to the native type of the field (if the value allows it). Therefor, when reading or writing a field value for a field whose native data type is not an `ansistring`-compatible value, an exception may be raised.

See also: `TField.Value` (??), `TField.AsWideString` (??)

### 10.28.27 TField.AsWideString

**Synopsis:** Access the field's contents as a `WideString` value.

**Declaration:** `Property AsWideString : WideString`

Visibility: public

Access: Read,Write

**Description:** `AsWideString` can be used to read or write the contents of the field as a `WideString` value. If the native type of the field is not a widestring value, then an attempt will be made to convert the field value from the native format to a widestring value when reading the field's content. Likewise, when writing the property, the value will be converted to the native type of the field (if the value allows it). Therefore, when reading or writing a field value for a field whose native data type is not a widestring-compatible value, an exception may be raised.

See also: `TField.Value` (??), `TField.AString` (??)

### 10.28.28 TField.AsVariant

**Synopsis:** Access the field's contents as a `Variant` value.

**Declaration:** `Property AsVariant : variant`

**Visibility:** `public`

**Access:** `Read,Write`

**Description:** `AsVariant` can be used to read or write the contents of the field as a `Variant` value. If the native type of the field is not a `Variant` value, then an attempt will be made to convert the field value from the native format to a `variant` value when reading the field's content. Likewise, when writing the property, the value will be converted to the native type of the field (if the value allows it). Therefore, when reading or writing a field value for a field whose native data type is not a `variant-compatible` value, an exception may be raised.

See also: `TField.Value` (??), `TField.AString` (??)

### 10.28.29 TField.AttributeSet

**Synopsis:** Not used: dictionary information

**Declaration:** `Property AttributeSet : string`

**Visibility:** `public`

**Access:** `Read,Write`

**Description:** `AttributeSet` was used in older Delphi versions to store data dictionary information for use in data-aware controls at design time. Not used in FreePascal (or newer Delphi versions); kept for Delphi compatibility.

### 10.28.30 TField.Calculated

**Synopsis:** Is the field a calculated field ?

**Declaration:** `Property Calculated : Boolean`

**Visibility:** `public`

**Access:** `Read,Write`

**Description:** `Calculated` is `True` if the `FieldKind` (??) is `fkCalculated`. Setting the property will result in `FieldKind` being set to `fkCalculated` (for a value of `True`) or `fkData`. This property should be considered read-only.

See also: `TField.FieldKind` (??)

### 10.28.31 TField.CanModify

Synopsis: Can the field's contents be modified.

Declaration: `Property CanModify : Boolean`

Visibility: `public`

Access: `Read`

Description: `CanModify` is `True` if the field is not read-only and the dataset allows modification.

See also: `TField.ReadOnly (??)`, `TDataset.CanModify (??)`

### 10.28.32 TField.CurValue

Synopsis: Current value of the field

Declaration: `Property CurValue : Variant`

Visibility: `public`

Access: `Read`

Description: `CurValue` returns the current value of the field as a variant.

See also: `TField.Value (??)`

### 10.28.33 TField.DataSet

Synopsis: Dataset this field belongs to

Declaration: `Property DataSet : TDataSet`

Visibility: `public`

Access: `Read,Write`

Description: `DataSet` contains the dataset this field belongs to. Writing this property will add the field to the list of fields of a dataset, after removing it from the list of fields of the dataset the field was previously assigned to. It should under normal circumstances never be necessary to set this property, the `TDataset` code will take care of this.

See also: `TDataset (276)`, `TDataset.Fields (??)`

### 10.28.34 TField.DataSize

Synopsis: Size of the field's data

Declaration: `Property DataSize : Integer`

Visibility: `public`

Access: `Read`

Description: `DataSize` is the memory size needed to store the field's contents. This is different from the `Size (??)` property which declares a logical size for datatypes that have a variable size (such as string fields). For BLOB fields, use the `TBlobField.BlobSize (??)` property to get the size of the field's contents for the current record..

See also: `TField.Size (??)`, `TBlobField.BlobSize (??)`



### 10.28.35 TField.DataType

Synopsis: The data type of the field.

Declaration: `Property DataType : TFieldType`

Visibility: public

Access: Read

Description: `DataType` indicates the type of data the field has. This property is initialized when the dataset is opened or when persistent fields are created for the dataset. Instead of checking the class type of the field, it is better to check the `DataType`, since the actual class of the `TField` instance may differ depending on the dataset.

See also: `TField.FieldKind` (??)

### 10.28.36 TField.DisplayName

Synopsis: User-readable fieldname

Declaration: `Property DisplayName : string`

Visibility: public

Access: Read

Description: `DisplayName` is the name of the field as it will be displayed to the user e.g. in grid column headers. By default it equals the `FieldName` (??) property, unless assigned another value.  
The use of this property is deprecated. Use `DisplayLabel` (??) instead.

See also: `Tfield.FieldName` (??)

### 10.28.37 TField.DisplayText

Synopsis: Formatted field value

Declaration: `Property DisplayText : string`

Visibility: public

Access: Read

Description: `DisplayText` returns the field's value as it should be displayed to the user, with all necessary formatting applied. Controls that should display the value of the field should use `DisplayText` instead of the `TField.AsString` (??) property, which does not take into account any formatting.

See also: `TField.AsString` (??)

### 10.28.38 TField.EditMask

Synopsis: Specify an edit mask for an edit control

Declaration: `Property EditMask : TEditMask`

Visibility: public

Access: Read,Write

**Description:** `EditMask` can be used to specify an edit mask for controls that allow to edit this field. It has no effect on the field value, and serves only to ensure that the user can enter only correct data for this field.

For more information on valid edit masks, see the documentation of the GUI controls.

See also: `TDateTimeField.EditMask (??)`, `TStringField.EditMask (??)`

### 10.28.39 TField.EditMaskPtr

**Synopsis:** Alias for `EditMask`

**Declaration:** `Property EditMaskPtr : TEditMask`

**Visibility:** `public`

**Access:** `Read`

**Description:** `EditMaskPtr` is a read-only alias for the `EditMask (??)` property. It is not used.

See also: `TField.EditMask (??)`

### 10.28.40 TField.FieldNo

**Synopsis:** Number of the field in the record

**Declaration:** `Property FieldNo : LongInt`

**Visibility:** `public`

**Access:** `Read`

**Description:** `FieldNo` is the position of the field in the record. It is a 1-based index and is initialized when the dataset is opened or when persistent fields are created for the dataset.

See also: `TField.Index (??)`

### 10.28.41 TField.IsIndexField

**Synopsis:** Is the field an indexed field ?

**Declaration:** `Property IsIndexField : Boolean`

**Visibility:** `public`

**Access:** `Read`

**Description:** `IsIndexField` is true if the field is an indexed field. By default this property is `False`, descendants of `TDataset (276)` can change this to `True`.

See also: `TField.Calculated (??)`

#### 10.28.42 TField.IsNull

Synopsis: Is the field empty

Declaration: `Property IsNull : Boolean`

Visibility: `public`

Access: `Read`

Description: `IsNull` is `True` if the field does not have a value. If the underlying data contained a value, or a value is written to it, `IsNull` will return `False`. After `TDataset.Insert (??)` is called or `Clear (??)` is called then `IsNull` will return `True`.

See also: `TField.Clear (??)`, `TDataset.Insert (??)`

#### 10.28.43 TField.Lookup

Synopsis: Is the field a lookup field

Declaration: `Property Lookup : Boolean`

Visibility: `public`

Access: `Read,Write`

Description: `Lookup` is `True` if the `FieldKind (??)` equals `fkLookup`, `False` otherwise. Setting the `Lookup` property will switch the `FieldKind` between the `fkLookup` and `fkData`.

See also: `TField.FieldKind (??)`

#### 10.28.44 TField.NewValue

Synopsis: The new value of the field

Declaration: `Property NewValue : Variant`

Visibility: `public`

Access: `Read,Write`

Description: `NewValue` returns the new value of the field. The FPC implementation of `TDataset` (276) does not yet support this.

See also: `TField.Value (??)`, `TField.CurValue (??)`

#### 10.28.45 TField.Offset

Synopsis: Offset of the field's value in the dataset buffer

Declaration: `Property Offset : Word`

Visibility: `public`

Access: `Read`

Description: `Offset` is the location of the field's contents in the dataset memory buffer. It is read-only and initialized by the dataset when it is opened.

See also: `TField.FieldNo (??)`, `TField.Index (??)`, `TField.Datasize (??)`

**10.28.46 TField.Size**

Synopsis: Logical size of the field

Declaration: `Property Size : Integer`

Visibility: `public`

Access: `Read,Write`

Description: `Size` is the declared size of the field for datatypes that can have variable size, such as string types, BCD types or array types. To get the size of the storage needed to store the field's content, the `DataSize (??)` should be used. For blob fields, the current size of the

**10.28.47 TField.Text**

Synopsis: Text representation of the field

Declaration: `Property Text : string`

Visibility: `public`

Access: `Read,Write`

Description: `Text` can be used to retrieve or set the value of the value as a string value for editing purposes. It will trigger the `TField.OnGetText (??)` event handler if a handler was specified. For display purposes, the `TField.DisplayText (??)` property should be used. Controls that should display the value in a textual format should use `text` whenever they must display the text for editing purposes. Inversely, when a control should save the value entered by the user, it should write the contents to the `Text` property, not the `AsString (??)` property, this will invoke the `TField.OnSetText (??)` event handler, if one is set.

See also: `TField.AsString (??)`, `TField.DisplayText (??)`, `TField.Value (??)`

**10.28.48 TField.ValidChars**

Synopsis: Characters that are valid input for the field's content

Declaration: `Property ValidChars : TFieldChars`

Visibility: `public`

Access: `Read,Write`

Description: `ValidChars` is a property that is initialized by descendent classes to contain the set of characters that can be entered in an edit control which is used to edit the field. Numerical fields will set this to a set of numerical characters, string fields will set this to all possible characters. It is possible to restrict the possible input by setting this property to a subset of all possible characters (for example, set it to all uppercase letters to allow the user to enter only uppercase characters. `TField` itself does not enforce the validity of the data when the content of the field is set, an edit control should check the validity of the user input by means of the `IsValidChar (??)` function.

See also: `TField.IsValidChar (??)`

### 10.28.49 TField.Value

Synopsis: Value of the field as a variant value

Declaration: `Property Value : variant`

Visibility: `public`

Access: `Read, Write`

Description: `Value` can be used to read or write the value of the field as a `Variant` value. When setting the value, the value will be converted to the actual type of the field as defined in the underlying data. Likewise, when reading the value property, the actual field value will be converted to a variant value. If the field does not contain a value (when `IsNull (??)` returns `True`), then `Value` will contain `Null`.

It is not recommended to use the `Value` property: it should only be used when the type of the field is unknown. If the type of the field is known, it is better to use one of the `AsXXX` properties, which will not only result in faster code, but will also avoid strange type conversions.

See also: `TField.IsNull (??)`, `TField.Text (??)`, `TField.DisplayText (??)`

### 10.28.50 TField.OldValue

Synopsis: Old value of the field

Declaration: `Property OldValue : variant`

Visibility: `public`

Access: `Read`

Description: `OldValue` returns the value of the field prior to an edit operation. This feature is currently not supported in FPC.

See also: `TField.Value (??)`, `TField.CurValue (??)`, `TField.NewValue (??)`

### 10.28.51 TField.LookupList

Synopsis: List of lookup values

Declaration: `Property LookupList : TLookupList`

Visibility: `public`

Access: `Read`

Description: `LookupList` contains the list of key, value pairs used when caching the possible lookup values for a lookup field. The list is only valid when the `LookupCache (??)` property is set to `True`. It can be refreshed using the `RefreshLookupList (??)` method.

See also: `TField.RefreshLookupList (??)`, `TField.LookupCache (??)`

### 10.28.52 TField.Alignment

Synopsis: Alignment for this field

Declaration: `Property Alignment : TAlignment`

Visibility: published

Access: Read,Write

Description: `Alignment` contains the alignment that UI controls should observe when displaying the contents of the field. Setting the property at the field level will make sure that all DB-Aware controls will display the contents of the field with the same alignment.

See also: `TField.DisplayText` (??)

### 10.28.53 TField.CustomConstraint

Synopsis: Custom constraint for the field's value

Declaration: `Property CustomConstraint : string`

Visibility: published

Access: Read,Write

Description: `CustomConstraint` may contain a constraint that will be enforced when the dataset posts it's data. It should be a SQL-like expression that results in a `True` or `False` value. Examples of valid constraints are:

```
Salary < 10000
YearsEducation < Age
```

If the constraint is not satisfied when the record is posted, then an exception will be raised with the value of `ConstraintErrorMessage` (??) as a message.

This feature is not yet implemented in FPC.

See also: `TField.ConstraintErrorMessage` (??), `TField.ImportedConstraint` (??)

### 10.28.54 TField.ConstraintErrorMessage

Synopsis: Message to display if the `CustomConstraint` constraint is violated.

Declaration: `Property ConstraintErrorMessage : string`

Visibility: published

Access: Read,Write

Description: `ConstraintErrorMessage` is the message that should be displayed when the dataset checks the constraints and the constraint in `TField.CustomConstraint` (??) is violated.

This feature is not yet implemented in FPC.

See also: `TField.CustomConstraint` (??)

**10.28.55 TField.DefaultExpression**

Synopsis: Default value for the field

Declaration: `Property DefaultExpression : string`

Visibility: published

Access: Read,Write

Description: `DefaultValue` can be set to a value that should be entered in the field whenever the `TDataset.Append (??)` or `TDataset.Insert (??)` methods are executed. It should contain a valid SQL expression that results in the correct type for the field.

This feature is not yet implemented in FPC.

See also: `TDataset.Insert (??)`, `TDataset.Append (??)`, `TDataset.CustomConstraint (??)`

**10.28.56 TField.DisplayLabel**

Synopsis: Name of the field for display purposes

Declaration: `Property DisplayLabel : string`

Visibility: published

Access: Read,Write

Description: `DisplayLabel` is the name of the field as it will be displayed to the user e.g. in grid column headers. By default it equals the `FieldName (??)` property, unless assigned another value.

See also: `TField.FieldName (??)`

**10.28.57 TField.DisplayWidth**

Synopsis: Width of the field in characters

Declaration: `Property DisplayWidth : LongInt`

Visibility: published

Access: Read,Write

Description: `DisplayWidth` is the width (in characters) that should be used by controls that display the contents of the field (such as in grids or lookup lists). It is initialized to a default value for most fields (e.g. it equals `Size (??)` for string fields) but can be modified to obtain a more appropriate value for the field's expected content.

See also: `TField.Alignment (??)`, `TField.DisplayText (??)`

**10.28.58 TField.FieldKind**

Synopsis: The kind of field.

Declaration: `Property FieldKind : TFieldKind`

Visibility: published

Access: Read,Write

Description: `FieldKind` indicates the type of the `TField` instance. Besides `TField` instances that represent fields present in the underlying data records, there can also be calculated or lookup fields. This property determines what kind of field the `TField` instance is.

### 10.28.59 TField.FieldName

Synopsis: Name of the field

Declaration: `Property FieldName : string`

Visibility: published

Access: Read,Write

Description: `FieldName` is the name of the field as it is defined in the underlying data structures (for instance the name of the field in a SQL table, DBase file, or the alias of the field if it was aliased in a SQL SELECT statement. It does not always equal the `Name` property, which is the name of the `TField` component instance. The `Name` property will generally equal the name of the dataset appended with the value of the `FieldName` property.

See also: `TFieldDef.Name` (??), `TField.Size` (??), `TField.DataType` (??)

### 10.28.60 TField.HasConstraints

Synopsis: Does the field have any constraints defined

Declaration: `Property HasConstraints : Boolean`

Visibility: published

Access: Read

Description: `HasConstraints` will contain `True` if one of the `CustomConstraint` (??) or `ImportedConstraint` (??) properties is set to a non-empty value.

See also: `CustomConstraint` (??), `ImportedConstraint` (??)

### 10.28.61 TField.Index

Synopsis: Index of the field in the list of fields

Declaration: `Property Index : LongInt`

Visibility: published

Access: Read,Write

Description: `Index` is the name of the field in the list of fields of a dataset. It is, in general, the (0-based) position of the field in the underlying data structures, but this need not always be so. The `TField.FieldNo` (??) property should be used for that.

See also: `TField.FieldNo` (??)

### 10.28.62 TField.ImportedConstraint

Synopsis: Constraint for the field value on the level of the underlying database

Declaration: `Property ImportedConstraint : string`

Visibility: published

Access: Read,Write



**Description:** `ImportedConstraint` contains any constraints that the underlying data engine imposes on the values of a field (usually in an SQL CONSTRAINT) clause. Whether this field is filled with appropriate data depends on the implementation of the `TDataset` (276) descendent.

See also: `TField.CustomConstraint` (??), `TDataset` (276), `TField.ConstraintErrorMessage` (??)

### 10.28.63 TField.KeyFields

**Synopsis:** Key fields to use when looking up a field value.

**Declaration:** `Property KeyFields : string`

**Visibility:** published

**Access:** Read,Write

**Description:** `KeyFields` should contain a semi-colon separated list of field names from the lookupfield's dataset which will be matched to the fields enumerated in `LookupKeyFields` (??) in the dataset pointed to by the `LookupDataset` (??) property.

See also: `LookupKeyFields` (??), `LookupDataset` (??)

### 10.28.64 TField.LookupCache

**Synopsis:** Should lookup values be cached

**Declaration:** `Property LookupCache : Boolean`

**Visibility:** published

**Access:** Read,Write

**Description:** `LookupCache` is by default `False`. If it is set to `True` then a list of key, value pairs will be created from the `LookupKeyFields` (??) in the dataset pointed to by the `LookupDataset` (??) property. The list of key, value pairs is available through the `TField.LookupList` (??) property.

See also: `LookupKeyFields` (??), `LookupDataset` (??), `TField.LookupList` (??)

### 10.28.65 TField.LookupDataSet

**Synopsis:** Dataset with lookup values

**Declaration:** `Property LookupDataSet : TDataset`

**Visibility:** published

**Access:** Read,Write

**Description:** `LookupDataset` is used by lookup fields to fetch the field's value. The `LookupKeyFields` (??) property is used as a list of fields to locate a record in this dataset, and the value of the `LookupResultField` (??) field is then used as the value of the lookup field.

See also: `KeyFields` (??), `LookupKeyFields` (??), `LookupResultField` (??), `LookupCache` (??)

**10.28.66 TField.LookupKeyFields**

Synopsis: Names of fields on which to perform a locate

Declaration: `Property LookupKeyFields : string`

Visibility: published

Access: Read,Write

Description: `LookupKeyFields` should contain a semi-colon separated list of field names from the dataset pointed to by the `LookupDataset` (??) property. These fields will be used when locating a record corresponding to the values in the `TField.KeyFields` (??) property.

See also: `KeyFields` (??), `LookupDataset` (??), `LookupResultField` (??), `LookupCache` (??)

**10.28.67 TField.LookupResultField**

Synopsis: Name of field to use as lookup value

Declaration: `Property LookupResultField : string`

Visibility: published

Access: Read,Write

Description: `LookupResultField` contains the field name from a field in the dataset pointed to by the `LookupDataset` (??) property. The value of this field will be used as the lookup's field value when a record is found in the lookup dataset as result for the lookup field value.

See also: `KeyFields` (??), `LookupDataset` (??), `LookupKeyFields` (??), `LookupCache` (??)

**10.28.68 TField.Origin**

Synopsis: Original fieldname of the field.

Declaration: `Property Origin : string`

Visibility: published

Access: Read,Write

Description: `Origin` contains the origin of the field in the form `TableName.fieldName`. This property is filled only if the `TDataset` (276) descendent or the database engine support retrieval of this property. It can be used to automatically create update statements, together with the `TField.ProviderFlags` (??) property.

See also: `TDataset` (276), `TField.ProviderFlags` (??)

**10.28.69 TField.ProviderFlags**

Synopsis: Flags for provider or update support

Declaration: `Property ProviderFlags : TProviderFlags`

Visibility: published

Access: Read,Write

**Description:** `ProviderFlags` contains a set of flags that can be used by engines that automatically generate update SQL statements or update data packets. The various items in the set tell the engine whether the key is a key field, should be used in the where clause of an update statement or whether - in fact - it should be updated at all.

These properties should be set by the programmer so engines such as SQLDB can create correct update SQL statements whenever they need to post changes to the database. Note that to be able to set these properties in a designer, persistent fields must be created.

See also: `TField.Origin` (??)

### 10.28.70 TField.ReadOnly

**Synopsis:** Is the field read-only

**Declaration:** `Property ReadOnly : Boolean`

**Visibility:** published

**Access:** Read,Write

**Description:** `ReadOnly` can be set to `True` to prevent controls of writing data to the field, effectively making it a read-only field. Setting this property to `True` does not prevent the field from getting a value through code: it is just an indication for GUI controls that the field's value is considered read-only.

See also: `TFieldDef.Attributes` (??)

### 10.28.71 TField.Required

**Synopsis:** Does the field require a value

**Declaration:** `Property Required : Boolean`

**Visibility:** published

**Access:** Read,Write

**Description:** `Required` determines whether the field needs a value when posting the data: when a dataset posts the changed made to a record (new or existing), it will check whether all fields with the `Required` property have a value assigned to them. If not, an exception will be raised. Descendents of `TDataset` (276) will set the property to `True` when opening the dataset, depending on whether the field is required in the underlying data engine. For fields that are not required by the database engine, the programmer can still set the property to `True` if the business logic requires a field.

See also: `TDataset.Open` (??), `ReadOnly` (??), `Visible` (??)

### 10.28.72 TField.Visible

**Synopsis:** Should the field be shown in grids

**Declaration:** `Property Visible : Boolean`

**Visibility:** published

**Access:** Read,Write

**Description:** `Visible` can be used to hide fields from a grid when displaying data to the user. Invisible fields will by default not be shown in the grid.

See also: `TField.ReadOnly` (??), `TField.Required` (??)

### 10.28.73 TField.OnChange

Synopsis: Event triggered when the field's value has changed

Declaration: `Property OnChange : TFieldNotifyEvent`

Visibility: published

Access: Read,Write

Description: `OnChange` is triggered whenever the field's value has been changed. It is triggered only after the new contents have been written to the dataset buffer, so it can be used to react to changes in the field's content. To prevent the writing of changes to the buffer, use the `TField.OnValidate (??)` event. It is not allowed to change the state of the dataset or the contents of the field during the execution of this event handler: doing so may lead to infinite loops and other unexpected results.

See also: `TField.OnChange (??)`

### 10.28.74 TField.OnGetText

Synopsis: Event to format the field's content

Declaration: `Property OnGetText : TFieldGetTextEvent`

Visibility: published

Access: Read,Write

Description: `OnGetText` is triggered whenever the `TField.Text (??)` or `TField.DisplayText (??)` properties are read. It can be used to return a custom formatted string in the `AText` parameter which will then typically be used by a control to display the field's contents to the user. It is not allowed to change the state of the dataset or the contents of the field during the execution of this event handler.

See also: `TField.Text (??)`, `TField.DisplayText (??)`, `TField.OnSetText (??)`, `TFieldGetTextEvent (232)`

### 10.28.75 TField.OnSetText

Synopsis: Event to set the field's content based on a user-formatted string

Declaration: `Property OnSetText : TFieldSetTextEvent`

Visibility: published

Access: Read,Write

Description: `OnSetText` is called whenever the `TField.Text (??)` property is written. It can be used to set the actual value of the field based on the passed `AText` parameter. Typically, this event handler will perform the inverse operation of the `TField.OnGetText (??)` handler, if it exists.

See also: `TField.Text (??)`, `TField.OnGetText (??)`, `TFieldGetTextEvent (232)`

### 10.28.76 TField.OnValidate

Synopsis: Event to validate the value of a field before it is written to the data buffer

Declaration: `Property OnValidate : TFieldNotifyEvent`

Visibility: published

Access: Read,Write

**Description:** OnValidate is called prior to writing a new field value to the dataset's data buffer. It can be used to prevent writing the new value to the buffer by raising an exception in the event handler. Note that this event handler is always called, irrespective of the way the value of the field is set.

See also: TField.Text (??), TField.OnGetText (??), TField.OnSetText (??), TField.OnChange (??)

## 10.29 TFieldDef

### 10.29.1 Description

TFieldDef is used to describe the fields that are present in the data underlying the dataset. For each field in the underlying field, an TFieldDef instance is created when the dataset is opened. This class offers almost no methods, it is mainly a storage class, to store all relevant properties of fields in a record (name, data type, size, required or not, etc.)

See also: TDataset.FieldDefs (??), TFieldDefs (352)

### 10.29.2 Method overview

Page	Property	Description
<a href="#">349</a>	Assign	Assign the contents of one TFieldDef instance to another.
<a href="#">348</a>	Create	Constructor for TFieldDef.
<a href="#">349</a>	CreateField	Create TField instance based on definitions in current TFieldDef instance.
<a href="#">349</a>	Destroy	Free the TFieldDef instance

### 10.29.3 Property overview

Page	Property	Access	Description
<a href="#">351</a>	Attributes	rw	Additional attributes of the field.
<a href="#">351</a>	DataType	rw	Data type for the field
<a href="#">350</a>	FieldClass	r	TField class used for this fielddef
<a href="#">350</a>	FieldNo	r	Field number
<a href="#">350</a>	InternalCalcField	rw	Is this a definition of an internally calculated field ?
<a href="#">351</a>	Precision	rw	Precision used in BCD (Binary Coded Decimal) fields
<a href="#">350</a>	Required	rw	Is the field required ?
<a href="#">351</a>	Size	rw	Size of the buffer needed to store the data of the field

### 10.29.4 TFieldDef.Create

**Synopsis:** Constructor for TFieldDef.

**Declaration:** `constructor create(ACollection: TCollection);` Override  
`constructor Create(AOwner: TFieldDefs;const AName: string;`  
`ADataType: TFieldType;ASize: Integer;`  
`ARequired: Boolean;AFieldNo: LongInt);` Overload

**Visibility:** default

**Description:** Create is the constructor for the TFieldDef class.

If a simple call is used, with a single argument `ACollection`, the inherited `Create` is called and the `Field` number is set to the incremented current index.

If the more complicated call is used, with multiple arguments, then after the inherited `Create` call, the `Name` (??), `datatype` (??), `size` (??), `precision` (??), `FieldNo` (??) and the `Required` (??) property are all set according to the passed arguments.

Errors: If a duplicate name is passed, then an exception will occur.

See also: `Name` (??), `datatype` (??), `size` (??), `precision` (??), `FieldNo` (??), `Required` (??)

### 10.29.5 TFieldDef.Destroy

Synopsis: Free the `TFieldDef` instance

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` destroys the `TFieldDef` instance. It simply calls the inherited destructor.

See also: `TFieldDef.Create` (??)

### 10.29.6 TFieldDef.Assign

Synopsis: Assign the contents of one `TFieldDef` instance to another.

Declaration: `procedure Assign(APersistent: TPersistent); Override`

Visibility: `public`

Description: `Assign` assigns all published properties of `APersistent` to the current instance, if `APersistent` is an instance of class `TFieldDef`.

Errors: If `APersistent` is not of class `TFieldDef` (348), then an exception will be raised.

### 10.29.7 TFieldDef.CreateField

Synopsis: Create `TField` instance based on definitions in current `TFieldDef` instance.

Declaration: `function CreateField(AOwner: TComponent) : TField`

Visibility: `public`

Description: `CreateField` determines, based on the `DataType` (??) what `TField` (324) descendent it should create, and then returns a newly created instance of this class. It sets the appropriate defaults for the `Size` (??), `FieldName` (??), `FieldNo` (??), `Precision` (??), `ReadOnly` (??) and `Required` (??) properties of the newly created instance. It should never be necessary to use this call in an end-user program, only `TDataset` descendent classes should use this call.

The newly created field is owned by the component instance passed in the `AOwner` parameter.

The `DefaultFieldClasses` (226) array is used to determine which `TField` Descendent class should be used when creating the `TField` instance, but descendents of `TDataset` may override the values in that array.

See also: `DefaultFieldClasses` (226), `TField` (324)

**10.29.8 TFieldDef.FieldClass**

Synopsis: TField class used for this fielddef

Declaration: `Property FieldClass : TFieldClass`

Visibility: public

Access: Read

Description: `FieldClass` is the class of the `TField` instance that is created by the `CreateField (??)` class. The return value is retrieved from the `TDataset` instance the `TFieldDef` instance is associated with. If there is no `TDataset` instance available, the return value is `Nil`

See also: `TDataset` ([276](#)), `CreateField (??)`, `TField` ([324](#))

**10.29.9 TFieldDef.FieldNo**

Synopsis: Field number

Declaration: `Property FieldNo : LongInt`

Visibility: public

Access: Read

Description: `FieldNo` is the number of the field in the data structure where the dataset contents comes from, for instance in a DBase file. If the underlying data layer does not support the concept of field number, a sequential number is assigned.

**10.29.10 TFieldDef.InternalCalcField**

Synopsis: Is this a definition of an internally calculated field ?

Declaration: `Property InternalCalcField : Boolean`

Visibility: public

Access: Read,Write

Description: `InternalCalc` is `True` if the `fielddef` instance represents an internally calculated field: for internally calculated fields, storage must be provided by the underlying data mechanism.

**10.29.11 TFieldDef.Required**

Synopsis: Is the field required ?

Declaration: `Property Required : Boolean`

Visibility: public

Access: Read,Write

Description: `Required` is set to `True` if the field requires a value when posting data to the dataset. If no value was entered, the dataset will raise an exception when the record is posted. The `Required` property is usually initialized based on the definition of the field in the underlying database. For SQL-based databases, a field declared as `NOT NULL` will result in a `Required` property of `True`.

### 10.29.12 TFieldDef.Attributes

Synopsis: Additional attributes of the field.

Declaration: `Property Attributes : TFieldAttributes`

Visibility: published

Access: Read,Write

Description: `Attributes` contain additional attributes of the field. It shares the `faRequired` attribute with the `Required` property.

See also: `TFieldDef.Required` (??)

### 10.29.13 TFieldDef.DataType

Synopsis: Data type for the field

Declaration: `Property DataType : TFieldType`

Visibility: published

Access: Read,Write

Description: `DataType` contains the data type of the field's contents. Based on this property, the `FieldClass` property determines what kind of field class must be used to represent this field.

See also: `TFieldDef.FieldClass` (??), `TFieldDef.CreateField` (??)

### 10.29.14 TFieldDef.Precision

Synopsis: Precision used in BCD (Binary Coded Decimal) fields

Declaration: `Property Precision : LongInt`

Visibility: published

Access: Read,Write

Description: `Precision` is the number of digits used in a BCD (Binary Coded Decimal) field. It is not the number of digits after the decimal separator, but the total number of digits.

See also: `TFieldDef.Size` (??)

### 10.29.15 TFieldDef.Size

Synopsis: Size of the buffer needed to store the data of the field

Declaration: `Property Size : Integer`

Visibility: published

Access: Read,Write

Description: `Size` indicates the size of the buffer needed to hold data for the field. For types with a fixed size (such as integer, word or data/time) the size can be zero: the buffer mechanism reserves automatically enough heap memory. For types which can have various sizes (blobs, string types, BCD types), the `Size` property tells the buffer mechanism how many bytes are needed to hold the data for the field.

See also: `TFieldDef.Precision` (??), `TFieldDef.DataType` (??)



## 10.30 TFieldDefs

### 10.30.1 Description

TFieldDefs is used by each TDataSet instance to keep a description of the data that it manages; for each field in a record that makes up the underlying data, the TFieldDefs instance keeps an instance of TFieldDef that describes the field's contents. For any internally calculated fields of the dataset, a TFieldDef instance is kept as well. This collection is filled by descendent classes of TDataSet as soon as the dataset is opened; it is cleared when the dataset closes. After the collection was populated, the dataset creates TField instances based on all the definitions in the collections. If persistent fields were used, the contents of the fielddefs collection is compared to the field components that are present in the dataset. If the collection contains more field definitions than Field components, these extra fields will not be available in the dataset.

See also: TFieldDef ([348](#)), TDataSet ([276](#))

### 10.30.2 Method overview

Page	Property	Description
<a href="#">352</a>	Add	Add a new field definition to the collection.
<a href="#">353</a>	AddFieldDef	Add new TFieldDef
<a href="#">353</a>	Assign	Copy all items from one dataset to another
<a href="#">352</a>	Create	Create a new instance of TFieldDefs
<a href="#">353</a>	Find	Find item by name
<a href="#">354</a>	MakeNameUnique	Create a unique field name starting from a base name
<a href="#">353</a>	Update	Force update of definitions

### 10.30.3 Property overview

Page	Property	Access	Description
<a href="#">354</a>	HiddenFields	rw	Should field instances be created for hidden fields
<a href="#">354</a>	Items	rw	Indexed access to the fielddef instances

### 10.30.4 TFieldDefs.Create

Synopsis: Create a new instance of TFieldDefs

Declaration: constructor Create (ADataset: TDataSet)

Visibility: public

Description: Create is used to create a new instance of TFieldDefs. The ADataset argument contains the dataset instance for which the collection contains the field definitions.

See also: TFieldDef ([348](#)), TDataSet ([276](#))

### 10.30.5 TFieldDefs.Add

Synopsis: Add a new field definition to the collection.

Declaration: procedure Add(const AName: string; ADataType: TFieldType; ASize: Word;  
                           ARequired: Boolean); Overload  
 procedure Add(const AName: string; ADataType: TFieldType; ASize: Word)  
                   ; Overload  
 procedure Add(const AName: string; ADataType: TFieldType); Overload

Visibility: default

Description: Add adds a new item to the collection and fills in the Name, DataType, Size and Required properties of the newly added item with the provided parameters.

Errors: If an item with name AName already exists in the collection, then an exception will be raised.

See also: TFieldDefs.AddFieldDef (??)

### 10.30.6 TFieldDefs.AddFieldDef

Synopsis: Add new TFieldDef

Declaration: `function AddFieldDef : TFieldDef`

Visibility: public

Description: AddFieldDef creates a new TFieldDef item and returns the instance.

See also: TFieldDefs.Add (??)

### 10.30.7 TFieldDefs.Assign

Synopsis: Assign all items from one dataset to another

Declaration: `procedure Assign(FieldDefs: TFieldDefs); Overload`

Visibility: public

Description: Assign simply calls inherited Assign with the FieldDefs argument.

See also: TFieldDef.Assign (??)

### 10.30.8 TFieldDefs.Find

Synopsis: Find item by name

Declaration: `function Find(const AName: string) : TFieldDef`

Visibility: public

Description: Find simply calls the inherited TDefCollection.Find (??) to find an item with name AName and typecasts the result to TFieldDef.

See also: TDefCollection.Find (??), TNamedItem.Name (??)

### 10.30.9 TFieldDefs.Update

Synopsis: Force update of definitions

Declaration: `procedure Update; Overload`

Visibility: public

Description: Update notifies the dataset that the field definitions are updated, if it was not yet notified.

See also: TDefCollection.Updated (??)

### 10.30.10 TFieldDefs.MakeNameUnique

Synopsis: Create a unique field name starting from a base name

Declaration: `function MakeNameUnique(const AName: string) : string; Virtual`

Visibility: public

Description: `MakeNameUnique` uses `AName` to construct a name of a field that is not yet in the collection. If `AName` is not yet in the collection, then `AName` is returned. If a field definition with field name equal to `AName` already exists, then a new name is constructed by appending a sequence number to `AName` till the resulting name does not appear in the list of field definitions.

See also: `TFieldDefs.Find` (??), `TFieldDef.Name` (??)

### 10.30.11 TFieldDefs.HiddenFields

Synopsis: Should field instances be created for hidden fields

Declaration: `Property HiddenFields : Boolean`

Visibility: public

Access: Read,Write

Description: `HiddenFields` determines whether a field is created for fielddefs that have the `faHiddenCol` attribute set. If set to `False` (the default) then no `TField` instances will be created for hidden fields. If it is set to `True`, then a `TField` instance will be created for hidden fields.

See also: `TFieldDef.Attributes` (??)

### 10.30.12 TFieldDefs.Items

Synopsis: Indexed access to the fielddef instances

Declaration: `Property Items[Index: LongInt]: TFieldDef; default`

Visibility: public

Access: Read,Write

Description: `Items` provides zero-based indexed access to all `TFieldDef` instances in the collection. The index must vary between 0 and `Count-1`, or an exception will be raised.

See also: `TFieldDef` (348)

## 10.31 Tfields

### 10.31.1 Description

`TFields` mimics a `TCollection` class for the `Fields` (??) property of `TDataset` (276) instance. Since `TField` (324) is a descendent of `TComponent`, it cannot be an item of a collection, and must be managed by another class.

See also: `TField` (324), `TDataset` (276), `TDataset.Fields` (??)

**10.31.2 Method overview**

Page	Property	Description
<a href="#">355</a>	Add	Add a new field to the list
<a href="#">356</a>	CheckFieldName	Check field name for duplicate entries
<a href="#">356</a>	CheckFieldNames	Check a list of field names for duplicate entries
<a href="#">356</a>	Clear	Clear the list of fields
<a href="#">355</a>	Create	Create a new instance of TFields
<a href="#">355</a>	Destroy	Free the TFields instance
<a href="#">357</a>	FieldByName	Find a field based on its name
<a href="#">357</a>	FieldByNumber	Search field based on its fieldnumber
<a href="#">357</a>	FindField	Find a field based on its name
<a href="#">357</a>	GetEnumerator	Return an enumerator for the <code>for..in</code> construct
<a href="#">358</a>	GetFieldNames	Get the list of fieldnames
<a href="#">358</a>	IndexOf	Return the index of a field instance
<a href="#">358</a>	Remove	Remove an instance from the list

**10.31.3 Property overview**

Page	Property	Access	Description
<a href="#">358</a>	Count	r	Number of fields in the list
<a href="#">359</a>	Dataset	r	Dataset the fields belong to
<a href="#">359</a>	Fields	rw	Indexed access to the fields in the list

**10.31.4 Tfields.Create**

Synopsis: Create a new instance of TFields

Declaration: `constructor Create (ADataset: TDataSet)`

Visibility: `public`

Description: `Create` initializes a new instance of TFields. It stores the `ADataset` parameter, so it can be retrieved at any time in the `TFields.Dataset (??)` property, and initializes an internal list object to store the list of fields.

See also: [TDataSet \(276\)](#), [TFields.Dataset \(??\)](#), [TField \(324\)](#)

**10.31.5 Tfields.Destroy**

Synopsis: Free the TFields instance

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` frees the field instances that it manages on behalf of the `Dataset (??)`. After that it cleans up the internal structures and then calls the inherited destructor.

See also: [TDataSet \(276\)](#), [TField \(324\)](#), [TFields.Clear \(??\)](#)

**10.31.6 Tfields.Add**

Synopsis: Add a new field to the list

Declaration: `procedure Add (Field: TField)`

Visibility: public

Description: Add must be used to add a new TField (324) instance to the list of fields. After a TField instance is added to the list, the TFields instance will free the field instance if it is cleared.

See also: TField (324), TFields.Clear (??)

### 10.31.7 Tfields.CheckFieldName

Synopsis: Check field name for duplicate entries

Declaration: `procedure CheckFieldName(const Value: string)`

Visibility: public

Description: CheckFieldName checks whether a field with name equal to Value (case insensitive) already appears in the list of fields (using TFields.Find (??)). If it does, then an EDatabaseError (243) exception is raised.

See also: TField.FieldName (??), TFields.Find (??)

### 10.31.8 Tfields.CheckFieldNames

Synopsis: Check a list of field names for duplicate entries

Declaration: `procedure CheckFieldNames(const Value: string)`

Visibility: public

Description: CheckFieldNames splits Value in a list of fieldnames, using semicolon as a separator. For each of the fieldnames obtained in this way, it calls CheckFieldName (??).

Errors: Spaces are not discarded, so leaving a space after or before a fieldname will not find the fieldname, and will yield a false negative result.

See also: TField.FieldName (??), TFields.CheckFieldName (??), TFields.Find (??)

### 10.31.9 Tfields.Clear

Synopsis: Clear the list of fields

Declaration: `procedure Clear`

Visibility: public

Description: Clear removes all TField (324) var instances from the list. All field instances are freed after they have been removed from the list.

See also: TField (324)

**10.31.10 Tfields.FindField**

Synopsis: Find a field based on its name

Declaration: `function FindField(const Value: string) : TField`

Visibility: public

Description: `FindField` searches the list of fields and returns the field instance whose `FieldName` (??) property matches `Value`. The search is performed case-insensitively. If no field instance is found, then `Nil` is returned.

See also: `TFields.FieldName` (??)

**10.31.11 Tfields.FieldByName**

Synopsis: Find a field based on its name

Declaration: `function FieldByName(const Value: string) : TField`

Visibility: public

Description: `Fieldbyname` searches the list of fields and returns the field instance whose `FieldName` (??) property matches `Value`. The search is performed case-insensitively.

Errors: If no field instance is found, then an exception is raised. If this behaviour is undesired, use `TField.FindField` (??), where `Nil` is returned if no match is found.

See also: `TFields.FindField` (??), `TFields.FieldName` (??), `TFields.FieldByNumber` (??), `TFields.IndexOf` (??)

**10.31.12 Tfields.FieldByNumber**

Synopsis: Search field based on its fieldnumber

Declaration: `function FieldByNumber(FieldNo: Integer) : TField`

Visibility: public

Description: `FieldByNumber` searches for the field whose `TField.FieldNo` (??) property matches the `FieldNo` parameter. If no such field is found, `Nil` is returned.

See also: `TFields.FieldByName` (??), `TFields.FindField` (??), `TFields.IndexOf` (??)

**10.31.13 Tfields.GetEnumerator**

Synopsis: Return an enumerator for the `for..in` construct

Declaration: `function GetEnumerator : TFieldsEnumerator`

Visibility: public

Description: `GetEnumerator` is the implementation of `IEnumerable` and returns an instance of `TFieldsEnumerator` (359)

See also: `TFieldsEnumerator` (359), `#rtl.system.IEnumerable` (??)

#### 10.31.14 Tfields.GetFieldNames

Synopsis: Get the list of fieldnames

Declaration: `procedure GetFieldNames(Values: TStrings)`

Visibility: public

Description: `GetFieldNames` fills `Values` with the fieldnames of all the fields in the list, each item in the list contains 1 fieldname. The list is cleared prior to filling it.

See also: `TField.FieldName` (??)

#### 10.31.15 Tfields.IndexOf

Synopsis: Return the index of a field instance

Declaration: `function IndexOf(Field: TField) : LongInt`

Visibility: public

Description: `IndexOf` scans the list of fields and returns the index of the field instance in the list (it compares actual field instances, not field names). If the field does not appear in the list, -1 is returned.

See also: `TFields.FieldName` (??), `TFields.FieldByNumber` (??), `TFields.FindField` (??)

#### 10.31.16 Tfields.Remove

Synopsis: Remove an instance from the list

Declaration: `procedure Remove(Value: TField)`

Visibility: public

Description: `Remove` removes the field `Value` from the list. It does not free the field after it was removed. If the field is not in the list, then nothing happens.

See also: `TFields.Clear` (??)

#### 10.31.17 Tfields.Count

Synopsis: Number of fields in the list

Declaration: `Property Count : Integer`

Visibility: public

Access: Read

Description: `Count` is the number of fields in the fieldlist. The items in the `Fields` (??) property are numbered from 0 to `Count-1`.

See also: `TFields.fields` (??)

### 10.31.18 Tfields.Dataset

Synopsis: Dataset the fields belong to

Declaration: `Property Dataset : TDataSet`

Visibility: public

Access: Read

Description: `Dataset` is the dataset instance that owns the fieldlist. It is set when the `TFields` (354) instance is created. This property is purely for informational purposes. When adding fields to the list, no check is performed whether the field's `Dataset` property matches this dataset.

See also: `TFields.Create` (??), `TField.Dataset` (??), `TDataSet` (276)

### 10.31.19 Tfields.Fields

Synopsis: Indexed access to the fields in the list

Declaration: `Property Fields[Index: Integer]: TField; default`

Visibility: public

Access: Read,Write

Description: `Fields` is the default property of the `TFields` class. It provides indexed access to the fields in the list: the index runs from 0 to `Count-1`.

Errors: Providing an index outside the allowed range will result in an `EListError` exception.

See also: `TFields.FieldName` (??)

## 10.32 TFieldsEnumerator

### 10.32.1 Description

`TFieldsEnumerator` implements all the methods of `IEnumerator` so a `TFields` (354) instance can be used in a `for..in` construct. `TFieldsEnumerator` returns all the fields in the `TFields` collection. Therefor the following construct is possible:

```
Var
  F : TField;

begin
  // ...
  For F in MyDataset.Fields do
    begin
      // F is of type TField.
    end;
  // ...
```

Do not create an instance of `TFieldsEnumerator` manually. The compiler will do all that is needed when it encounters the `for..in` construct.

See also: `TField` (324), `TFields` (354), `#rtl.system.IEnumerator` (??)



**10.32.2 Method overview**

Page	Property	Description
<a href="#">360</a>	Create	Create a new instance of <code>TFieldsEnumerator</code> .
<a href="#">360</a>	MoveNext	Move the current field to the next field in the collection.

**10.32.3 Property overview**

Page	Property	Access	Description
<a href="#">360</a>	Current	r	Return the current field

**10.32.4 TFieldsEnumerator.Create**

Synopsis: Create a new instance of `TFieldsEnumerator`.

Declaration: `constructor Create(AFields: TFields)`

Visibility: public

Description: `Create` instantiates a new instance of `TFieldsEnumerator`. It stores the `AFields` reference, pointing to the `TFields` ([354](#)) instance that created the enumerator. It initializes the enumerator position.

**10.32.5 TFieldsEnumerator.MoveNext**

Synopsis: Move the current field to the next field in the collection.

Declaration: `function MoveNext : Boolean`

Visibility: public

Description: `MoveNext` moves the internal pointer to the next field in the fields collection, and returns `True` if the operation was a success. If no more fields are available, then `False` is returned.

See also: `TFieldsEnumerator.Current` (??)

**10.32.6 TFieldsEnumerator.Current**

Synopsis: Return the current field

Declaration: `Property Current : TField`

Visibility: public

Access: Read

Description: `Current` returns the current field. It will return a non-nil value only after `MoveNext` returned `True`.

See also: `TFieldsEnumerator.MoveNext` (??)

## 10.33 TFloatField

### 10.33.1 Description

`TFloatField` is the class created when a dataset must manage floating point values of double precision. It exposes a few new properties such as `Currency` (??), `MaxValue` (??), `MinValue` (??) and overrides some `TField` (324) methods to work with floating point data.

It should never be necessary to create an instance of `TFloatField` manually, a field of this class will be instantiated automatically for each floating-point field when a dataset is opened.

See also: `Currency` (??), `MaxValue` (??), `MinValue` (??)

### 10.33.2 Method overview

Page	Property	Description
<a href="#">361</a>	<code>CheckRange</code>	Check whether a value is in the allowed range of values for the field
<a href="#">361</a>	<code>Create</code>	Create a new instance of the <code>TFloatField</code>

### 10.33.3 Property overview

Page	Property	Access	Description
<a href="#">362</a>	<code>Currency</code>	rw	Is the field a currency field.
<a href="#">362</a>	<code>MaxValue</code>	rw	Maximum value for the field
<a href="#">363</a>	<code>MinValue</code>	rw	Minimum value for the field
<a href="#">363</a>	<code>Precision</code>	rw	Precision (number of digits) of the field in text representations
<a href="#">362</a>	<code>Value</code>	rw	Value of the field as a double type

### 10.33.4 TFloatField.Create

Synopsis: Create a new instance of the `TFloatField`

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: `public`

Description: `Create` initializes a new instance of `TFloatField`. It calls the inherited constructor and then initializes some properties.

### 10.33.5 TFloatField.CheckRange

Synopsis: Check whether a value is in the allowed range of values for the field

Declaration: `function CheckRange(AValue: Double) : Boolean`

Visibility: `public`

Description: `CheckRange` returns `True` if `AValue` lies within the range defined by the `MinValue` (??) and `MaxValue` (??) properties. If the value lies outside of the allowed range, then `False` is returned.

See also: `MaxValue` (??), `MinValue` (??)

### 10.33.6 TFloatField.Value

Synopsis: Value of the field as a double type

Declaration: `Property Value : Double`

Visibility: `public`

Access: `Read,Write`

Description: `Value` is redefined by `TFloatField` to return a value of type `Double`. It returns the same value as `TField.AsFloat (??)`

See also: `TField.AsFloat (??)`, `TField.Value (??)`

### 10.33.7 TFloatField.Currency

Synopsis: Is the field a currency field.

Declaration: `Property Currency : Boolean`

Visibility: `published`

Access: `Read,Write`

Description: `Currency` can be set to `True` to indicate that the field contains data representing an amount of currency. This affects the way the `TField.DisplayText (??)` and `TField.Text (??)` properties format the value of the field: if the `Currency` property is `True`, then these properties will format the value as a currency value (generally appending the currency sign) and if the `Currency` property is `False`, then they will format it as a normal floating-point value.

See also: `TField.DisplayText (??)`, `TField.Text (??)`, `TNumericField.DisplayFormat (??)`, `TNumericField.EditFormat (??)`

### 10.33.8 TFloatField.MaxValue

Synopsis: Maximum value for the field

Declaration: `Property MaxValue : Double`

Visibility: `published`

Access: `Read,Write`

Description: `MaxValue` can be set to a value different from zero, it is then the maximum value for the field if set to any value different from zero. When setting the field's value, the value may not be larger than `MaxValue`. Any attempt to write a larger value as the field's content will result in an exception. By default `MaxValue` equals 0, i.e. any floating-point value is allowed.

If `MaxValue` is set, `MinValue (??)` should also be set, because it will also be checked.

See also: `TFloatField.MinValue (??)`

### 10.33.9 TFloatField.MinValue

Synopsis: Minimum value for the field

Declaration: `Property MinValue : Double`

Visibility: published

Access: Read,Write

Description: `MinValue` can be set to a value different from zero, then it is the minimum value for the field. When setting the field's value, the value may not be less than `MinValue`. Any attempt to write a smaller value as the field's content will result in an exception. By default `MinValue` equals 0, i.e. any floating-point value is allowed.

If `MinValue` is set, `MaxValue` (??) should also be set, because it will also be checked.

See also: `TFloatField.MaxValue` (??), `TFloatField.CheckRange` (??)

### 10.33.10 TFloatField.Precision

Synopsis: Precision (number of digits) of the field in text representations

Declaration: `Property Precision : LongInt`

Visibility: published

Access: Read,Write

Description: `Precision` is the maximum number of digits that should be used when the field is converted to a textual representation in `TField.Displaytext` (??) or `TField.Text` (??), it is used in the arguments to `FormatFloat` (??).

See also: `TField.Displaytext` (??), `TField.Text` (??), `FormatFloat` (??)

## 10.34 TFMTBCDField

### 10.34.1 Method overview

Page	Property	Description
<a href="#">364</a>	<code>CheckRange</code>	
<a href="#">363</a>	<code>Create</code>	

### 10.34.2 Property overview

Page	Property	Access	Description
<a href="#">364</a>	<code>Currency</code>	rw	
<a href="#">364</a>	<code>MaxValue</code>	rw	
<a href="#">364</a>	<code>MinValue</code>	rw	
<a href="#">364</a>	<code>Precision</code>	rw	
<a href="#">364</a>	<code>Size</code>		
<a href="#">364</a>	<code>Value</code>	rw	

### 10.34.3 TFMTBCDField.Create

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: public

#### **10.34.4 TFMTBCDField.CheckRange**

Declaration: `function CheckRange(AValue: TBCD) : Boolean`

Visibility: `public`

#### **10.34.5 TFMTBCDField.Value**

Declaration: `Property Value : TBCD`

Visibility: `public`

Access: `Read,Write`

#### **10.34.6 TFMTBCDField.Precision**

Declaration: `Property Precision : LongInt`

Visibility: `published`

Access: `Read,Write`

#### **10.34.7 TFMTBCDField.Currency**

Declaration: `Property Currency : Boolean`

Visibility: `published`

Access: `Read,Write`

#### **10.34.8 TFMTBCDField.MaxValue**

Declaration: `Property MaxValue : string`

Visibility: `published`

Access: `Read,Write`

#### **10.34.9 TFMTBCDField.MinValue**

Declaration: `Property MinValue : string`

Visibility: `published`

Access: `Read,Write`

#### **10.34.10 TFMTBCDField.Size**

Declaration: `Property Size :`

Visibility: `published`

Access:

## 10.35 TGraphicField

### 10.35.1 Description

`TGraphicField` is the class used when a dataset must manage graphical BLOB data. (`TField.DataType` (??) equals `ftGraphic`). It initializes some of the properties of the `TField` (324) class. All methods to be able to work with graphical BLOB data have been implemented in the `TBlobField` (252) parent class.

It should never be necessary to create an instance of `TGraphicField` manually, a field of this class will be instantiated automatically for each graphical BLOB field when a dataset is opened.

See also: `TDataset` (276), `TField` (324), `TBLOBField` (252), `TMemoField` (380), `TWideMemoField` (406)

### 10.35.2 Method overview

Page	Property	Description
365	Create	Create a new instance of the <code>TGraphicField</code> class

### 10.35.3 TGraphicField.Create

Synopsis: Create a new instance of the `TGraphicField` class

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: public

Description: `Create` initializes a new instance of the `TGraphicField` class. It calls the inherited destructor, and then sets some `TField` (324) properties to configure the instance for working with graphical BLOB values.

See also: `TField` (324)

## 10.36 TGUIDField

### 10.36.1 Description

`TGUIDField` is the class used when a dataset must manage native variant-typed data. (`TField.DataType` (??) equals `ftGUID`). It initializes some of the properties of the `TField` (324) class and overrides some of its methods to be able to work with variant data. It also adds a method to retrieve the field value as a native `TGUID` type.

It should never be necessary to create an instance of `TGUIDField` manually, a field of this class will be instantiated automatically for each GUID field when a dataset is opened.

See also: `TDataset` (276), `TField` (324), `TGUIDField.AsGuid` (??)

### 10.36.2 Method overview

Page	Property	Description
366	Create	Create a new instance of the <code>TGUIDField</code> class

### 10.36.3 Property overview

Page	Property	Access	Description
<a href="#">366</a>	AsGuid	rw	Field content as a GUID value

### 10.36.4 TGUIDField.Create

Synopsis: Create a new instance of the `TGUIDField` class

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: `public`

Description: `Create` initializes a new instance of the `TGUIDField` class. It calls the inherited destructor, and then sets some `TField` ([324](#)) properties to configure the instance for working with GUID values.

See also: `TField` ([324](#))

### 10.36.5 TGUIDField.AsGuid

Synopsis: Field content as a GUID value

Declaration: `Property AsGuid : TGUID`

Visibility: `public`

Access: Read,Write

Description: `AsGUID` can be used to get or set the field's content as a value of type `TGUID`.

See also: `TField.AsString` (??)

## 10.37 TIndexDef

### 10.37.1 Description

`TIndexDef` describes one index in a set of indexes of a `TDataset` ([276](#)) instance. The collection of indexes is described by the `TIndexDefs` ([369](#)) class. It just has the necessary properties to describe an index, but does not implement any functionality to maintain an index.

See also: `TIndexDefs` ([369](#))

### 10.37.2 Method overview

Page	Property	Description
<a href="#">367</a>	Create	Create a new index definition

### 10.37.3 Property overview

Page	Property	Access	Description
<a href="#">368</a>	CaseInsFields	rw	Fields in field list that are ordered case-insensitively
<a href="#">368</a>	DescFields	rw	Fields in field list that are ordered descending
<a href="#">367</a>	Expression	rw	Expression that makes up the index values
<a href="#">367</a>	Fields	rw	Fields making up the index
<a href="#">368</a>	Options	rw	Index options
<a href="#">368</a>	Source	rw	Source of the index

### 10.37.4 TIndexDef.Create

Synopsis: Create a new index definition

Declaration: constructor `Create(Owner: TIndexDefs; const AName: string;  
const TheFields: string; TheOptions: TIndexOptions)  
; Overload`

Visibility: public

Description: `Create` initializes a new `TIndexDef` (366) instance with the `AName` value as the index name, `AField` as the fields making up the index, and `TheOptions` as the options. `Owner` should be the `TIndexDefs` (369) instance to which the new `TIndexDef` can be added.

Errors: If an index with name `AName` already exists in the collection, an exception will be raised.

See also: `TIndexDefs` (369), `TIndexDef.Options` (??), `TIndexDef.Fields` (??)

### 10.37.5 TIndexDef.Expression

Synopsis: Expression that makes up the index values

Declaration: Property `Expression` : string

Visibility: public

Access: Read, Write

Description: `Expression` is an SQL expression based on which the index values are computed. It is only used when `ixExpression` is in `TIndexDef.Options` (??)

See also: `TIndexDef.Options` (??), `TIndexDef.Fields` (??)

### 10.37.6 TIndexDef.Fields

Synopsis: Fields making up the index

Declaration: Property `Fields` : string

Visibility: public

Access: Read, Write

Description: `Fields` is a list of fieldnames, separated by semicolons: the fields that make up the index, in case the index is not based on an expression. The list contains the names of all fields, regardless of whether the sort order for a particular field is ascending or descending. The fields should be in the right order, i.e. the first field is sorted on first, and so on.

The `TIndexDef.DescFields` (??) property can be used to determine the fields in the list that have a descending sort order. The `TIndexDef.CaseInsFields` (??) property determines which fields are sorted in a case-insensitive manner.

See also: `TIndexDef.DescFields` (??), `TIndexDef.CaseInsFields` (??), `TIndexDef.Expression` (??)



### 10.37.7 TIndexDef.CaseInsFields

Synopsis: Fields in field list that are ordered case-insensitively

Declaration: `Property CaseInsFields : string`

Visibility: `public`

Access: `Read,Write`

Description: `CaseInsFields` is a list of fieldnames, separated by semicolons. It contains the names of the fields in the `Fields` (??) property which are ordered in a case-insensitive manner. `CaseInsFields` may not contain fieldnames that do not appear in `Fields`.

See also: `TIndexDef.Fields` (??), `TIndexDef.Expression` (??), `TIndexDef.DescFields` (??)

### 10.37.8 TIndexDef.DescFields

Synopsis: Fields in field list that are ordered descending

Declaration: `Property DescFields : string`

Visibility: `public`

Access: `Read,Write`

Description: `DescFields` is a list of fieldnames, separated by semicolons. It contains the names of the fields in the `Fields` (??) property which are ordered in a descending manner. `DescFields` may not contain fieldnames that do not appear in `Fields`.

See also: `TIndexDef.Fields` (??), `TIndexDef.Expression` (??), `TIndexDef.DescFields` (??)

### 10.37.9 TIndexDef.Options

Synopsis: Index options

Declaration: `Property Options : TIndexOptions`

Visibility: `public`

Access: `Read,Write`

Description: `Options` describes the various properties of the index. This is usually filled by the dataset that provides the index definitions. For datasets that provide In-memory indexes, this should be set prior to creating the index: it cannot be changed once the index is created.

See the description of `TIndexOption` (236) for more information on the various available options.

See also: `TIndexOptions` (236)

### 10.37.10 TIndexDef.Source

Synopsis: Source of the index

Declaration: `Property Source : string`

Visibility: `public`

Access: `Read,Write`

Description: `Source` describes where the index comes from. This is a property for the convenience of the various datasets that provide indexes: they can use it to describe the source of the index.

## 10.38 TIndexDefs

### 10.38.1 Description

`TIndexDefs` is used to keep a collection of index (sort order) definitions. It can be used by classes that provide in-memory or on-disk indexes to provide a list of available indexes.

See also: `TIndexDef` (366), `TIndexDefs.Items` (??)

### 10.38.2 Method overview

Page	Property	Description
369	<code>Add</code>	Add a new index definition with given name and options
370	<code>AddIndexDef</code>	Add a new, empty, index definition
369	<code>Create</code>	Create a new <code>TIndexDefs</code> instance
370	<code>Find</code>	Find an index by name
370	<code>FindIndexForFields</code>	Find index definition based on field names
370	<code>GetIndexForFields</code>	Get index definition based on field names
371	<code>Update</code>	Called whenever one of the items changes

### 10.38.3 Property overview

Page	Property	Access	Description
371	<code>Items</code>	rw	Indexed access to the index definitions

### 10.38.4 TIndexDefs.Create

Synopsis: Create a new `TIndexDefs` instance

Declaration: `constructor Create(ADataset: TDataSet); Virtual; Overload`

Visibility: `public`

Description: `Create` initializes a new instance of the `TIndexDefs` class. It simply calls the inherited destructor with the appropriate item class, `TIndexDef` (366).

See also: `TIndexDef` (366), `TIndexDefs.Destroy` (??)

### 10.38.5 TIndexDefs.Add

Synopsis: Add a new index definition with given name and options

Declaration: `procedure Add(const Name: string; const Fields: string; Options: TIndexOptions)`

Visibility: `public`

Description: `Add` adds a new `TIndexDef` (366) instance to the list of indexes. It initializes the index definition properties `Name`, `Fields` and `Options` with the values given in the parameters with the same names.

Errors: If an index with the same `Name` already exists in the list of indexes, an exception will be raised.

See also: `TIndexDef` (366), `TNamedItem.Name` (??), `TIndexDef.Fields` (??), `TIndexDef.Options` (??), `TIndexDefs.AddIndexDef` (??)

### 10.38.6 TIndexDefs.AddIndexDef

Synopsis: Add a new, empty, index definition

Declaration: `function AddIndexDef : TIndexDef`

Visibility: public

Description: `AddIndexDef` adds a new `TIndexDef` (366) instance to the list of indexes, and returns the newly created instance. It does not initialize any of the properties of the new index definition.

See also: `TIndexDefs.Add` (??)

### 10.38.7 TIndexDefs.Find

Synopsis: Find an index by name

Declaration: `function Find(const IndexName: string) : TIndexDef`

Visibility: public

Description: `Find` overloads the `TDefCollection.Find` (??) method to search and return a `TIndexDef` (366) instance based on the name. The search is case-insensitive and raises an exception if no matching index definition was found. Note: `TIndexDefs.IndexOf` can be used instead if an exception is not desired.

See also: `TIndexDef` (366), `TDefCollection.Find` (??), `TIndexDefs.FindIndexForFields` (??)

### 10.38.8 TIndexDefs.FindIndexForFields

Synopsis: Find index definition based on field names

Declaration: `function FindIndexForFields(const Fields: string) : TIndexDef`

Visibility: public

Description: `FindIndexForFields` searches in the list of indexes for an index whose `TIndexDef.Fields` (??) property matches the list of fields in `Fields`. If it finds an index definition, then it returns the found instance.

Errors: If no matching definition is found, an exception is raised. This is different from other `Find` functionality, where `Find` usually returns `Nil` if nothing is found.

See also: `TIndexDef` (366), `TIndexDefs.Find` (??), `TIndexDefs.GetindexForFields` (??)

### 10.38.9 TIndexDefs.GetIndexForFields

Synopsis: Get index definition based on field names

Declaration: `function GetIndexForFields(const Fields: string;  
CaseInsensitive: Boolean) : TIndexDef`

Visibility: public

Description: `GetIndexForFields` searches in the list of indexes for an index whose `TIndexDef.Fields` (??) property matches the list of fields in `Fields`. If `CaseInsensitive` is `True` it only searches for case-sensitive indexes. If it finds an index definition, then it returns the found instance. If it does not find a matching definition, `Nil` is returned.

See also: `TIndexDef` (366), `TIndexDefs.Find` (??), `TIndexDefs.FindIndexForFields` (??)

### 10.38.10 TIndexDefs.Update

Synopsis: Called whenever one of the items changes

Declaration: `procedure Update; Virtual; Overload`

Visibility: `public`

Description: `Update` can be called to have the dataset update its index definitions.

### 10.38.11 TIndexDefs.Items

Synopsis: Indexed access to the index definitions

Declaration: `Property Items[Index: Integer]: TIndexDef; default`

Visibility: `public`

Access: `Read, Write`

Description: `Items` is redefined by `TIndexDefs` using `TIndexDef` as the type for the elements. It is the default property of the `TIndexDefs` class.

See also: `TIndexDef` ([366](#))

## 10.39 TIntegerField

### 10.39.1 Description

`TIntegerField` is an alias for `TLongintField` ([373](#)).

See also: `TLongintField` ([373](#)), `TField` ([324](#))

## 10.40 TLargeintField

### 10.40.1 Description

`TLargeIntField` is instantiated when a dataset must manage a field with 64-bit signed data: the data type `ftLargeInt`. It overrides some methods of `TField` ([324](#)) to handle `int64` data, and sets some of the properties to values for `int64` data. It also introduces some methods and properties specific to 64-bit integer data such as `MinValue` (??) and `MaxValue` (??).

It should never be necessary to create an instance of `TLargeIntField` manually, a field of this class will be instantiated automatically for each `int64` field when a dataset is opened.

See also: `TField` ([324](#)), `MinValue` (??), `MaxValue` (??)

### 10.40.2 Method overview

Page	Property	Description
<a href="#">372</a>	<code>CheckRange</code>	Check whether a values falls within the allowed range
<a href="#">372</a>	<code>Create</code>	Create a new instance of the <code>TLargeintField</code> class

### 10.40.3 Property overview

Page	Property	Access	Description
<a href="#">372</a>	MaxValue	rw	Maximum value for the field
<a href="#">373</a>	MinValue	rw	Minimum value for the field
<a href="#">372</a>	Value	rw	Field contents as a 64-bit integer value

### 10.40.4 TLargeintField.Create

Synopsis: Create a new instance of the `TLargeintField` class

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: `public`

Description: `Create` initializes a new instance of the `TLargeIntField` class: it calls the inherited constructor and then initializes the various properties of `Tfield` ([324](#)) and `MinValue` (??) and `MaxValue` (??).

See also: `TField` ([324](#)), `MinValue` (??), `MaxValue` (??)

### 10.40.5 TLargeintField.CheckRange

Synopsis: Check whether a values falls within the allowed range

Declaration: `function CheckRange(AValue: LargeInt) : Boolean`

Visibility: `public`

Description: `CheckRange` returns `True` if `AValue` lies within the range defined by the `MinValue` (??) and `MaxValue` (??) properties. If the value lies outside of the allowed range, then `False` is returned.

See also: `MaxValue` (??), `MinValue` (??)

### 10.40.6 TLargeintField.Value

Synopsis: Field contents as a 64-bit integer value

Declaration: `Property Value : LargeInt`

Visibility: `public`

Access: `Read,Write`

Description: `Value` is redefined by `TLargeIntField` as a 64-bit integer value. It returns the same value as `TField.AsLargeInt` (??).

See also: `TField.Value` (??), `TField.AsLargeInt` (??)

### 10.40.7 TLargeintField.MaxValue

Synopsis: Maximum value for the field

Declaration: `Property MaxValue : LargeInt`

Visibility: `published`

Access: `Read,Write`

**Description:** `MaxValue` is the maximum value for the field if set to any value different from zero. When setting the field's value, the value may not be larger than `MaxValue`. Any attempt to write a larger value as the field's content will result in an exception. By default `MaxValue` equals 0, i.e. any integer value is allowed.

If `MaxValue` is set, `MinValue` (??) should also be set, because it will also be checked.

See also: `TLargeIntField.MinValue` (??)

### 10.40.8 `TLargeIntField.MinValue`

**Synopsis:** Minimum value for the field

**Declaration:** `Property MinValue : LargeInt`

**Visibility:** published

**Access:** Read,Write

**Description:** `MinValue` is the minimum value for the field. When setting the field's value, the value may not be less than `MinValue`. Any attempt to write a smaller value as the field's content will result in an exception. By default `MinValue` equals 0, i.e. any integer value is allowed.

If `MinValue` is set, `MaxValue` (??) should also be set, because it will also be checked.

See also: `TLargeIntField.MaxValue` (??)

## 10.41 `TLongintField`

### 10.41.1 Description

`TLongintField` is instantiated when a dataset must manage a field with 32-bit signed data: the data type `ftInteger`. It overrides some methods of `TField` (324) to handle integer data, and sets some of the properties to values for integer data. It also introduces some methods and properties specific to integer data such as `MinValue` (??) and `MaxValue` (??).

It should never be necessary to create an instance of `TLongintField` manually, a field of this class will be instantiated automatically for each integer field when a dataset is opened.

See also: `TField` (324), `MaxValue` (??), `MinValue` (??)

### 10.41.2 Method overview

Page	Property	Description
374	<code>CheckRange</code>	Check whether a valid is in the allowed range of values for the field
374	<code>Create</code>	Create a new instance of <code>TLongintField</code>

### 10.41.3 Property overview

Page	Property	Access	Description
374	<code>MaxValue</code>	rw	Maximum value for the field
375	<code>MinValue</code>	rw	Minimum value for the field
374	<code>Value</code>	rw	Value of the field as longint

#### 10.41.4 TLongintField.Create

Synopsis: Create a new instance of TLongintField

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: `public`

Description: `Create` initializes a new instance of TLongintField. After calling the inherited constructor, it initializes the `MinValue` (??) and `MaxValue` (??) properties.

See also: TField (324), `MaxValue` (??), `MinValue` (??)

#### 10.41.5 TLongintField.CheckRange

Synopsis: Check whether a valid is in the allowed range of values for the field

Declaration: `function CheckRange(AValue: LongInt) : Boolean`

Visibility: `public`

Description: `CheckRange` returns `True` if `AValue` lies within the range defined by the `MinValue` (??) and `MaxValue` (??) properties. If the value lies outside of the allowed range, then `False` is returned.

See also: `MaxValue` (??), `MinValue` (??)

#### 10.41.6 TLongintField.Value

Synopsis: Value of the field as longint

Declaration: `Property Value : LongInt`

Visibility: `public`

Access: `Read,Write`

Description: `Value` is redefined by TLongintField as a 32-bit signed integer value. It returns the same value as the `TField.AsInteger` (??) property.

See also: `TField.Value` (??)

#### 10.41.7 TLongintField.MaxValue

Synopsis: Maximum value for the field

Declaration: `Property MaxValue : LongInt`

Visibility: `published`

Access: `Read,Write`

Description: `MaxValue` is the maximum value for the field. When setting the field's value, the value may not be larger than `MaxValue`. Any attempt to write a larger value as the field's content will result in an exception. By default `MaxValue` equals `MaxInt`, i.e. any integer value is allowed.

See also: `MinValue` (??)

### 10.41.8 TLongintField.MinValue

Synopsis: Minimum value for the field

Declaration: `Property MinValue : LongInt`

Visibility: `published`

Access: `Read,Write`

Description: `MinValue` is the minimum value for the field. When setting the field's value, the value may not be less than `MinValue`. Any attempt to write a smaller value as the field's content will result in an exception. By default `MinValue` equals `-MaxInt`, i.e. any integer value is allowed.

See also: `MaxValue` (??)

## 10.42 TLookupList

### 10.42.1 Description

`TLookupList` is a list object used for storing values of lookup operations by lookup fields. There should be no need to create an instance of `TLookupList` manually, the `TField` instance will create an instance of `TLookupList` on demand.

See also: `TField.LookupCache` (??)

### 10.42.2 Method overview

Page	Property	Description
<a href="#">376</a>	<code>Add</code>	Add a key, value pair to the list
<a href="#">376</a>	<code>Clear</code>	Remove all key, value pairs from the list
<a href="#">375</a>	<code>Create</code>	Create a new instance of <code>TLookupList</code> .
<a href="#">375</a>	<code>Destroy</code>	Free a <code>TLookupList</code> instance from memory
<a href="#">376</a>	<code>FirstKeyByValue</code>	Find the first key that matches a value
<a href="#">376</a>	<code>ValueOfKey</code>	Look up value based on a key
<a href="#">377</a>	<code>ValuesToStrings</code>	Convert values to stringlist

### 10.42.3 TLookupList.Create

Synopsis: Create a new instance of `TLookupList`.

Declaration: `constructor Create`

Visibility: `public`

Description: `Create` sets up the necessary structures to manage a list of lookup values for a lookup field.

See also: `TLookupList.Destroy` (??)

### 10.42.4 TLookupList.Destroy

Synopsis: Free a `TLookupList` instance from memory

Declaration: `destructor Destroy; Override`

Visibility: `public`



**Description:** `Destroy` frees all resources (mostly memory) allocated by the lookup list, and calls then the inherited destructor.

See also: `TLookupList.Create` (??)

### 10.42.5 TLookupList.Add

**Synopsis:** Add a key, value pair to the list

**Declaration:** `procedure Add(const AKey: Variant; const AValue: Variant)`

**Visibility:** `public`

**Description:** `Add` will add the value `AValue` to the list and associate it with key `AKey`. The same key cannot be added twice.

See also: `TLookupList.Clear` (??)

### 10.42.6 TLookupList.Clear

**Synopsis:** Remove all key, value pairs from the list

**Declaration:** `procedure Clear`

**Visibility:** `public`

**Description:** `Clear` removes all keys and associated values from the list.

See also: `TLookupList.Add` (??)

### 10.42.7 TLookupList.FirstKeyByValue

**Synopsis:** Find the first key that matches a value

**Declaration:** `function FirstKeyByValue(const AValue: Variant) : Variant`

**Visibility:** `public`

**Description:** `FirstKeyByValue` does a reverse lookup: it returns the first key value in the list that matches the `AValue` value. If none is found, `Null` is returned. This mechanism is quite slow, as a linear search is performed.

**Errors:** If no key is found, `Null` is returned.

See also: `TLookupList.ValueOfKey` (??)

### 10.42.8 TLookupList.ValueOfKey

**Synopsis:** Look up value based on a key

**Declaration:** `function ValueOfKey(const AKey: Variant) : Variant`

**Visibility:** `public`

**Description:** `ValueOfKey` does a value lookup based on a key: it returns the value in the list that matches the `AKey` key. If none is found, `Null` is returned. This mechanism is quite slow, as a linear search is performed.

See also: `TLookupList.FirstKeyByValue` (??), `TLookupList.Add` (??)

### 10.42.9 TLookupList.ValuesToStrings

Synopsis: Convert values to stringlist

Declaration: `procedure ValuesToStrings (AStrings: TStrings)`

Visibility: `public`

Description: `ValuesToStrings` converts the list of values to a stringlist, so they can be used e.g. in a drop-down list.

See also: `TLookupList.ValueOfKey (??)`

## 10.43 TMasterDataLink

### 10.43.1 Description

`TMasterDataLink` is a `TDataLink` descendent which handles master-detail relations. It can be used in `TDataset` (276) descendents that must have master-detail functionality: the detail dataset creates an instance of `TMasterDataLink` to point to the master dataset, which is subsequently available through the `TDataLink.Dataset (??)` property.

The class also provides functionailty for keeping a list of fields that make up the master-detail functionality, in the `TMasterDataLink.FieldNameNames (??)` and `TMasterDataLink.Fields (??)` properties.

This class should never be used in application code.

See also: `TDataset` (276), `TDataLink.DataSource (??)`, `TDataLink.DataSet (??)`, `TMasterDataLink.FieldNameNames (??)`, `TMasterDataLink.Fields (??)`

### 10.43.2 Method overview

Page	Property	Description
<a href="#">377</a>	Create	Create a new instance of <code>TMasterDataLink</code>
<a href="#">378</a>	Destroy	Free the datalink instance from memory

### 10.43.3 Property overview

Page	Property	Access	Description
<a href="#">378</a>	<code>FieldNames</code>	rw	List of fieldnames that make up the master-detail relationship
<a href="#">378</a>	<code>Fields</code>	r	List of fields as specified in <code>FieldNames</code>
<a href="#">378</a>	<code>OnMasterChange</code>	rw	Called whenever the master dataset data changes
<a href="#">379</a>	<code>OnMasterDisable</code>	rw	Called whenever the master dataset is disabled

### 10.43.4 TMasterDataLink.Create

Synopsis: Create a new instance of `TMasterDataLink`

Declaration: `constructor Create (ADataset: TDataset); Virtual`

Visibility: `public`

Description: `Create` initializes a new instance of `TMasterDataLink`. The `ADataset` parameter is the detail dataset in the master-detail relation: it is saved in the `DetailDataset (??)` property. The master dataset must be set through the `DataSource (??)` property, and is usually set by the applictaion programmer.

See also: `TDetailDataLink.DetailDataset` (??), `TDatalink.Datasource` (??)

### 10.43.5 TMasterDataLink.Destroy

Synopsis: Free the datalink instance from memory

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` cleans up the resources used by `TMasterDatalink` and then calls the inherited destructor.

See also: `TMasterDatalink.Create` (??)

### 10.43.6 TMasterDataLink.FieldNames

Synopsis: List of fieldnames that make up the master-detail relationship

Declaration: `Property FieldNames : string`

Visibility: `public`

Access: `Read,Write`

Description: `FieldNames` is a semicolon-separated list of fieldnames in the master dataset (`TDatalink.Dataset` (??)) on which the master-detail relationship is based. Setting this property will fill the `TMasterDataLink.Fields` (??) property with the field instances of the master dataset.

See also: `TMasterDataLink.Fields` (??), `TDatalink.Dataset` (??), `TDataset.GetFieldList` (??)

### 10.43.7 TMasterDataLink.Fields

Synopsis: List of fields as specified in `FieldNames`

Declaration: `Property Fields : TList`

Visibility: `public`

Access: `Read`

Description: `Fields` is filled with the `TField` (324) instances from the master dataset (`TDatalink.Dataset` (??)) when the `FieldNames` (??) property is set, and when the master dataset opens.

See also: `TField` (324), `TMasterDatalink.FieldNames` (??)

### 10.43.8 TMasterDataLink.OnMasterChange

Synopsis: Called whenever the master dataset data changes

Declaration: `Property OnMasterChange : TNotifyEvent`

Visibility: `public`

Access: `Read,Write`

Description: `OnMasterChange` is called whenever the field values in the master dataset changes, i.e. when it becomes active, or when the current record changes. If the `TMasterDataLink.Fields` (??) list is empty, `TMasterDataLink.OnMasterDisable` (??) is called instead.

See also: `TMasterDataLink.OnMasterDisable` (??)

### 10.43.9 TMasterDataLink.OnMasterDisable

Synopsis: Called whenever the master dataset is disabled

Declaration: Property OnMasterDisable : TNotifyEvent

Visibility: public

Access: Read,Write

Description: OnMasterDisable is called whenever the master dataset is disabled, or when it is active and the field list is empty.

See also: TMasterDataLink.OnMasterChange (??)

## 10.44 TMasterParamsDataLink

### 10.44.1 Description

TMasterParamsDataLink is a TDataLink (271) descendent that can be used to establish a master-detail relationship between 2 TDataSet instances where the detail dataset is parametrized using a TParams instance. It takes care of closing and opening the detail dataset and copying the parameter values from the master dataset whenever the data in the master dataset changes.

See also: TDatalink (271), TDataSet (276), TParams (396), TParam (384)

### 10.44.2 Method overview

Page	Property	Description
<a href="#">380</a>	CopyParamsFromMaster	Copy parameter values from master dataset.
<a href="#">379</a>	Create	Initialize a new TMasterParamsDataLink instance
<a href="#">380</a>	RefreshParamNames	Refresh the list of parameter names

### 10.44.3 Property overview

Page	Property	Access	Description
<a href="#">380</a>	Params	rw	Parameters of detail dataset.

### 10.44.4 TMasterParamsDataLink.Create

Synopsis: Initialize a new TMasterParamsDataLink instance

Declaration: constructor Create(ADataset: TDataSet); Override

Visibility: public

Description: Create first calls the inherited constructor using ADataset, and then looks for a property named Params of type TParams (396) in the published properties of ADataset and assigns it to the Params (??) property.

See also: TDataSet (276), TParams (396), TMasterParamsDataLink.Params (??)

### 10.44.5 TMasterParamsDataLink.RefreshParamNames

Synopsis: Refresh the list of parameter names

Declaration: `procedure RefreshParamNames; Virtual`

Visibility: `public`

Description: `RefreshParamNames` scans the `Params` (??) property and sets the `FieldNames` (??) property to the list of parameter names.

See also: `TMasterParamsDataLink.Params` (??), `TMasterDataLink.FieldNames` (??)

### 10.44.6 TMasterParamsDataLink.CopyParamsFromMaster

Synopsis: Copy parameter values from master dataset.

Declaration: `procedure CopyParamsFromMaster(CopyBound: Boolean); Virtual`

Visibility: `public`

Description: `CopyParamsFromMaster` calls `TParams.CopyParamValuesFromDataset` (??), passing it the master dataset: it provides the parameters of the detail dataset with their new values. If `CopyBound` is `false`, then only parameters with their `Bound` (??) property set to `False` are copied. If it is `True` then the value is set for all parameters.

Errors: If the master dataset does not have a corresponding field for each parameter, then an exception will be raised.

See also: `TParams.CopyParamValuesFromDataset` (??), `TParam.Bound` (??)

### 10.44.7 TMasterParamsDataLink.Params

Synopsis: Parameters of detail dataset.

Declaration: `Property Params : TParams`

Visibility: `public`

Access: `Read,Write`

Description: `Params` is the `TParams` instance of the detail dataset. If the detail dataset contains a property named `Params` of type `TParams`, then it will be set when the `TMasterParamsDataLink` instance was created. If the property is not published, or has another name, then the `Params` property must be set in code.

See also: `Tparams` (396), `TMasterParamsDataLink.Create` (??)

## 10.45 TMemoField

### 10.45.1 Description

`TMemoField` is the class used when a dataset must manage memo (Text BLOB) data. (`TField.DataType` (??) equals `ftMemo`). It initializes some of the properties of the `TField` (324) class. All methods to be able to work with memo fields have been implemented in the `TBlobField` (252) parent class.

It should never be necessary to create an instance of `TMemoField` manually, a field of this class will be instantiated automatically for each memo field when a dataset is opened.

See also: `TDataset` (276), `TField` (324), `TBLOBField` (252), `TWideMemoField` (406), `TGraphicField` (365)

### 10.45.2 Method overview

Page	Property	Description
<a href="#">381</a>	Create	Create a new instance of the <code>TMemoField</code> class

### 10.45.3 Property overview

Page	Property	Access	Description
<a href="#">381</a>	Transliterate		Should the contents of the field be transliterated

### 10.45.4 `TMemoField.Create`

Synopsis: Create a new instance of the `TMemoField` class

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: `public`

Description: `Create` initializes a new instance of the `TMemoField` class. It calls the inherited destructor, and then sets some `TField` ([324](#)) properties to configure the instance for working with memo values.

See also: `TField` ([324](#))

### 10.45.5 `TMemoField.Transliterate`

Synopsis: Should the contents of the field be transliterated

Declaration: `Property Transliterate :`

Visibility: `published`

Access:

Description: `Transliterate` is redefined from `TBlobField.Transliterate` (??) with a default value of `true`.

See also: `TBlobField.Transliterate` (??), `TStringField.Transliterate` (??), `TDataset.Translate` (??)

## 10.46 `TNamedItem`

### 10.46.1 Description

`NamedItem` is a `TCollectionItem` (??) descendent which introduces a `Name` (??) property. It automatically returns the value of the `Name` property as the value of the `DisplayName` (??) property.

See also: `DisplayName` (??), `Name` (??)

### 10.46.2 Property overview

Page	Property	Access	Description
<a href="#">382</a>	<code>DisplayName</code>	<code>rw</code>	Display name
<a href="#">382</a>	<code>Name</code>	<code>rw</code>	Name of the item

### 10.46.3 TNamedItem.DisplayName

Synopsis: Display name

Declaration: `Property DisplayName : string`

Visibility: public

Access: Read,Write

Description: `DisplayName` is declared in `TCollectionItem` (??), and is made public in `TNamedItem`. The value equals the value of the `Name` (??) property.

See also: `Name` (??)

### 10.46.4 TNamedItem.Name

Synopsis: Name of the item

Declaration: `Property Name : string`

Visibility: published

Access: Read,Write

Description: `Name` is the name of the item in the collection. This property is also used as the value for the `DisplayName` (??) property. If the `TNamedItem` item is owned by a `TDefCollection` (321) collection, then the name must be unique, i.e. each `Name` value may appear only once in the collection.

See also: `DisplayName` (??), `TDefCollection` (321)

## 10.47 TNumericField

### 10.47.1 Description

`TNumericField` is an abstract class which overrides some of the methods of `TField` (324) to handle numerical data. It also introduces or publishes a couple of properties that are only relevant in the case of numerical data, such as `TNumericField.DisplayFormat` (??) and `TNumericField.EditFormat` (??).

Since `TNumericField` is an abstract class, it must never be instantiated directly. Instead one of the descendent classes should be created.

See also: `TField` (324), `TNumericField.DisplayFormat` (??), `TNumericField.EditFormat` (??), `TField.Alignment` (??), `TIntegerField` (371), `TLargeIntField` (371), `TFloatField` (361), `TBCDField` (248)

### 10.47.2 Method overview

Page	Property	Description
383	Create	Create a new instance of <code>TNumericField</code>

### 10.47.3 Property overview

Page	Property	Access	Description
383	Alignment		Alignment of the field
383	DisplayFormat	rw	Format string for display of numerical data
383	EditFormat	rw	Format string for editing of numerical data

#### 10.47.4 TNumericField.Create

Synopsis: Create a new instance of TNumericField

Declaration: constructor Create(AOwner: TComponent); Override

Visibility: public

Description: Create calls the inherited constructor and then initializes the TField.Alignment (??) property with

See also: TField.Alignment (??)

#### 10.47.5 TNumericField.Alignment

Synopsis: Alignment of the field

Declaration: Property Alignment :

Visibility: published

Access:

Description: Alignment is published by TNumericField with taRightJustify as a default value.

See also: TField.Alignment (??)

#### 10.47.6 TNumericField.DisplayFormat

Synopsis: Format string for display of numerical data

Declaration: Property DisplayFormat : string

Visibility: published

Access: Read,Write

Description: DisplayFormat specifies a format string (such as used by the Format (??) and FormatFloat (??) functions) for display purposes: the TField.DisplayText (??) property will use this property to format the field's value. Which formatting function (and, consequently, which format can be entered) is used depends on the descendent of the TNumericField class.

See also: Format (??), FormatFloat (??), TField.DisplayText (??), TNumericField.EditFormat (??)

#### 10.47.7 TNumericField.EditFormat

Synopsis: Format string for editing of numerical data

Declaration: Property EditFormat : string

Visibility: published

Access: Read,Write

Description: EditFormat specifies a format string (such as used by the Format (??) and FormatFloat (??) functions) for editing purposes: the TField.Text (??) property will use this property to format the field's value. Which formatting function (and, consequently, which format can be entered) is used depends on the descendent of the TNumericField class.

See also: Format (??), FormatFloat (??), TField.Text (??), TNumericField.DisplayFormat (??)



## 10.48 TParam

### 10.48.1 Description

`TParam` is one item in a `TParams` (396) collection. It describes the name (`TParam.Name` (??)), type (`ParamType` (??)) and value (`TParam.Value` (??)) of a parameter in a parametrized query or stored procedure. Under normal circumstances, it should never be necessary to create a `TParam` instance manually; the `TDataset` (276) descendent that owns the parameters should have created all necessary `TParam` instances.

See also: `TParams` (396)

### 10.48.2 Method overview

Page	Property	Description
<a href="#">385</a>	<code>Assign</code>	Assign one parameter instance to another
<a href="#">386</a>	<code>AssignField</code>	Copy value from field instance
<a href="#">386</a>	<code>AssignFieldValue</code>	Assign field value to the parameter.
<a href="#">387</a>	<code>AssignFromField</code>	Copy field type and value
<a href="#">386</a>	<code>AssignToField</code>	Assign parameter value to field
<a href="#">387</a>	<code>Clear</code>	Clear the parameter value
<a href="#">385</a>	<code>Create</code>	Create a new parameter value
<a href="#">387</a>	<code>GetData</code>	Get the parameter value from a memory buffer
<a href="#">387</a>	<code>GetDataSize</code>	Return the size of the data.
<a href="#">388</a>	<code>LoadFromFile</code>	Load a parameter value from file
<a href="#">388</a>	<code>LoadFromStream</code>	Load a parameter value from stream
<a href="#">388</a>	<code>SetBlobData</code>	Set BLOB data
<a href="#">388</a>	<code>SetData</code>	Set the parameter value from a buffer

### 10.48.3 Property overview

Page	Property	Access	Description
<a href="#">389</a>	AsBlob	rw	Return parameter value as a blob
<a href="#">389</a>	AsBoolean	rw	Get/Set parameter value as a boolean value
<a href="#">389</a>	AsCurrency	rw	Get/Set parameter value as a currency value
<a href="#">390</a>	AsDate	rw	Get/Set parameter value as a date (TDateTime) value
<a href="#">390</a>	AsDateTime	rw	Get/Set parameter value as a date/time (TDateTime) value
<a href="#">390</a>	AsFloat	rw	Get/Set parameter value as a floating-point value
<a href="#">392</a>	AsFmtBCD	rw	
<a href="#">390</a>	AsInteger	rw	Get/Set parameter value as an integer (32-bit) value
<a href="#">391</a>	AsLargeInt	rw	Get/Set parameter value as a 64-bit integer value
<a href="#">391</a>	AsMemo	rw	Get/Set parameter value as a memo (string) value
<a href="#">391</a>	AsSmallInt	rw	Get/Set parameter value as a smallint value
<a href="#">391</a>	AsString	rw	Get/Set parameter value as a string value
<a href="#">392</a>	AsTime	rw	Get/Set parameter value as a time (TDateTime) value
<a href="#">394</a>	AsWideString	rw	Get/Set the value as a widestring
<a href="#">392</a>	AsWord	rw	Get/Set parameter value as a word value
<a href="#">392</a>	Bound	rw	Is the parameter value bound (set to fixed value)
<a href="#">393</a>	Dataset	r	Dataset to which this parameter belongs
<a href="#">394</a>	DataType	rw	Data type of the parameter
<a href="#">393</a>	IsNull	r	Is the parameter empty
<a href="#">394</a>	Name	rw	Name of the parameter
<a href="#">393</a>	NativeStr	rw	No description available
<a href="#">395</a>	NumericScale	rw	Numeric scale
<a href="#">395</a>	ParamType	rw	Type of parameter
<a href="#">395</a>	Precision	rw	Precision of the BCD value
<a href="#">396</a>	Size	rw	Size of the parameter
<a href="#">393</a>	Text	rw	Read or write the value of the parameter as a string
<a href="#">394</a>	Value	rws	Value as a variant

### 10.48.4 TParam.Create

Synopsis: Create a new parameter value

Declaration: `constructor Create(ACollection: TCollection); Override; Overload`  
`constructor Create(AParams: TParams; AParamType: TParamType); Overload`  
`; Reintroduce`

Visibility: default

Description: `Create` first calls the inherited `create`, and then initializes the parameter properties. The first form creates a default parameter, the second form is a convenience function and initializes a parameter of a certain kind (`AParamType`), in which case the owning `TParams` collection must be specified in `AParams`

See also: `TParams` ([396](#))

### 10.48.5 TParam.Assign

Synopsis: Assign one parameter instance to another

Declaration: `procedure Assign(Source: TPersistent); Override`

Visibility: public

**Description:** Assign copies the Name, ParamType, Bound, Value, SizePrecision and NumericScale properties from ASource if it is of type TParam. If Source is of type TField (324), then it is passed to TParam.AssignField (??). If Source is of type TStrings, then it is assigned to TParams.AsMemo (??).

**Errors:** If Source is not of type TParam, TField or TStrings, an exception will be raised.

**See also:** TField (324), TParam.Name (??), TParam.Bound (??), TParam.NumericScale (??), TParam.ParamType (??), TParam.value (??), TParam.Size (??), TParam.AssignField (??), Tparam.AsMemo (??)

### 10.48.6 TParam.AssignField

**Synopsis:** Copy value from field instance

**Declaration:** procedure AssignField(Field: TField)

**Visibility:** public

**Description:** AssignField copies the Field, FieldName (??) and Value (??) to the parameter instance. The parameter is bound after this operation. If Field is Nil then the parameter name and value are cleared.

**See also:** TParam.assign (??), TParam.AssignToField (??), TParam.AssignFieldValue (??)

### 10.48.7 TParam.AssignToField

**Synopsis:** Assign parameter value to field

**Declaration:** procedure AssignToField(Field: TField)

**Visibility:** public

**Description:** AssignToField copies the parameter value (??) to the field instance. If Field is Nil, nothing happens.

**Errors:** An EDatabaseError (243) exception is raised if the field has an unsupported field type (for types ftCursor, ftArray, ftDataset, ftReference).

**See also:** TParam.Assign (??), TParam.AssignField (??), TParam.AssignFromField (??)

### 10.48.8 TParam.AssignFieldValue

**Synopsis:** Assign field value to the parameter.

**Declaration:** procedure AssignFieldValue(Field: TField; const AValue: Variant)

**Visibility:** public

**Description:** AssignFieldValue copies only the field type from Field and the value from the AValue parameter. It sets the TParam.Bound (??) bound parameter to True. This method is called from TParam.AssignField (??).

**See also:** TField (324), TParam.AssignField (??), TParam.Bound (??)

### 10.48.9 TParam.AssignFromField

Synopsis: Copy field type and value

Declaration: `procedure AssignFromField(Field: TField)`

Visibility: public

Description: `AssignFromField` copies the field value (??) and data type (`TField.DataType` (??)) to the parameter instance. If `Field` is `Nil`, nothing happens. This is the reverse operation of `TParam.AssignToField` (??).

Errors: An `EDatabaseError` (243) exception is raised if the field has an unsupported field type (for types `ftCursor`, `ftArray`, `ftDataset`, `ftReference`).

See also: `TParam.Assign` (??), `TParam.AssignField` (??), `TParam.AssignToField` (??)

### 10.48.10 TParam.Clear

Synopsis: Clear the parameter value

Declaration: `procedure Clear`

Visibility: public

Description: `Clear` clears the parameter value, it is set to `UnAssigned`. The Datatype, parameter type or name are not touched.

See also: `TParam.Value` (??), `TParam.Name` (??), `TParam.ParamType` (??), `TParam.DataType` (??)

### 10.48.11 TParam.GetData

Synopsis: Get the parameter value from a memory buffer

Declaration: `procedure GetData(Buffer: Pointer)`

Visibility: public

Description: `GetData` retrieves the parameter value and stores it in `buffer`. It uses the same data layout as `TField` (324), and can be used to copy the parameter value to a record buffer.

Errors: Only basic field types are supported. Using an unsupported field type will result in an `EDatabaseError` (243) exception.

See also: `TParam.SetData` (??), `TField` (324)

### 10.48.12 TParam.GetDataSize

Synopsis: Return the size of the data.

Declaration: `function GetDataSize : Integer`

Visibility: public

Description: `GetDataSize` returns the size (in bytes) needed to store the current value of the parameter.

Errors: For an unsupported data type, an `EDatabaseError` (243) exception is raised when this function is called.

See also: `TParam.GetData` (??), `TParam.SetData` (??)

### 10.48.13 TParam.LoadFromFile

Synopsis: Load a parameter value from file

Declaration: `procedure LoadFromFile(const FileName: string; BlobType: TBlobType)`

Visibility: public

Description: `LoadFromFile` can be used to load a BLOB-type parameter from a file named `FileName`. The `BlobType` parameter can be used to set the exact data type of the parameter: it must be one of the BLOB data types. This function simply creates a `TFileStream` instance and passes it to `TParam.LoadFromStream` (??).

Errors: If the specified `FileName` is not a valid file, or the file is not readable, an exception will occur.

See also: `TParam.LoadFromStream` (??), `TBlobType` (228), `TParam.SaveToFile` (??)

### 10.48.14 TParam.LoadFromStream

Synopsis: Load a parameter value from stream

Declaration: `procedure LoadFromStream(Stream: TStream; BlobType: TBlobType)`

Visibility: public

Description: `LoadFromStream` can be used to load a BLOB-type parameter from a stream. The `BlobType` parameter can be used to set the exact data type of the parameter: it must be one of the BLOB data types.

Errors: If the stream does not support taking the `Size` of the stream, an exception will be raised.

See also: `TParam.LoadFromFile` (??), `TParam.SaveToStream` (??)

### 10.48.15 TParam.SetBlobData

Synopsis: Set BLOB data

Declaration: `procedure SetBlobData(Buffer: Pointer; ASize: Integer)`

Visibility: public

Description: `SetBlobData` reads the value of a BLOB type parameter from a memory buffer: the data is read from the memory buffer `Buffer` and is assumed to be `Size` bytes long.

Errors: No checking is performed on the validity of the data buffer. If the data buffer is invalid or the size is wrong, an exception may occur.

See also: `TParam.LoadFromStream` (??)

### 10.48.16 TParam.SetData

Synopsis: Set the parameter value from a buffer

Declaration: `procedure SetData(Buffer: Pointer)`

Visibility: public

**Description:** `SetData` performs the reverse operation of `TParam.GetData` (??): it reads the parameter value from the memory area pointed to by `Buffer`. The size of the data read is determined by `TParam.GetDataSize` (??) and the type of data by `TParam.DataType` (??): it is the same storage mechanism used by `TField` (324), and so can be used to copy the value from a `TDataset` (276) record buffer.

**Errors:** Not all field types are supported. If an unsupported field type is encountered, an `EDatabaseError` (243) exception is raised.

**See also:** `TDataset` (276), `TParam.GetData` (??), `TParam.DataType` (??), `TParam.GetDataSize` (??)

### 10.48.17 TParam.AsBlob

**Synopsis:** Return parameter value as a blob

**Declaration:** `Property AsBlob : TBlobData`

**Visibility:** public

**Access:** Read,Write

**Description:** `AsBlob` returns the parameter value as a blob: currently this is a string. It can be set to set the parameter value.

**See also:** `TParam.AsString` (??)

### 10.48.18 TParam.AsBoolean

**Synopsis:** Get/Set parameter value as a boolean value

**Declaration:** `Property AsBoolean : Boolean`

**Visibility:** public

**Access:** Read,Write

**Description:** `AsBoolean` will return the parameter value as a boolean value. If it is written, the value is set to the specified value and the data type is set to `ftBoolean`.

**See also:** `TParam.DataType` (??), `TParam.Value` (??)

### 10.48.19 TParam.AsCurrency

**Synopsis:** Get/Set parameter value as a currency value

**Declaration:** `Property AsCurrency : Currency`

**Visibility:** public

**Access:** Read,Write

**Description:** `AsCurrency` will return the parameter value as a currency value. If it is written, the value is set to the specified value and the data type is set to `ftCurrency`.

**See also:** `TParam.AsFloat` (??), `TParam.DataType` (??), `TParam.Value` (??)

**10.48.20 TParam.AsDate**

Synopsis: Get/Set parameter value as a date (TDateTime) value

Declaration: `Property AsDate : TDateTime`

Visibility: `public`

Access: `Read,Write`

Description: `AsDate` will return the parameter value as a date value. If it is written, the value is set to the specified value and the data type is set to `ftDate`.

See also: `TParam.AsDateTime` (??), `TParam.AsTime` (??), `TParam.DataType` (??), `TParam.Value` (??)

**10.48.21 TParam.AsDateTime**

Synopsis: Get/Set parameter value as a date/time (TDateTime) value

Declaration: `Property AsDateTime : TDateTime`

Visibility: `public`

Access: `Read,Write`

Description: `AsDateTime` will return the parameter value as a TDateTime value. If it is written, the value is set to the specified value and the data type is set to `ftDateTime`.

See also: `TParam.AsDate` (??), `TParam.asTime` (??), `TParam.DataType` (??), `TParam.Value` (??)

**10.48.22 TParam.AsFloat**

Synopsis: Get/Set parameter value as a floating-point value

Declaration: `Property AsFloat : Double`

Visibility: `public`

Access: `Read,Write`

Description: `AsFloat` will return the parameter value as a double floating-point value. If it is written, the value is set to the specified value and the data type is set to `ftFloat`.

See also: `TParam.AsCurrency` (??), `TParam.DataType` (??), `TParam.Value` (??)

**10.48.23 TParam.AsInteger**

Synopsis: Get/Set parameter value as an integer (32-bit) value

Declaration: `Property AsInteger : LongInt`

Visibility: `public`

Access: `Read,Write`

Description: `AsInteger` will return the parameter value as a 32-bit signed integer value. If it is written, the value is set to the specified value and the data type is set to `ftInteger`.

See also: `TParam.AsLargeInt` (??), `TParam.AsSmallInt` (??), `TParam.AsWord` (??), `TParam.DataType` (??), `TParam.Value` (??)

#### 10.48.24 TParam.AsLargeInt

Synopsis: Get/Set parameter value as a 64-bit integer value

Declaration: `Property AsLargeInt : LargeInt`

Visibility: public

Access: Read,Write

Description: `AsLargeInt` will return the parameter value as a 64-bit signed integer value. If it is written, the value is set to the specified value and the data type is set to `ftLargeInt`.

See also: `TParam.AsInteger (??)`, `TParam.AsSmallint (??)`, `TParam.AsWord (??)`, `TParam.DataType (??)`, `TParam.Value (??)`

#### 10.48.25 TParam.AsMemo

Synopsis: Get/Set parameter value as a memo (string) value

Declaration: `Property AsMemo : string`

Visibility: public

Access: Read,Write

Description: `AsMemo` will return the parameter value as a memo (string) value. If it is written, the value is set to the specified value and the data type is set to `ftMemo`.

See also: `TParam.AsString (??)`, `TParam.LoadFromStream (??)`, `TParam.SaveToStream (??)`, `TParam.DataType (??)`, `TParam.Value (??)`

#### 10.48.26 TParam.AsSmallInt

Synopsis: Get/Set parameter value as a smallint value

Declaration: `Property AsSmallInt : LongInt`

Visibility: public

Access: Read,Write

Description: `AsSmallInt` will return the parameter value as a 16-bit signed integer value. If it is written, the value is set to the specified value and the data type is set to `ftSmallInt`.

See also: `TParam.AsInteger (??)`, `TParam.AsLargeInt (??)`, `TParam.AsWord (??)`, `TParam.DataType (??)`, `TParam.Value (??)`

#### 10.48.27 TParam.AsString

Synopsis: Get/Set parameter value as a string value

Declaration: `Property AsString : string`

Visibility: public

Access: Read,Write

Description: `AsString` will return the parameter value as a string value. If it is written, the value is set to the specified value and the data type is set to `ftString`.

See also: `TParam.DataType (??)`, `TParam.Value (??)`



**10.48.28 TParam.AsTime**

Synopsis: Get/Set parameter value as a time (TDateTime) value

Declaration: `Property AsTime : TDateTime`

Visibility: `public`

Access: `Read,Write`

Description: `AsTime` will return the parameter value as a time (TDateTime) value. If it is written, the value is set to the specified value and the data type is set to `ftTime`.

See also: `TParam.AsDate (??)`, `TParam.AsDateTime (??)`, `TParam.DataType (??)`, `TParam.Value (??)`

**10.48.29 TParam.AsWord**

Synopsis: Get/Set parameter value as a word value

Declaration: `Property AsWord : LongInt`

Visibility: `public`

Access: `Read,Write`

Description: `AsWord` will return the parameter value as an integer. If it is written, the value is set to the specified value and the data type is set to `ftWord`.

See also: `TParam.AsInteger (??)`, `TParam.AsLargeInt (??)`, `TParam.AsSmallint (??)`, `TParam.DataType (??)`, `TParam.Value (??)`

**10.48.30 TParam.AsFmtBCD**

Declaration: `Property AsFmtBCD : TBCD`

Visibility: `public`

Access: `Read,Write`

**10.48.31 TParam.Bound**

Synopsis: Is the parameter value bound (set to fixed value)

Declaration: `Property Bound : Boolean`

Visibility: `public`

Access: `Read,Write`

Description: `Bound` indicates whether a parameter has received a fixed value: setting the parameter value will set `Bound` to `True`. When creating master-detail relationships, parameters with their `Bound` property set to `True` will not receive a value from the master dataset: their value will be kept. Only parameters where `Bound` is `False` will receive a new value from the master dataset.

See also: `TParam.DataType (??)`, `TParam.Value (??)`

### 10.48.32 TParam.Dataset

Synopsis: Dataset to which this parameter belongs

Declaration: `Property Dataset : TDataSet`

Visibility: `public`

Access: `Read`

Description: `Dataset` is the dataset that owns the `TParams` (396) instance of which this `TParam` instance is a part. It is `Nil` if the collection is not set, or is not a `TParams` instance.

See also: `TDataSet` (276), `TParams` (396)

### 10.48.33 TParam.IsNull

Synopsis: Is the parameter empty

Declaration: `Property IsNull : Boolean`

Visibility: `public`

Access: `Read`

Description: `IsNull` is `True` if the value is empty or not set (`Null` or `UnAssigned`).

See also: `TParam.Clear` (??), `TParam.Value` (??)

### 10.48.34 TParam.NativeStr

Synopsis: No description available

Declaration: `Property NativeStr : string`

Visibility: `public`

Access: `Read,Write`

Description: No description available

### 10.48.35 TParam.Text

Synopsis: Read or write the value of the parameter as a string

Declaration: `Property Text : string`

Visibility: `public`

Access: `Read,Write`

Description: `AsText` returns the same value as `TParam.AsString` (??), but, when written, does not set the data type: instead, it attempts to convert the value to the type specified in `TParam.DataType` (??).

See also: `TParam.AsString` (??), `TParam.DataType` (??)

### 10.48.36 TParam.Value

Synopsis: Value as a variant

Declaration: `Property Value : Variant`

Visibility: `public`

Access: `Read,Write`

Description: `Value` returns (or sets) the value as a variant value.

See also: `TParam.DataType` (??)

### 10.48.37 TParam.AsWideString

Synopsis: Get/Set the value as a widestring

Declaration: `Property AsWideString : WideString`

Visibility: `public`

Access: `Read,Write`

Description: `AsWideString` returns the parameter value as a widestring value. Setting the property will set the value of the parameter and will also set the `DataType` (??) to `ftWideString`.

See also: `TParam.AsString` (??), `TParam.Value` (??), `TParam.DataType` (??)

### 10.48.38 TParam.DataType

Synopsis: Data type of the parameter

Declaration: `Property DataType : TFieldType`

Visibility: `published`

Access: `Read,Write`

Description: `DataType` is the current data type of the parameter value. It is set automatically when one of the various `AsXYZ` properties is written, or when the value is copied from a field value.

See also: `TParam.IsNull` (??), `TParam.Value` (??), `TParam.AssignField` (??)

### 10.48.39 TParam.Name

Synopsis: Name of the parameter

Declaration: `Property Name : string`

Visibility: `published`

Access: `Read,Write`

Description: `Name` is the name of the parameter. The name is usually determined automatically from the SQL statement the parameter is part of. Each parameter name should appear only once in the collection.

See also: `TParam.DataType` (??), `TParam.Value` (??), `TParams.ParamByName` (??)

**10.48.40 TParam.NumericScale**

Synopsis: Numeric scale

Declaration: `Property NumericScale : Integer`

Visibility: published

Access: Read,Write

Description: `NumericScale` can be used to store the numerical scale for BCD values. It is currently unused.

See also: `TParam.Precision (??)`, `TParam.Size (??)`

**10.48.41 TParam.ParamType**

Synopsis: Type of parameter

Declaration: `Property ParamType : TParamType`

Visibility: published

Access: Read,Write

Description: `ParamType` specifies the type of parameter: is the parameter value written to the database engine, or is it received from the database engine, or both ? It can have the following value:

**ptUnknown**Unknown type

**ptInput**Input parameter

**ptOutput**Output paramete, filled on result

**ptInputOutput**Input/output parameter

**ptResult**Result parameter

The `ParamType` property is usually set by the database engine that creates the parameter instances.

See also: `TParam.DataType (??)`, `TParam.DataSize (??)`, `TParam.Name (??)`

**10.48.42 TParam.Precision**

Synopsis: Precision of the BCD value

Declaration: `Property Precision : Integer`

Visibility: published

Access: Read,Write

Description: `Precision` can be used to store the numerical precision for BCD values. It is currently unused.

See also: `TParam.NumericScale (??)`, `TParam.Size (??)`

### 10.48.43 TParam.Size

Synopsis: Size of the parameter

Declaration: `Property Size : Integer`

Visibility: published

Access: Read, Write

Description: `Size` is the declared size of the parameter. In the current implementation, this parameter is ignored other than copying it from `TField.DataSize` (??) in the `TParam.AssignFieldValue` (??) method. The actual size can be retrieved through the `TParam.Datasize` (??) property.

See also: `TParam.Datasize` (??), `TField.DataSize` (??), `TParam.AssignFieldValue` (??)

## 10.49 TParams

### 10.49.1 Description

`TParams` is a collection of `TParam` (384) values. It is used to specify parameter values for parametrized SQL statements, but is also used to specify parameter values for stored procedures. Its default property is an array of `TParam` (384) values. The class also offers a method to scan a SQL statement for parameter names and replace them with placeholders understood by the SQL engine: `TParams.ParseSQL` (??).

`TDataset` (276) itself does not use `TParams`. The class is provided in the `DB` unit, so all `TDataset` descendants that need some kind of parametrization make use of the same interface. The `TMasterParamsDataLink` (379) class can be used to establish a master-detail relationship between a parameter-aware `TDataset` instance and another dataset; it will automatically refresh parameter values when the fields in the master dataset change. To this end, the `TParams.CopyParamValuesFromDataset` (??) method exists.

See also: `TDataset` (276), `TMasterParamsDataLink` (379), `TParam` (384), `TParams.ParseSQL` (??), `TParams.CopyParamValuesFromDataset` (??)

### 10.49.2 Method overview

Page	Property	Description
<a href="#">397</a>	<code>AddParam</code>	Add a parameter to the collection
<a href="#">397</a>	<code>AssignValues</code>	Copy values from another collection
<a href="#">400</a>	<code>CopyParamValuesFromDataset</code>	Copy parameter values from a the fields in a dataset.
<a href="#">397</a>	<code>Create</code>	Create a new instance of <code>TParams</code>
<a href="#">397</a>	<code>CreateParam</code>	Create and add a new parameter to the collection
<a href="#">398</a>	<code>FindParam</code>	Find a parameter with given name
<a href="#">398</a>	<code>GetParamList</code>	Fetch a list of <code>TParam</code> instances
<a href="#">398</a>	<code>IsEqual</code>	Is the list of parameters equal
<a href="#">399</a>	<code>ParamByName</code>	Return a parameter by name
<a href="#">399</a>	<code>ParseSQL</code>	Parse SQL statement, replacing parameter names with SQL parameter placeholders
<a href="#">400</a>	<code>RemoveParam</code>	Remove a parameter from the collection

### 10.49.3 Property overview

Page	Property	Access	Description
<a href="#">400</a>	Dataset	r	Dataset that owns the TParams instance
<a href="#">401</a>	Items	rw	Indexed access to TParams instances in the collection
<a href="#">401</a>	ParamValues	rw	Named access to the parameter values.

### 10.49.4 TParams.Create

Synopsis: Create a new instance of TParams

Declaration: `constructor Create(AOwner: TPersistent); Overload`  
`constructor Create; Overload`

Visibility: default

Description: `Create` initializes a new instance of `TParams`. It calls the inherited constructor with `TParam` ([384](#)) as the collection's item class, and sets `AOwner` as the owner of the collection. Usually, `AOwner` will be the dataset that needs parameters.

See also: `#rtl.classes.TCollection.create` ([??](#)), `TParam` ([384](#))

### 10.49.5 TParams.AddParam

Synopsis: Add a parameter to the collection

Declaration: `procedure AddParam(Value: TParam)`

Visibility: public

Description: `AddParam` adds `Value` to the collection.

Errors: No checks are done on the `TParam` instance. If it is `Nil`, an exception will be raised.

See also: `TParam` ([384](#)), `#rtl.classes.tcollection.add` ([??](#))

### 10.49.6 TParams.AssignValues

Synopsis: Copy values from another collection

Declaration: `procedure AssignValues(Value: TParams)`

Visibility: public

Description: `AssignValues` examines all `TParam` ([384](#)) instances in `Value`, and looks in its own items for a `TParam` instance with the same name. If it is found, then the value and type of the parameter are copied (using `TParam.Assign` ([??](#))). If it is not found, nothing is done.

See also: `TParam` ([384](#)), `TParam.Assign` ([??](#))

### 10.49.7 TParams.CreateParam

Synopsis: Create and add a new parameter to the collection

Declaration: `function CreateParam(FldType: TFieldType; const ParamName: string;`  
`ParamType: TParamType) : TParam`

Visibility: public

**Description:** `CreateParam` creates a new `TParam` (384) instance with datatype equal to `fldType`, Name equal to `ParamName` and sets its `ParamType` property to `ParamType`. The parameter is then added to the collection.

See also: `TParam` (384), `TParam.Name` (??), `TParam.Datatype` (??), `TParam.Paramtype` (??)

### 10.49.8 TParams.FindParam

**Synopsis:** Find a parameter with given name

**Declaration:** `function FindParam(const Value: string) : TParam`

Visibility: public

**Description:** `FindParam` searches the collection for the `TParam` (384) instance with property `Name` equal to `Value`. It will return the last instance with the given name, and will only return one instance. If no match is found, `Nil` is returned.

**Remark:** A `TParams` collection can have 2 `TParam` instances with the same name: no checking for duplicates is done.

See also: `TParam.Name` (??), `TParams.ParamByName` (??), `TParams.GetParamList` (??)

### 10.49.9 TParams.GetParamList

**Synopsis:** Fetch a list of `TParam` instances

**Declaration:** `procedure GetParamList(List: TList;const ParamNames: string)`

Visibility: public

**Description:** `GetParamList` examines the parameter names in the semicolon-separated list `ParamNames`. It searches each `TParam` instance from the names in the list and adds it to `List`.

**Errors:** If the `ParamNames` list contains an unknown parameter name, then an exception is raised. Whitespace is not discarded.

See also: `TParam` (384), `TParam.Name` (??), `TParams.ParamByName` (??)

### 10.49.10 TParams.IsEqual

**Synopsis:** Is the list of parameters equal

**Declaration:** `function IsEqual(Value: TParams) : Boolean`

Visibility: public

**Description:** `IsEqual` compares the parameter count of `Value` and if it matches, it compares all `TParam` items of `Value` with the items it owns. If all items are equal (all properties match), then `True` is returned. The items are compared on index, so the order is important.

See also: `TParam` (384)

### 10.49.11 TParams.ParamByName

Synopsis: Return a parameter by name

Declaration: `function ParamByName(const Value: string) : TParam`

Visibility: public

Description: `ParamByName` searches the collection for the `TParam` (384) instance with property `Name` equal to `Value`. It will return the last instance with the given name, and will only return one instance. If no match is found, an exception is raised.

**Remark:** A `TParams` collection can have 2 `TParam` instances with the same name: no checking for duplicates is done.

See also: `TParam.Name` (??), `TParams.FindParam` (??), `TParams.GetParamList` (??)

### 10.49.12 TParams.ParseSQL

Synopsis: Parse SQL statement, replacing parameter names with SQL parameter placeholders

Declaration: `function ParseSQL(SQL: string; DoCreate: Boolean) : string; Overload`  
`function ParseSQL(SQL: string; DoCreate: Boolean; EscapeSlash: Boolean;`  
`EscapeRepeat: Boolean; ParameterStyle: TParamStyle)`  
`: string; Overload`  
`function ParseSQL(SQL: string; DoCreate: Boolean; EscapeSlash: Boolean;`  
`EscapeRepeat: Boolean; ParameterStyle: TParamStyle;`  
`var ParamBinding: TParamBinding) : string; Overload`  
`function ParseSQL(SQL: string; DoCreate: Boolean; EscapeSlash: Boolean;`  
`EscapeRepeat: Boolean; ParameterStyle: TParamStyle;`  
`var ParamBinding: TParamBinding;`  
`var ReplaceString: string) : string; Overload`

Visibility: default

Description: `ParseSQL` parses the SQL statement for parameter names in the form `:ParamName`. It replaces them with a SQL parameter placeholder. If `DoCreate` is `True` then a `TParam` instance is added to the collection with the found parameter name.

The parameter placeholder is determined by the `ParameterStyle` property, which can have the following values:

**psInterbaseParameters** are specified by a `?` character

**psPostgreSQLParameters** are specified by a `$N` character.

**psSimulatedParameters** are specified by a `$N` character.

`psInterbase` is the default.

If the `EscapeSlash` parameter is `True`, then backslash characters are used to quote the next character in the SQL statement. If it is `False`, the backslash character is regarded as a normal character.

If the `EscapeRepeat` parameter is `True` (the default) then embedded quotes in string literals are escaped by repeating themselves. If it is `false` then they should be quoted with backslashes.

`ParamBinding`, if specified, is filled with the indexes of the parameter instances in the parameter collection: for each SQL parameter placeholder, the index of the corresponding `TParam` instance is returned in the array.



`ReplaceString`, if specified, contains the placeholder used for the parameter names (by default, \$). It has effect only when `ParameterStyle` equals `psSimulated`.

The function returns the SQL statement with the parameter names replaced by placeholders.

See also: `TParam` (384), `TParam.Name` (??), `TParamStyle` (237)

### 10.49.13 TParams.RemoveParam

Synopsis: Remove a parameter from the collection

Declaration: `procedure RemoveParam(Value: TParam)`

Visibility: public

Description: `RemoveParam` removes the parameter `Value` from the collection, but does not free the instance.

Errors: `Value` must be a valid instance, or an exception will be raised.

See also: `TParam` (384)

### 10.49.14 TParams.CopyParamValuesFromDataset

Synopsis: Copy parameter values from a the fields in a dataset.

Declaration: `procedure CopyParamValuesFromDataset (ADataset: TDataSet;  
CopyBound: Boolean)`

Visibility: public

Description: `CopyParamValuesFromDataset` assigns values to all parameters in the collection by searching in `ADataset` for fields with the same name, and assigning the value of the field to the `TParam` instances using `TParam.AssignField` (??). By default, this operation is only performed on `TParam` instances with their `Bound` (??) property set to `False`. If `CopyBound` is true, then the operation is performed on all `TParam` instances in the collection.

Errors: If, for some `TParam` instance, `ADataset` misses a field with the same name, an `EDatabaseError` exception will be raised.

See also: `TParam` (384), `TParam.Bound` (??), `TParam.AssignField` (??), `TDataSet` (276), `TDataSet.FieldName` (??)

### 10.49.15 TParams.Dataset

Synopsis: Dataset that owns the `TParams` instance

Declaration: `Property Dataset : TDataSet`

Visibility: public

Access: Read

Description: `Dataset` is the `TDataSet` (276) instance that was specified when the `TParams` instance was created.

See also: `TParams.Create` (??), `TDataSet` (276)

### 10.49.16 TParams.Items

Synopsis: Indexed access to TParams instances in the collection

Declaration: `Property Items[Index: Integer]: TParam; default`

Visibility: public

Access: Read,Write

Description: `Items` is overridden by `TParams` so it has the proper type (`TParam`). The `Index` runs from 0 to `Count-1`.

See also: `TParams` ([396](#))

### 10.49.17 TParams.ParamValues

Synopsis: Named access to the parameter values.

Declaration: `Property ParamValues[ParamName: string]: Variant`

Visibility: public

Access: Read,Write

Description: `ParamValues` provides access to the parameter values (`TParam.Value` (??)) by name. It is equivalent to reading and writing

`ParamByName (ParamName) .Value`

See also: `TParam.Value` (??), `TParams.ParamByName` (??)

## 10.50 TSmallIntField

### 10.50.1 Description

`TSmallIntField` is the class created when a dataset must manage 16-bit signed integer data, of datatype `ftSmallInt`. It exposes no new properties, but simply overrides some methods to manage 16-bit signed integer data.

It should never be necessary to create an instance of `TSmallIntField` manually, a field of this class will be instantiated automatically for each smallint field when a dataset is opened.

See also: `TField` ([324](#)), `TNumericField` ([382](#)), `TLongintField` ([373](#)), `TWordField` ([408](#))

### 10.50.2 Method overview

Page	Property	Description
<a href="#">402</a>	Create	Create a new instance of the <code>TSmallIntField</code> class.

### 10.50.3 TSmallintField.Create

**Synopsis:** Create a new instance of the TSmallintField class.

**Declaration:** `constructor Create(AOwner: TComponent); Override`

**Visibility:** public

**Description:** Create initializes a new instance of the TSmallintField (401) class. It calls the inherited constructor and then simply sets some of the TField (324) properties to work with 16-bit signed integer data.

See also: TField (324)

## 10.51 TStringField

### 10.51.1 Description

TStringField is the class used whenever a dataset has to handle a string field type (data type `ftString`). This class overrides some of the standard TField (324) methods to handle string data, and introduces some properties that are only pertinent for data fields of string type. It should never be necessary to create an instance of TStringField manually, a field of this class will be instantiated automatically for each string field when a dataset is opened.

See also: TField (324), TWideStringField (407), TDataset (276)

### 10.51.2 Method overview

Page	Property	Description
<a href="#">402</a>	Create	Create a new instance of the TStringField class
<a href="#">403</a>	SetFieldType	Set the field type

### 10.51.3 Property overview

Page	Property	Access	Description
<a href="#">404</a>	EditMask		Specify an edit mask for an edit control
<a href="#">403</a>	FixedChar	rw	Is the string declared with a fixed length ?
<a href="#">404</a>	Size		Maximum size of the string
<a href="#">403</a>	Transliterate	rw	Should the field value be transliterated when reading or writing
<a href="#">403</a>	Value	rw	Value of the field as a string

### 10.51.4 TStringField.Create

**Synopsis:** Create a new instance of the TStringField class

**Declaration:** `constructor Create(AOwner: TComponent); Override`

**Visibility:** public

**Description:** Create is used to create a new instance of the TStringField class. It initializes some TField (324) properties after having called the inherited constructor.

### 10.51.5 TStringField.SetFieldType

Synopsis: Set the field type

Declaration: `procedure SetFieldType(AValue: TFieldType);` Override

Visibility: public

Description: `SetFieldType` is overridden in `TStringField` (402) to check the data type more accurately (`ftString` and `ftFixedChar`). No extra functionality is added.

See also: `TField.DataType` (??)

### 10.51.6 TStringField.FixedChar

Synopsis: Is the string declared with a fixed length ?

Declaration: `Property FixedChar : Boolean`

Visibility: public

Access: Read,Write

Description: `FixedChar` is `True` if the underlying data engine has declared the field with a fixed length, as in a SQL `CHAR()` declaration: the field's value will then always be padded with as many spaces as needed to obtain the declared length of the field. If it is `False` then the declared length is simply the maximum length for the field, and no padding with spaces is performed.

### 10.51.7 TStringField.Transliterate

Synopsis: Should the field value be transliterated when reading or writing

Declaration: `Property Transliterate : Boolean`

Visibility: public

Access: Read,Write

Description: `Transliterate` can be set to `True` if the field's contents should be transliterated prior to copying it from or to the field's buffer. Transliteration is done by a method of `TDataset`: `TDataset.Translate` (??).

See also: `TDataset.Translate` (??)

### 10.51.8 TStringField.Value

Synopsis: Value of the field as a string

Declaration: `Property Value : string`

Visibility: public

Access: Read,Write

Description: `Value` is overridden in `TField` to return the value of the field as a string. It returns the contents of `TField.AsString` (??) when read, or sets the `AsString` property when written to.

See also: `TField.AsString` (??), `TField.Value` (??)

### 10.51.9 TStringField.EditMask

Synopsis: Specify an edit mask for an edit control

Declaration: `Property EditMask :`

Visibility: published

Access:

Description: `EditMask` can be used to specify an edit mask for controls that allow to edit this field. It has no effect on the field value, and serves only to ensure that the user can enter only correct data for this field.

`TStringField` just changes the visibility of the `EditMask` property, it is introduced in `TField`.

For more information on valid edit masks, see the documentation of the GUI controls.

See also: `TField.EditMask` (??)

### 10.51.10 TStringField.Size

Synopsis: Maximum size of the string

Declaration: `Property Size :`

Visibility: published

Access:

Description: `Size` is made published by the `TStringField` class so it can be set in the IDE: it is the declared maximum size of the string (in characters) and is used to calculate the size of the dataset buffer.

See also: `TField.Size` (??)

## 10.52 TTimeField

### 10.52.1 Description

`TimeField` is the class used when a dataset must manage data of type time. (`TField.DataType` (??) equals `ftTime`). It initializes some of the properties of the `TField` (324) class to be able to work with time fields.

It should never be necessary to create an instance of `TTimeField` manually, a field of this class will be instantiated automatically for each time field when a dataset is opened.

See also: `TDataset` (276), `TField` (324), `TDateTimeField` (316), `TDateField` (316)

### 10.52.2 Method overview

Page	Property	Description
<a href="#">405</a>	Create	Create a new instance of a <code>TTimeField</code> class.

### 10.52.3 TTimeField.Create

**Synopsis:** Create a new instance of a `TTimeField` class.

**Declaration:** `constructor Create(AOwner: TComponent); Override`

**Visibility:** `public`

**Description:** `Create` initializes a new instance of the `TTimeField` class. It calls the inherited destructor, and then sets some `TField` (324) properties to configure the instance for working with time values.

See also: `TField` (324)

## 10.53 TVarBytesField

### 10.53.1 Description

`TVarBytesField` is the class used when a dataset must manage data of variable-size binary type. (`TField.DataType` (??) equals `ftVarBytes`). It initializes some of the properties of the `TField` (324) class to be able to work with variable-size byte fields.

It should never be necessary to create an instance of `TVarBytesField` manually, a field of this class will be instantiated automatically for each variable-sized binary data field when a dataset is opened.

See also: `TDataset` (276), `TField` (324), `TBytesField` (258)

### 10.53.2 Method overview

Page	Property	Description
<a href="#">405</a>	Create	Create a new instance of a <code>TVarBytesField</code> class.

### 10.53.3 TVarBytesField.Create

**Synopsis:** Create a new instance of a `TVarBytesField` class.

**Declaration:** `constructor Create(AOwner: TComponent); Override`

**Visibility:** `public`

**Description:** `Create` initializes a new instance of the `TVarBytesField` class. It calls the inherited destructor, and then sets some `TField` (324) properties to configure the instance for working with variable-size binary data values.

See also: `TField` (324)

## 10.54 TVariantField

### 10.54.1 Description

`TVariantField` is the class used when a dataset must manage native variant-typed data. (`TField.DataType` (??) equals `ftVariant`). It initializes some of the properties of the `TField` (324) class and overrides some of its methods to be able to work with variant data.

It should never be necessary to create an instance of `TVariantField` manually, a field of this class will be instantiated automatically for each variant field when a dataset is opened.

See also: TDataSet (276), TField (324)

### 10.54.2 Method overview

Page	Property	Description
<a href="#">406</a>	Create	Create a new instance of the TVariantField class

### 10.54.3 TVariantField.Create

Synopsis: Create a new instance of the TVariantField class

Declaration: constructor Create(AOwner: TComponent); Override

Visibility: public

Description: Create initializes a new instance of the TVariantField class. It calls the inherited destructor, and then sets some TField (324) properties to configure the instance for working with variant values.

See also: TField (324)

## 10.55 TWideMemoField

### 10.55.1 Description

TWideMemoField is the class used when a dataset must manage memo (Text BLOB) data. (TField.DataType (??) equals ftWideMemo). It initializes some of the properties of the TField (324) class. All methods to be able to work with widestring memo fields have been implemented in the TBlobField (252) parent class.

It should never be necessary to create an instance of TWideMemoField manually, a field of this class will be instantiated automatically for each widestring memo field when a dataset is opened.

See also: TDataSet (276), TField (324), TBlobField (252), TMemoField (380), TGraphicField (365)

### 10.55.2 Method overview

Page	Property	Description
<a href="#">406</a>	Create	Create a new instance of the TWideMemoField class

### 10.55.3 Property overview

Page	Property	Access	Description
<a href="#">407</a>	Value	rw	Value of the field's contents as a widestring

### 10.55.4 TWideMemoField.Create

Synopsis: Create a new instance of the TWideMemoField class

Declaration: constructor Create(aOwner: TComponent); Override

Visibility: public

**Description:** `Create` initializes a new instance of the `TWideMemoField` class. It calls the inherited destructor, and then sets some `TField` (324) properties to configure the instance for working with widestring memo values.

See also: `TField` (324)

### 10.55.5 TWideMemoField.Value

**Synopsis:** Value of the field's contents as a widestring

**Declaration:** `Property Value : WideString`

**Visibility:** public

**Access:** Read,Write

**Description:** `Value` is redefined by `TWideMemoField` as a `WideString` value. Reading and writing this property is equivalent to reading and writing the `TField.AsWideString` (??) property.

See also: `TField.Value` (??), `Tfield.AsWideString` (??)

## 10.56 TWideStringField

### 10.56.1 Description

`TWideStringField` is the string field class instantiated for fields of data type `ftWideString`. This class overrides some of the standard `TField` (324) methods to handle widestring data, and introduces some properties that are only pertinent for data fields of widestring type. It should never be necessary to create an instance of `TWideStringField` manually, a field of this class will be instantiated automatically for each widestring field when a dataset is opened.

See also: `TField` (324), `TStringField` (402), `TDataset` (276)

### 10.56.2 Method overview

Page	Property	Description
<a href="#">407</a>	<code>Create</code>	Create a new instance of the <code>TWideStringField</code> class.
<a href="#">408</a>	<code>SetFieldType</code>	Set the field type

### 10.56.3 Property overview

Page	Property	Access	Description
<a href="#">408</a>	<code>Value</code>	rw	Value of the field as a widestring

### 10.56.4 TWideStringField.Create

**Synopsis:** Create a new instance of the `TWideStringField` class.

**Declaration:** `constructor Create(aOwner: TComponent); Override`

**Visibility:** public

**Description:** `Create` is used to create a new instance of the `TWideStringField` class. It initializes some `TField` (324) properties after having called the inherited constructor.



### 10.56.5 TWideStringField.SetFieldType

Synopsis: Set the field type

Declaration: `procedure SetFieldType(AValue: TFieldType); Override`

Visibility: `public`

Description: `SetFieldType` is overridden in `TWideStringField` (407) to check the data type more accurately (`ftWideString` and `ftFixedWideChar`). No extra functionality is added.

See also: `TField.DataType` (??)

### 10.56.6 TWideStringField.Value

Synopsis: Value of the field as a widestring

Declaration: `Property Value : WideString`

Visibility: `public`

Access: `Read,Write`

Description: `Value` is overridden by the `TWideStringField` to return a `WideString` value. It is the same value as the `TField.AsWideString` (??) property.

See also: `TField.AsWideString` (??), `TField.Value` (??)

## 10.57 TWordField

### 10.57.1 Description

`TWordField` is the class created when a dataset must manage 16-bit unsigned integer data, of datatype `ftWord`. It exposes no new properties, but simply overrides some methods to manage 16-bit unsigned integer data.

It should never be necessary to create an instance of `TWordField` manually, a field of this class will be instantiated automatically for each word field when a dataset is opened.

See also: `TField` (324), `TNumericField` (382), `TLongintField` (373), `TSmallIntField` (401)

### 10.57.2 Method overview

Page	Property	Description
408	Create	Create a new instance of the <code>TWordField</code> class.

### 10.57.3 TWordField.Create

Synopsis: Create a new instance of the `TWordField` class.

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: `public`

Description: `Create` initializes a new instance of the `TWordField` (408) class. It calls the inherited constructor and then simply sets some of the `TField` (324) properties to work with 16-bit unsigned integer data.

See also: `TField` (324)

# Chapter 11

## Reference for unit 'dbugintf'

### 11.1 Overview

Use `dbugintf` to add debug messages to your application. The messages are not sent to standard output, but are sent to a debug server process which collects messages from various clients and displays them somehow on screen.

The unit is transparent in its use: it does not need initialization, it will start the debug server by itself if it can find it: the program should be called `debugserver` and should be in the `PATH`. When the first debug message is sent, the unit will initialize itself.

The FCL contains a sample debug server (`dbugsvr`) which can be started in advance, and which writes debug message to the console (both on Windows and Linux). The Lazarus project contains a visual application which displays the messages in a GUI.

The `dbugintf` unit relies on the SimpleIPC (555) mechanism to communicate with the debug server, hence it works on all platforms that have a functional version of that unit. It also uses `TProcess` to start the debug server if needed, so the process (524) unit should also be functional.

### 11.2 Writing a debug server

Writing a debug server is relatively easy. It should instantiate a `TSimpleIPCServer` class from the SimpleIPC (555) unit, and use the `DebugServerID` as `ServerID` identification. This constant, as well as the record containing the message which is sent between client and server is defined in the `msgintf` unit.

The `dbugintf` unit relies on the SimpleIPC (555) mechanism to communicate with the debug server, hence it works on all platforms that have a functional version of that unit. It also uses `TProcess` to start the debug server if needed, so the process (524) unit should also be functional.

### 11.3 Constants, types and variables

#### 11.3.1 Resource strings

```
SEntering = '> Entering '
```

String used when sending method enter message.

```
SExiting = '< Exiting '
```

String used when sending method exit message.

`SProcessID = 'Process %s'`

String used when sending identification message to the server.

`SSeparator = '>-----<'`

String used when sending a separator line.

`SServerStartFailed = 'Failed to start debugserver. (%s)'`

String used to display an error message when the start of the debug server failed

### 11.3.2 Constants

`SendError : string = ''`

Whenever a call encounters an exception, the exception message is stored in this variable.

### 11.3.3 Types

`TDebugLevel = (dlInformation, dlWarning, dlError)`

Table 11.1: Enumeration values for type TDebugLevel

Value	Explanation
<code>dlError</code>	Error message
<code>dlInformation</code>	Informational message
<code>dlWarning</code>	Warning message

`TDebugLevel` indicates the severity level of the debug message to be sent. By default, an informational message is sent.

## 11.4 Procedures and functions

### 11.4.1 GetDebuggingEnabled

**Synopsis:** Check if sending of debug messages is enabled.

**Declaration:** `function GetDebuggingEnabled : Boolean`

**Visibility:** default

**Description:** `GetDebuggingEnabled` returns the value set by the last call to `SetDebuggingEnabled`. It is `True` by default.

See also: `SetDebuggingEnabled` ([414](#)), `SendDebug` ([411](#))

### 11.4.2 InitDebugClient

Synopsis: Initialize the debug client.

Declaration: `function InitDebugClient : Boolean`

Visibility: default

Description: `InitDebugClient` starts the debug server and then performs all necessary initialization of the debug IPC communication channel.

Normally this function should not be called. The `SendDebug` (411) call will initialize the debug client when it is first called.

Errors: None.

See also: `SendDebug` (411), `StartDebugServer` (414)

### 11.4.3 SendBoolean

Synopsis: Send the value of a boolean variable

Declaration: `procedure SendBoolean(const Identifier: string;const Value: Boolean)`

Visibility: default

Description: `SendBoolean` is a simple wrapper around `SendDebug` (411) which sends the name and value of a boolean value as an informational message.

Errors: None.

See also: `SendDebug` (411), `SendDateTime` (411), `SendInteger` (413), `SendPointer` (414)

### 11.4.4 SendDateTime

Synopsis: Send the value of a `TDateTime` variable.

Declaration: `procedure SendDateTime(const Identifier: string;const Value: TDateTime)`

Visibility: default

Description: `SendDateTime` is a simple wrapper around `SendDebug` (411) which sends the name and value of an integer value as an informational message. The value is converted to a string using the `DateTimeToStr` (??) call.

Errors: None.

See also: `SendDebug` (411), `SendBoolean` (411), `SendInteger` (413), `SendPointer` (414)

### 11.4.5 SendDebug

Synopsis: Send a message to the debug server.

Declaration: `procedure SendDebug(const Msg: string)`

Visibility: default

**Description:** `SendDebug` sends the message `Msg` to the debug server as an informational message (debug level `dlInformation`). If no debug server is running, then an attempt will be made to start the server first.

The binary that is started is called `debugserver` and should be somewhere on the `PATH`. A sample binary which writes received messages to standard output is included in the FCL, it is called `dbugsrv`. This binary can be renamed to `debugserver` or can be started before the program is started.

**Errors:** Errors are silently ignored, any exception messages are stored in `SendError` (410).

**See also:** `SendDebugEx` (412), `SendDebugFmt` (412), `SendDebugFmtEx` (412)

### 11.4.6 SendDebugEx

**Synopsis:** Send debug message other than informational messages

**Declaration:** `procedure SendDebugEx(const Msg: string; MType: TDebugLevel)`

**Visibility:** default

**Description:** `SendDebugEx` allows to specify the debug level of the message to be sent in `MType`. By default, `SendDebug` (411) uses informational messages.

Other than that the function of `SendDebugEx` is equal to that of `SendDebug`

**Errors:** None.

**See also:** `SendDebug` (411), `SendDebugFmt` (412), `SendDebugFmtEx` (412)

### 11.4.7 SendDebugFmt

**Synopsis:** Format and send a debug message

**Declaration:** `procedure SendDebugFmt(const Msg: string; const Args: Array of const)`

**Visibility:** default

**Description:** `SendDebugFmt` is a utility routine which formats a message by passing `Msg` and `Args` to `Format` (??) and sends the result to the debug server using `SendDebug` (411). It exists mainly to avoid the `Format` call in calling code.

**Errors:** None.

**See also:** `SendDebug` (411), `SendDebugEx` (412), `SendDebugFmtEx` (412), `#rtl.sysutils.format` (??)

### 11.4.8 SendDebugFmtEx

**Synopsis:** Format and send message with alternate type

**Declaration:** `procedure SendDebugFmtEx(const Msg: string; const Args: Array of const; MType: TDebugLevel)`

**Visibility:** default

**Description:** `SendDebugFmtEx` is a utility routine which formats a message by passing `Msg` and `Args` to `Format` (??) and sends the result to the debug server using `SendDebugEx` (412) with `Debug level MType`. It exists mainly to avoid the `Format` call in calling code.

**Errors:** None.

**See also:** `SendDebug` (411), `SendDebugEx` (412), `SendDebugFmt` (412), `#rtl.sysutils.format` (??)

### 11.4.9 SendInteger

Synopsis: Send the value of an integer variable.

Declaration: `procedure SendInteger(const Identifier: string; const Value: Integer;  
HexNotation: Boolean)`

Visibility: default

Description: `SendInteger` is a simple wrapper around `SendDebug` (411) which sends the name and value of an integer value as an informational message. If `HexNotation` is `True`, then the value will be displayed using hexadecimal notation.

Errors: None.

See also: `SendDebug` (411), `SendBoolean` (411), `SendDateTime` (411), `SendPointer` (414)

### 11.4.10 SendMethodEnter

Synopsis: Send method enter message

Declaration: `procedure SendMethodEnter(const MethodName: string)`

Visibility: default

Description: `SendMethodEnter` sends a "Entering `MethodName`" message to the debug server. After that it increases the message indentation (currently 2 characters). By sending a corresponding `SendMethodExit` (413), the indentation of messages can be decreased again.

By using the `SendMethodEnter` and `SendMethodExit` methods at the beginning and end of a procedure/method, it is possible to visually trace program execution.

Errors: None.

See also: `SendDebug` (411), `SendMethodExit` (413), `SendSeparator` (414)

### 11.4.11 SendMethodExit

Synopsis: Send method exit message

Declaration: `procedure SendMethodExit(const MethodName: string)`

Visibility: default

Description: `SendMethodExit` sends a "Exiting `MethodName`" message to the debug server. After that it decreases the message indentation (currently 2 characters). By sending a corresponding `SendMethodEnter` (413), the indentation of messages can be increased again.

By using the `SendMethodEnter` and `SendMethodExit` methods at the beginning and end of a procedure/method, it is possible to visually trace program execution.

Note that the indentation level will not be made negative.

Errors: None.

See also: `SendDebug` (411), `SendMethodEnter` (413), `SendSeparator` (414)

### 11.4.12 SendPointer

Synopsis: Send the value of a pointer variable.

Declaration: `procedure SendPointer(const Identifier: string; const Value: Pointer)`

Visibility: default

Description: `SendInteger` is a simple wrapper around `SendDebug` (411) which sends the name and value of a pointer value as an informational message. The pointer value is displayed using hexadecimal notation.

Errors: None.

See also: `SendDebug` (411), `SendBoolean` (411), `SendDateTime` (411), `SendInteger` (413)

### 11.4.13 SendSeparator

Synopsis: Send a separator message

Declaration: `procedure SendSeparator`

Visibility: default

Description: `SendSeparator` is a simple wrapper around `SendDebug` (411) which sends a short horizontal line to the debug server. It can be used to visually separate execution of blocks of code or blocks of values.

Errors: None.

See also: `SendDebug` (411), `SendMethodEnter` (413), `SendMethodExit` (413)

### 11.4.14 SetDebuggingEnabled

Synopsis: Temporary enables or disables debugging

Declaration: `procedure SetDebuggingEnabled(const AValue: Boolean)`

Visibility: default

Description: `SetDebuggingEnabled` can be used to temporarily enable or disable sending of debug messages: this allows to control the amount of messages sent to the debug server without having to remove the `SendDebug` (411) statements. By default, debugging is enabled. If set to false, debug messages are simply discarded till debugging is enabled again.

A value of `True` enables sending of debug messages. A value of `False` disables sending.

Errors: None.

See also: `GetDebuggingEnabled` (410), `SendDebug` (411)

### 11.4.15 StartDebugServer

Synopsis: Start the debug server

Declaration: `function StartDebugServer : Integer`

Visibility: default

**Description:** `StartDebugServer` attempts to start the debug server. The process started is called `debugserver` and should be located in the `PATH`.

Normally this function should not be called. The `SendDebug` (411) call will attempt to start the server by itself if it is not yet running.

**Errors:** On error, `False` is returned.

**See also:** `SendDebug` (411), `InitDebugClient` (411)



## Chapter 12

# Reference for unit 'dbugmsg'

### 12.1 Used units

Table 12.1: Used units by unit 'dbugmsg'

Name	Page
Classes	??
System	??

### 12.2 Overview

`dbugmsg` is an auxiliary unit used in the `dbugintf` ([409](#)) unit. It defines the message protocol used between the debug unit and the debug server.

### 12.3 Constants, types and variables

#### 12.3.1 Constants

```
DebugServerID : string = 'fpcdebugserver'
```

`DebugServerID` is a string which is used when creating the message protocol, it is used when identifying the server in the (platform dependent) client-server protocol.

```
lctError = 2
```

`lctError` is the identification of error messages.

```
lctIdentify = 3
```

`lctIdentify` is sent by the client to a server when it first connects. It's the first message, and contains the name of client application.

```
lctInformation = 0
```

`lctInformation` is the identification of informational messages.

`lctStop = -1`

`lctStop` is sent by the client to a server when it disconnects.

`lctWarning = 1`

`lctWarning` is the identification of warning messages.

### 12.3.2 Types

```
TDebugMessage = record
  MsgType : Integer;
  MsgTimeStamp : TDateTime;
  Msg : string;
end
```

`TDebugMessage` is a record that describes the message passed from the client to the server. It should not be passed directly in shared memory, as the string containing the message is allocated on the heap. Instead, the `WriteDebugMessageToStream` (418) and `ReadDebugMessageFromStream` (417) can be used to read or write the message from/to a stream.

## 12.4 Procedures and functions

### 12.4.1 DebugMessageName

**Synopsis:** Return the name of the debug message

**Declaration:** `function DebugMessageName(msgType: Integer) : string`

**Visibility:** default

**Description:** `DebugMessageName` returns the name of the message type. It can be used to examine the `MsgType` field of a `TDebugMessage` (417) record, and if `msgType` contains a known type, it returns a string describing this type.

**Errors:** If `MsgType` contains an unknown type, 'Unknown' is returned.

### 12.4.2 ReadDebugMessageFromStream

**Synopsis:** Read a message from stream

**Declaration:** `procedure ReadDebugMessageFromStream(AStream: TStream;
var Msg: TDebugMessage)`

**Visibility:** default

**Description:** `ReadDebugMessageFromStream` reads a `TDebugMessage` (417) record (`Msg`) from the stream `AStream`.

The record is not read in a byte-ordering safe way, i.e. it cannot be exchanged between little- and big-endian systems.

**Errors:** If the stream contains not enough bytes or is malformed, then an exception may be raised.

**See also:** `TDebugMessage` (417), `WriteDebugMessageToStream` (418)

### 12.4.3 WriteDebugMessageToStream

Synopsis: Write a message to stream

Declaration: `procedure WriteDebugMessageToStream(AStream: TStream;  
const Msg: TDebugMessage)`

Visibility: default

Description: `WriteDebugMessageFromStream` writes a `TDebugMessage` (417) record (Msg) to the stream `AStream`.

The record is not written in a byte-ordering safe way, i.e. it cannot be exchanged between little- and big-endian systems.

Errors: A stream write error may occur if the stream cannot be written to.

See also: `TDebugMessage` (417), `ReadDebugMessageFromStream` (417)

# Chapter 13

## Reference for unit 'eventlog'

### 13.1 Used units

Table 13.1: Used units by unit 'eventlog'

Name	Page
Classes	??
System	??
sysutils	??

### 13.2 Overview

The EventLog unit implements the TEventLog [\(421\)](#) component, which is a component that can be used to send log messages to the system log (if it is available) or to a file.

### 13.3 Constants, types and variables

#### 13.3.1 Resource strings

SErrLogFailedMsg = 'Failed to log entry (Error: %s)'

Message used to format an error when an error exception is raised.

SLogCustom = 'Custom (%d)'

Custom message formatting string

SLogDebug = 'Debug'

Debug message name

SLogError = 'Error'

Error message name

SLogInfo = 'Info'

Informational message name

SLogWarning = 'Warning'

Warning message name

### 13.3.2 Types

TLogCategoryEvent = procedure(Sender: TObject; var Code: Word) of object

TLogCategoryEvent is the event type for the TEventLog.OnGetCustomCategory (??) event handler. It should return a OS event category code for the etCustom log event type in the Code parameter.

TLogCodeEvent = procedure(Sender: TObject; var Code: DWord) of object

TLogCodeEvent is the event type for the OnGetCustomEvent (??) and OnGetCustomEventID (??) event handlers. It should return a OS system log code for the etCustom log event or event ID type in the Code parameter.

TLogType = (ltSystem, ltFile)

Table 13.2: Enumeration values for type TLogType

Value	Explanation
ltFile	Write to file
ltSystem	Use the system log

TLogType determines where the log messages are written. It is the type of the TEventLog.LogType (??) property. It can have 2 values:

**ltFile** This is used to write all messages to file. if no system logging mechanism exists, this is used as a fallback mechanism.

**ltSystem** This is used to send all messages to the system log mechanism. Which log mechanism this is, depends on the operating system.

## 13.4 ELogError

### 13.4.1 Description

ELogError is the exception used in the TEventLog ([421](#)) component to indicate errors.

See also: TEventLog ([421](#))

## 13.5 TEventLog

### 13.5.1 Description

TEventLog is a component which can be used to send messages to the system log. In case no system log exists (such as on Windows 95/98 or DOS), the messages are written to a file. Messages can be logged using the general Log (??) call, or the specialized Warning (??), Error (??), Info (??) or Debug (??) calls, which have the event type predefined.

See also: Log (??), Warning (??), Error (??), Info (??), Debug (??)

### 13.5.2 Method overview

Page	Property	Description
<a href="#">424</a>	Debug	Log a debug message
<a href="#">421</a>	Destroy	Clean up TEventLog instance
<a href="#">424</a>	Error	Log an error message to
<a href="#">422</a>	EventTypeToString	Create a string representation of an event type
<a href="#">424</a>	Info	Log an informational message
<a href="#">423</a>	Log	Log a message to the system log.
<a href="#">423</a>	Pause	
<a href="#">422</a>	RegisterMessageFile	Register message file
<a href="#">423</a>	Resume	
<a href="#">423</a>	UnRegisterMessageFile	Unregister the message file (needed on windows only)
<a href="#">424</a>	Warning	Log a warning message.

### 13.5.3 Property overview

Page	Property	Access	Description
<a href="#">425</a>	Active	rw	Activate the log mechanism
<a href="#">425</a>	AppendContent	rw	Control whether output is appended to an existing file
<a href="#">427</a>	CustomLogType	rw	Custom log type ID
<a href="#">426</a>	DefaultEventType	rw	Default event type for the Log ( <a href="#">423</a> ) call.
<a href="#">427</a>	EventIDOffset	rw	Offset for event ID messages identifiers
<a href="#">426</a>	FileName	rw	File name for log file
<a href="#">425</a>	Identification	rw	Identification string for messages
<a href="#">425</a>	LogType	rw	Log type
<a href="#">428</a>	OnGetCustomCategory	rw	Event to retrieve custom message category
<a href="#">428</a>	OnGetCustomEvent	rw	Event to retrieve custom event Code
<a href="#">428</a>	OnGetCustomEventID	rw	Event to retrieve custom event ID
<a href="#">428</a>	Paused	rw	
<a href="#">426</a>	RaiseExceptionOnError	rw	Determines whether logging errors are reported or ignored
<a href="#">427</a>	TimeStampFormat	rw	Format for the timestamp string

### 13.5.4 TEventLog.Destroy

Synopsis: Clean up TEventLog instance

Declaration: destructor Destroy; Override

Visibility: public

**Description:** `Destroy` cleans up the `TEventLog` instance. It cleans any log structures that might have been set up to perform logging, by setting the `Active` (??) property to `False`.

See also: `Active` (??)

### 13.5.5 TEventLog.EventTypeToString

**Synopsis:** Create a string representation of an event type

**Declaration:** `function EventTypeToString(E: TEventType) : string`

**Visibility:** `public`

**Description:** `EventTypeToString` converts the event type `E` to a suitable string representation for logging purposes. It's mainly used when writing messages to file, as the system log usually has it's own mechanisms for displaying the various event types.

See also: `#rtl.sysutils.TEventType` (??)

### 13.5.6 TEventLog.RegisterMessageFile

**Synopsis:** Register message file

**Declaration:** `function RegisterMessageFile(AFileName: string) : Boolean; Virtual`

**Visibility:** `public`

**Description:** `RegisterMessageFile` is used on Windows to register the file `AFileName` containing the formatting strings for the system messages. This should be a file containing resource strings. If `AFileName` is empty, the filename of the application binary is substituted.

When a message is logged to the windows system log, Windows looks for a formatting string in the file registered with this call.

There are 2 kinds of formatting strings:

**Category strings** these should be numbered from 1 to 4

1Should contain the description of the `etInfo` event type.

2Should contain the description of the `etWarning` event type.

4Should contain the description of the `etError` event type.

4Should contain the description of the `etDebug` event type.

None of these strings should have a string substitution placeholder.

The second type of strings are the **message definitions**. Their number starts at `EventIDOffset` (??) (default is 1000) and each string should have 1 placeholder.

Free Pascal comes with a `fclel.res` resource file which contains default values for the 8 strings, in english. It can be linked in the application binary with the statement

```
{R fclel.res}
```

This file is generated from the `fclel.mc` and `fclel.rc` files that are distributed with the Free Pascal sources.

If the strings are not registered, windows will still display the event messages, but they will not be formatted nicely.

Note that while any messages logged with the event logger are displayed in the event viewern Windows locks the file registered here. This usually means that the binary is locked.

On non-windows operating systems, this call is ignored.

Errors: If `AFileName` is invalid, false is returned.

### 13.5.7 TEventLog.UnRegisterMessageFile

Synopsis: Unregister the message file (needed on windows only)

Declaration: `function UnRegisterMessageFile : Boolean; Virtual`

Visibility: public

Description: `UnRegisterMessageFile` can be used to unregister a message file previously registered with `TEventLog.RegisterMessageFile` (?). This function is usable only on windows, it has no effect on other platforms. Note that windows locks the registered message file while viewing messages, so unregistering helps to avoid file locks while event viewer is open.

See also: `TEventLog.RegisterMessageFile` (?)

### 13.5.8 TEventLog.Pause

Declaration: `procedure Pause`

Visibility: public

### 13.5.9 TEventLog.Resume

Declaration: `procedure Resume`

Visibility: public

### 13.5.10 TEventLog.Log

Synopsis: Log a message to the system log.

Declaration: `procedure Log(EventType: TEventType; const Msg: string); Overload`  
`procedure Log(EventType: TEventType; const Fmt: string;`  
`Args: Array of const); Overload`  
`procedure Log(const Msg: string); Overload`  
`procedure Log(const Fmt: string; Args: Array of const); Overload`

Visibility: default

Description: `Log` sends a log message to the system log. The message is either the parameter `Msg` as is, or is formatted from the `Fmt` and `Args` parameters. If `EventType` is specified, then it is used as the message event type. If `EventType` is omitted, then the event type is determined from `Default-EventType` (?).

If `EventType` is `etCustom`, then the `OnGetCustomEvent` (?), `OnGetCustomEventID` (?) and `OnGetCustomCategory` (?)

The other logging calls: `Info` (?), `Warning` (?), `Error` (?) and `Debug` (?) use the `Log` call to do the actual work.

See also: `Info` (?), `Warning` (?), `Error` (?), `Debug` (?), `OnGetCustomEvent` (?), `OnGetCustomEventID` (?), `OnGetCustomCategory` (?)



### 13.5.11 TEventLog.Warning

Synopsis: Log a warning message.

Declaration: `procedure Warning(const Msg: string); Overload`  
`procedure Warning(const Fmt: string; Args: Array of const); Overload`

Visibility: default

Description: `Warning` is a utility function which logs a message with the `etWarning` type. The message is either the parameter `Msg` as is, or is formatted from the `Fmt` and `Args` parameters.

See also: `Log (??)`, `Info (??)`, `Error (??)`, `Debug (??)`

### 13.5.12 TEventLog.Error

Synopsis: Log an error message to

Declaration: `procedure Error(const Msg: string); Overload`  
`procedure Error(const Fmt: string; Args: Array of const); Overload`

Visibility: default

Description: `Error` is a utility function which logs a message with the `etError` type. The message is either the parameter `Msg` as is, or is formatted from the `Fmt` and `Args` parameters.

See also: `Log (??)`, `Info (??)`, `Warning (??)`, `Debug (??)`

### 13.5.13 TEventLog.Debug

Synopsis: Log a debug message

Declaration: `procedure Debug(const Msg: string); Overload`  
`procedure Debug(const Fmt: string; Args: Array of const); Overload`

Visibility: default

Description: `Debug` is a utility function which logs a message with the `etDebug` type. The message is either the parameter `Msg` as is, or is formatted from the `Fmt` and `Args` parameters.

See also: `Log (??)`, `Info (??)`, `Warning (??)`, `Error (??)`

### 13.5.14 TEventLog.Info

Synopsis: Log an informational message

Declaration: `procedure Info(const Msg: string); Overload`  
`procedure Info(const Fmt: string; Args: Array of const); Overload`

Visibility: default

Description: `Info` is a utility function which logs a message with the `etInfo` type. The message is either the parameter `Msg` as is, or is formatted from the `Fmt` and `Args` parameters.

See also: `Log (??)`, `Warning (??)`, `Error (??)`, `Debug (??)`

### 13.5.15 TEventLog.AppendContent

Synopsis: Control whether output is appended to an existing file

Declaration: `Property AppendContent : Boolean`

Visibility: published

Access: Read,Write

Description: `AppendContent` determines what is done when the log type is `ltFile` and a log file already exists. If the log file already exists, then the default behaviour (`AppendContent=False`) is to re-create the log file when the log is activated. If `AppendContent` is `True` then output will be appended to the existing file.

See also: `LogType` (??), `FileName` (??)

### 13.5.16 TEventLog.Identification

Synopsis: Identification string for messages

Declaration: `Property Identification : string`

Visibility: published

Access: Read,Write

Description: `Identification` is used as a string identifying the source of the messages in the system log. If it is empty, the filename part of the application binary is used.

See also: `Active` (??), `TimeStampFormat` (??)

### 13.5.17 TEventLog.LogType

Synopsis: Log type

Declaration: `Property LogType : TLogType`

Visibility: published

Access: Read,Write

Description: `LogType` is the type of the log: if it is `ltSystem`, then the system log is used, if it is available. If it is `ltFile` or there is no system log available, then the log messages are written to a file. The name for the log file is taken from the `FileName` (??) property.

See also: `FileName` (??)

### 13.5.18 TEventLog.Active

Synopsis: Activate the log mechanism

Declaration: `Property Active : Boolean`

Visibility: published

Access: Read,Write

**Description:** `Active` determines whether the log mechanism is active: if set to `True`, the component connects to the system log mechanism, or opens the log file if needed. Any attempt to log a message while the log is not active will try to set this property to `True`. Disconnecting from the system log or closing the log file is done by setting the `Active` property to `False`.

If the connection to the system logger fails, or the log file cannot be opened, then setting this property may result in an exception.

See also: `Log (??)`

### 13.5.19 TEventLog.RaiseExceptionOnError

**Synopsis:** Determines whether logging errors are reported or ignored

**Declaration:** `Property RaiseExceptionOnError : Boolean`

**Visibility:** published

**Access:** Read,Write

**Description:** `RaiseExceptionOnError` determines whether an error during a logging operation will be signaled with an exception or not. If set to `False`, errors will be silently ignored, thus not disturbing normal operation of the program.

### 13.5.20 TEventLog.DefaultEventType

**Synopsis:** Default event type for the `Log (423)` call.

**Declaration:** `Property DefaultEventType : TEventType`

**Visibility:** published

**Access:** Read,Write

**Description:** `DefaultEventType` is the event type used by the `Log (??)` call if it's `EventType` parameter is omitted.

See also: `Log (??)`

### 13.5.21 TEventLog.FileName

**Synopsis:** File name for log file

**Declaration:** `Property FileName : string`

**Visibility:** published

**Access:** Read,Write

**Description:** `FileName` is the name of the log file used to log messages if no system logger is available or the `LogType (??)` is `ltFile`. If none is specified, then the name of the application binary is used, with the extension replaced by `.log`. The file is then located in the `/tmp` directory on unix-like systems, or in the application directory for Dos/Windows like systems.

See also: `LogType (??)`

### 13.5.22 TEventLog.TimestampFormat

Synopsis: Format for the timestamp string

Declaration: `Property TimestampFormat : string`

Visibility: published

Access: Read,Write

Description: `TimestampFormat` is the formatting string used to create a timestamp string when writing log messages to file. It should have a format suitable for the `FormatDateTime (??)` call. If it is left empty, then `yyyy-mm-dd hh:nn:ss.zzz` is used.

See also: `TEventLog.Identification (??)`

### 13.5.23 TEventLog.CustomLogType

Synopsis: Custom log type ID

Declaration: `Property CustomLogType : Word`

Visibility: published

Access: Read,Write

Description: `CustomLogType` is used in the `EventTypeToString (??)` to format the custom log event type string.

See also: `EventTypeToString (??)`

### 13.5.24 TEventLog.EventIDOffset

Synopsis: Offset for event ID messages identifiers

Declaration: `Property EventIDOffset : DWord`

Visibility: published

Access: Read,Write

Description: `EventIDOffset` is the offset for the message formatting strings in the windows resource file. This property is ignored on other platforms.

The message strings in the file registered with the `RegisterMessageFile (??)` call are windows resource strings. They each have a unique ID, which must be communicated to windows. In the resource file distributed by Free Pascal, the resource strings are numbered from 1000 to 1004. The actual number communicated to windows is formed by adding the ordinal value of the message's eventtype to `EventIDOffset` (which is by default 1000), which means that by default, the string numbers are:

**1000**Custom event types

**1001**Information event type

**1002**Warning event type

**1003**Error event type

**1004**Debug event type

See also: `RegisterMessageFile (??)`

### 13.5.25 TEventLog.OnGetCustomCategory

Synopsis: Event to retrieve custom message category

Declaration: Property OnGetCustomCategory : TLogCategoryEvent

Visibility: published

Access: Read,Write

Description: OnGetCustomCategory is called on the windows platform to determine the category of a custom event type. It should return an ID which will be used by windows to look up the string which describes the message category in the file containing the resource strings.

See also: OnGetCustomEventID (??), OnGetCustomEvent (??)

### 13.5.26 TEventLog.OnGetCustomEventID

Synopsis: Event to retrieve custom event ID

Declaration: Property OnGetCustomEventID : TLogCodeEvent

Visibility: published

Access: Read,Write

Description: OnGetCustomEventID is called on the windows platform to determine the category of a custom event type. It should return an ID which will be used by windows to look up the string which formats the message, in the file containing the resource strings.

See also: OnGetCustomCategory (??), OnGetCustomEvent (??)

### 13.5.27 TEventLog.OnGetCustomEvent

Synopsis: Event to retrieve custom event Code

Declaration: Property OnGetCustomEvent : TLogCodeEvent

Visibility: published

Access: Read,Write

Description: OnGetCustomEvent is called on the windows platform to determine the event code of a custom event type. It should return an ID.

See also: OnGetCustomCategory (??), OnGetCustomEventID (??)

### 13.5.28 TEventLog.Paused

Declaration: Property Paused : Boolean

Visibility: published

Access: Read,Write

## Chapter 14

# Reference for unit 'ezcgi'

### 14.1 Used units

Table 14.1: Used units by unit 'ezcgi'

Name	Page
Classes	??
System	??
sysutils	??

### 14.2 Overview

`ezcgi`, written by Michael Hess, provides a single class which offers simple access to the CGI environment which a CGI program operates under. It supports both GET and POST methods. It's intended for simple CGI programs which do not need full-blown CGI support. File uploads are not supported by this component.

To use the unit, a descendent of the `TEZCGI` class should be created and the `DoPost` (??) or `DoGet` (??) methods should be overridden.

### 14.3 Constants, types and variables

#### 14.3.1 Constants

```
hexTable = '0123456789ABCDEF'
```

String constant used to convert a number to a hexadecimal code or back.

### 14.4 ECGIException

#### 14.4.1 Description

Exception raised by `TEZcgi` ([430](#))

See also: [TEZcgi \(430\)](#)

## 14.5 TEZcgi

### 14.5.1 Description

`TEZcgi` implements all functionality to analyze the CGI environment and query the variables present in it. It's main use is the exposed variables.

Programs wishing to use this class should make a descendent class of this class and override the `DoPost` (??) or `DoGet` (??) methods. To run the program, an instance of this class must be created, and it's `Run` (??) method should be invoked. This will analyze the environment and call the `DoPost` or `DoGet` method, depending on what HTTP method was used to invoke the program.

### 14.5.2 Method overview

Page	Property	Description
<a href="#">430</a>	Create	Creates a new instance of the <code>TEZCGI</code> component
<a href="#">430</a>	Destroy	Removes the <code>TEZCGI</code> component from memory
<a href="#">432</a>	DoGet	Method to handle <code>GET</code> requests
<a href="#">432</a>	DoPost	Method to handle <code>POST</code> requests
<a href="#">432</a>	GetValue	Return the value of a request variable.
<a href="#">431</a>	PutLine	Send a line of output to the web-client
<a href="#">431</a>	Run	Run the CGI application.
<a href="#">431</a>	WriteContent	Writes the content type to standard output

### 14.5.3 Property overview

Page	Property	Access	Description
<a href="#">434</a>	Email	rw	Email of the server administrator
<a href="#">434</a>	Name	rw	Name of the server administrator
<a href="#">433</a>	Names	r	Indexed array with available variable names.
<a href="#">432</a>	Values	r	Variables passed to the CGI script
<a href="#">434</a>	VariableCount	r	Number of available variables.
<a href="#">433</a>	Variables	r	Indexed array with variables as name=value pairs.

### 14.5.4 TEZcgi.Create

Synopsis: Creates a new instance of the `TEZCGI` component

Declaration: `constructor Create`

Visibility: `public`

Description: `Create` initializes the CGI program's environment: it reads the environment variables passed to the CGI program and stores them in the `Variable` (??) property.

See also: `Variables` (??), `Names` (??), `Values` (??)

### 14.5.5 TEZcgi.Destroy

Synopsis: Removes the `TEZCGI` component from memory

**Declaration:** `destructor Destroy; Override`

**Visibility:** `public`

**Description:** `Destroy` removes all variables from memory and then calls the inherited `destroy`, removing the `TEZCGI` instance from memory.

`Destroy` should never be called directly. Instead `Free` should be used, or `FreeAndNil`

**See also:** `Create (??)`

### 14.5.6 TEZcgi.Run

**Synopsis:** Run the CGI application.

**Declaration:** `procedure Run`

**Visibility:** `public`

**Description:** `Run` analyses the variables passed to the application, processes the request variables (it stores them in the `Variables (??)` property) and calls the `DoPost (??)` or `DoGet (??)` methods, depending on the method passed to the web server.

After creating the instance of `TEZCGI`, the `Run` method is the only method that should be called when using this component.

**See also:** `Variables (??)`, `DoPost (??)`, `DoGet (??)`

### 14.5.7 TEZcgi.WriteContent

**Synopsis:** Writes the content type to standard output

**Declaration:** `procedure WriteContent(cType: string)`

**Visibility:** `public`

**Description:** `WriteContent` writes the content type `cType` to standard output, followed by an empty line. After this method was called, no more HTTP headers may be written to standard output. Any HTTP headers should be written before `WriteContent` is called. It should be called from the `DoPost (??)` or `DoGet (??)` methods.

**See also:** `DoPost (??)`, `DoGet (??)`, `PutLine (??)`

### 14.5.8 TEZcgi.PutLine

**Synopsis:** Send a line of output to the web-client

**Declaration:** `procedure PutLine(sOut: string)`

**Visibility:** `public`

**Description:** `PutLine` writes a line of text (`sOut`) to the web client (currently, to standard output). It should be called only after `WriteContent (??)` was called with a content type of `text`. The sent text is not processed in any way, i.e. no HTML entities or so are inserted instead of special HTML characters. This should be done by the user.

**Errors:** No check is performed whether the content type is right.

**See also:** `WriteContent (??)`



### 14.5.9 TEZcgi.GetValue

Synopsis: Return the value of a request variable.

Declaration: `function GetValue(Index: string; defaultValue: string) : string`

Visibility: public

Description: `GetValue` returns the value of the variable named `Index`, and returns `DefaultValue` if it is empty or does not exist.

See also: `Values (??)`

### 14.5.10 TEZcgi.DoPost

Synopsis: Method to handle POST requests

Declaration: `procedure DoPost; Virtual`

Visibility: public

Description: `DoPost` is called by the `Run (??)` method the POST method was used to invoke the CGI application. It should be overridden in descendents of `TEZcgi` to actually handle the request.

See also: `Run (??)`, `DoGet (??)`

### 14.5.11 TEZcgi.DoGet

Synopsis: Method to handle GET requests

Declaration: `procedure DoGet; Virtual`

Visibility: public

Description: `DoGet` is called by the `Run (??)` method the GET method was used to invoke the CGI application. It should be overridden in descendents of `TEZcgi` to actually handle the request.

See also: `Run (??)`, `DoPost (??)`

### 14.5.12 TEZcgi.Values

Synopsis: Variables passed to the CGI script

Declaration: `Property Values[Index: string]: string`

Visibility: public

Access: Read

Description: `Values` is a name-based array of variables that were passed to the script by the web server or the HTTP request. The `Index` variable is the name of the variable whose value should be retrieved. The following standard values are available:

**AUTH\_TYPE**Authorization type

**CONTENT\_LENGTH**Content length

**CONTENT\_TYPE**Content type

**GATEWAY\_INTERFACE**Used gateway interface  
**PATH\_INFO**Requested URL  
**PATH\_TRANSLATED**Transformed URL  
**QUERY\_STRING**Client query string  
**REMOTE\_ADDR**Address of remote client  
**REMOTE\_HOST**DNS name of remote client  
**REMOTE\_IDENT**Remote identity.  
**REMOTE\_USER**Remote user  
**REQUEST\_METHOD**Request methods (POST or GET)  
**SCRIPT\_NAME**Script name  
**SERVER\_NAME**Server host name  
**SERVER\_PORT**Server port  
**SERVER\_PROTOCOL**Server protocol  
**SERVER\_SOFTWARE**Web server software  
**HTTP\_ACCEPT**Accepted responses  
**HTTP\_ACCEPT\_CHARSET**Accepted character sets  
**HTTP\_ACCEPT\_ENCODING**Accepted encodings  
**HTTP\_IF\_MODIFIED\_SINCE**Proxy information  
**HTTP\_REFERER**Referring page  
**HTTP\_USER\_AGENT**Client software name

Other than the standard list, any variables that were passed by the web-client request, are also available. Note that the variables are case insensitive.

See also: `TEZCGI.Variables` (??), `TEZCGI.Names` (??), `TEZCGI.GetValue` (??), `TEZcgi.VariableCount` (??)

### 14.5.13 TEZcgi.Names

Synopsis: Indexed array with available variable names.

Declaration: `Property Names[Index: Integer]: string`

Visibility: public

Access: Read

Description: `Names` provides indexed access to the available variable names. The `Index` may run from 0 to `VariableCount` (??). Any other value will result in an exception being raised.

See also: `TEZcgi.Variables` (??), `TEZcgi.Values` (??), `TEZcgi.GetValue` (??), `TEZcgi.VariableCount` (??)

### 14.5.14 TEZcgi.Variables

Synopsis: Indexed array with variables as name=value pairs.

Declaration: `Property Variables[Index: Integer]: string`

Visibility: public

Access: Read

**Description:** `Variables` provides indexed access to the available variable names and values. The variables are returned as `Name=Value` pairs. The `Index` may run from 0 to `VariableCount (??)`. Any other value will result in an exception being raised.

See also: `TEZcgi.Names (??)`, `TEZcgi.Values (??)`, `TEZcgi.GetValue (??)`, `TEZcgi.VariableCount (??)`

### 14.5.15 TEZcgi.VariableCount

**Synopsis:** Number of available variables.

**Declaration:** `Property VariableCount : Integer`

**Visibility:** `public`

**Access:** `Read`

**Description:** `TEZcgi.VariableCount` returns the number of available CGI variables. This includes both the standard CGI environment variables and the request variables. The actual names and values can be retrieved with the `Names (??)` and `Variables (??)` properties.

See also: `Names (??)`, `Variables (??)`, `TEZcgi.Values (??)`, `TEZcgi.GetValue (??)`

### 14.5.16 TEZcgi.Name

**Synopsis:** Name of the server administrator

**Declaration:** `Property Name : string`

**Visibility:** `public`

**Access:** `Read,Write`

**Description:** `Name` is used when displaying an error message to the user. This should set prior to calling the `TEZcgi.Run (??)` method.

See also: `TEZcgi.Run (??)`, `TEZcgi.Email (??)`

### 14.5.17 TEZcgi.Email

**Synopsis:** Email of the server administrator

**Declaration:** `Property Email : string`

**Visibility:** `public`

**Access:** `Read,Write`

**Description:** `Email` is used when displaying an error message to the user. This should set prior to calling the `TEZcgi.Run (??)` method.

See also: `TEZcgi.Run (??)`, `TEZcgi.Name (??)`

## Chapter 15

# Reference for unit 'fpTimer'

### 15.1 Used units

Table 15.1: Used units by unit 'fpTimer'

Name	Page
Classes	??
System	??

### 15.2 Overview

The `fpTimer` unit implements a timer class `TFPTimer` (437) which can be used on all supported platforms. The timer class uses a driver class `TFPTimerDriver` (438) which does the actual work.

A default timer driver class is implemented on all platforms. It will work in GUI and non-gui applications, but only in the application's main thread.

An alternative driver class can be used by setting the `DefaultTimerDriverClass` (435) variable to the class pointer of the driver class. The driver class should descend from `TFPTimerDriver` (438).

### 15.3 Constants, types and variables

#### 15.3.1 Types

```
TFPTimerDriverClass = Class of TFPTimerDriver
```

`TFPTimerDriverClass` is the class pointer of `TFPTimerDriver` (438) it exists mainly for the purpose of being able to set `DefaultTimerDriverClass` (435), so a custom timer driver can be used for the timer instances.

#### 15.3.2 Variables

```
DefaultTimerDriverClass : TFPTimerDriverClass = nil
```

`DefaultTimerDriverClass` contains the `TFPTimerDriver` (438) class pointer that should be used when a new instance of `TFPCustomTimer` (436) is created. It is by default set to the system timer class.

Setting this class pointer to another descendent of `TFPTimerDriver` allows to customize the default timer implementation used in the entire application.

## 15.4 TFPCustomTimer

### 15.4.1 Description

`TFPCustomTimer` is the timer class containing the timer's implementation. It relies on an extra driver instance (of type `TFPTimerDriver` (438)) to do the actual work.

`TFPCustomTimer` publishes no events or properties, so it is unsuitable for handling in an IDE. The `TFPTimer` (437) descendent class publishes all needed events of `TFPCustomTimer`.

See also: `TFPTimerDriver` (438), `TFPTimer` (437)

### 15.4.2 Method overview

Page	Property	Description
436	Create	Create a new timer
436	Destroy	Release a timer instance from memory
437	StartTimer	Start the timer
437	StopTimer	Stop the timer

### 15.4.3 TFPCustomTimer.Create

Synopsis: Create a new timer

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: `public`

Description: `Create` instantiates a new `TFPCustomTimer` instance. It creates the timer driver instance from the `DefaultTimerDriverClass` class pointer.

See also: `TFPCustomTimer.Destroy` (??)

### 15.4.4 TFPCustomTimer.Destroy

Synopsis: Release a timer instance from memory

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` releases the timer driver component from memory, and then calls `Inherited` to clean the `TFPCustomTimer` instance from memory.

See also: `TFPCustomTimer.Create` (??)

### 15.4.5 TFPCustomTimer.StartTimer

Synopsis: Start the timer

Declaration: `procedure StartTimer; Virtual`

Visibility: `public`

Description: `StartTimer` starts the timer. After a call to `StartTimer`, the timer will start producing timer ticks.

The timer stops producing ticks only when the `StopTimer (??)` event is called.

See also: `StopTimer (??)`, `Enabled (??)`, `OnTimer (??)`

### 15.4.6 TFPCustomTimer.StopTimer

Synopsis: Stop the timer

Declaration: `procedure StopTimer; Virtual`

Visibility: `public`

Description: `StopTimer` stops a started timer. After a call to `StopTimer`, the timer no longer produces timer ticks.

See also: `StartTimer (??)`, `Enabled (??)`, `OnTimer (??)`

## 15.5 TFPTimer

### 15.5.1 Description

`TFPTimer` implements no new events or properties, but merely publishes events and properties already implemented in `TFPCustomTimer` (436): `Enabled (??)`, `OnTimer (??)` and `Interval (??)`.

The `TFPTimer` class is suitable for use in an IDE.

See also: `TFPCustomTimer` (436), `Enabled (??)`, `OnTimer (??)`, `Interval (??)`

### 15.5.2 Property overview

Page	Property	Access	Description
<a href="#">437</a>	<code>Enabled</code>		Start or stop the timer
<a href="#">438</a>	<code>Interval</code>		Timer tick interval in milliseconds.
<a href="#">438</a>	<code>OnTimer</code>		Event called on each timer tick.

### 15.5.3 TFPTimer.Enabled

Synopsis: Start or stop the timer

Declaration: `Property Enabled :`

Visibility: `published`

Access:

Description: `Enabled` controls whether the timer is active. Setting `Enabled` to `True` will start the timer (calling `StartTimer (??)`), setting it to `False` will stop the timer (calling `StopTimer (??)`).

See also: `StartTimer (??)`, `StopTimer (??)`, `OnTimer (??)`, `Interval (??)`

### 15.5.4 TFPTimer.Interval

Synopsis: Timer tick interval in milliseconds.

Declaration: `Property Interval :`

Visibility: `published`

Access:

Description: `Interval` specifies the timer interval in milliseconds. Every `Interval` milliseconds, the `OnTimer (??)` event handler will be called.

Note that the milliseconds interval is a minimum interval. Under high system load, the timer tick may arrive later.

See also: `OnTimer (??)`, `Enabled (??)`

### 15.5.5 TFPTimer.OnTimer

Synopsis: Event called on each timer tick.

Declaration: `Property OnTimer :`

Visibility: `published`

Access:

Description: `OnTimer` is called on each timer tick. The event handler must be assigned to a method that will do the actual work that should occur when the timer fires.

See also: `Interval (??)`, `Enabled (??)`

## 15.6 TFPTimerDriver

### 15.6.1 Description

`TFPTimerDriver` is the abstract timer driver class: it simply provides an interface for the `TFP-CustomTimer (436)` class to use.

The `fpTimer` unit implements a descendent of this class which implements the default timer mechanism.

See also: `TFPCustomTimer (436)`, `DefaultTimerDriverClass (435)`

### 15.6.2 Method overview

Page	Property	Description
<a href="#">439</a>	<code>Create</code>	Create new driver instance
<a href="#">439</a>	<code>StartTimer</code>	Start the timer
<a href="#">439</a>	<code>StopTimer</code>	Stop the timer

### 15.6.3 Property overview

Page	Property	Access	Description
<a href="#">439</a>	<code>Timer</code>	<code>r</code>	Timer tick

### 15.6.4 TFPTimerDriver.Create

Synopsis: Create new driver instance

Declaration: `constructor Create(ATimer: TFPCustomTimer); Virtual`

Visibility: public

Description: `Create` should be overridden by descendents of `TFPTimerDriver` to do additional initialization of the timer driver. `Create` just stores (in `Timer` (??)) a reference to the `ATimer` instance which created the driver instance.

See also: `Timer` (??), `TFPTimer` (437)

### 15.6.5 TFPTimerDriver.StartTimer

Synopsis: Start the timer

Declaration: `procedure StartTimer; Virtual; Abstract`

Visibility: public

Description: `StartTimer` is called by `TFPCustomTimer.StartTimer` (??). It should be overridden by descendents of `TFPTimerDriver` to actually start the timer.

See also: `TFPCustomTimer.StartTimer` (??), `TFPTimerDriver.StopTimer` (??)

### 15.6.6 TFPTimerDriver.StopTimer

Synopsis: Stop the timer

Declaration: `procedure StopTimer; Virtual; Abstract`

Visibility: public

Description: `StopTimer` is called by `TFPCustomTimer.StopTimer` (??). It should be overridden by descendents of `TFPTimerDriver` to actually stop the timer.

See also: `TFPCustomTimer.StopTimer` (??), `TFPTimerDriver.StartTimer` (??)

### 15.6.7 TFPTimerDriver.Timer

Synopsis: Timer tick

Declaration: `Property Timer : TFPCustomTimer`

Visibility: public

Access: Read

Description: `Timer` calls the `TFPCustomTimer` (436) timer event. Descendents of `TFPTimerDriver` should call `Timer` whenever a timer tick occurs.

See also: `TFPTimer.OnTimer` (??), `TFPTimerDriver.StartTimer` (??), `TFPTimerDriver.StopTimer` (??)



# Chapter 16

## Reference for unit 'gettext'

### 16.1 Used units

Table 16.1: Used units by unit 'gettext'

Name	Page
Classes	??
System	??
sysutils	??

### 16.2 Overview

The `gettext` unit can be used to hook into the resource string mechanism of Free Pascal to provide translations of the resource strings, based on the GNU `gettext` mechanism. The unit provides a class (`TMOFile` ([442](#))) to read the `.mo` files with localizations for various languages. It also provides a couple of calls to translate all resource strings in an application based on the translations in a `.mo` file.

### 16.3 Constants, types and variables

#### 16.3.1 Constants

```
MOFileHeaderMagic = $950412de
```

This constant is found as the first integer in a `.mo`

#### 16.3.2 Types

```
PLongWordArray = ^TLongWordArray
```

Pointer to a `TLongWordArray` ([441](#)) array.

```
PMOStringTable = ^TMOStringTable
```

Pointer to a `TMOStringTable` (441) array.

```
PPCharArray = ^TPCharArray
```

Pointer to a `TPCharArray` (441) array.

```
TLongWordArray = Array[0..(1 shl 30) div SizeOf(LongWord)] of LongWord
```

`TLongWordArray` is an array used to define the `PLongWordArray` (440) pointer. A variable of type `TLongWordArray` should never be directly declared, as it would occupy too much memory. The `PLongWordArray` type can be used to allocate a dynamic number of elements.

```
TMOFileHeader = packed record
  magic : LongWord;
  revision : LongWord;
  nstrings : LongWord;
  OrigTabOffset : LongWord;
  TransTabOffset : LongWord;
  HashTabSize : LongWord;
  HashTabOffset : LongWord;
end
```

This structure describes the structure of a .mo file with string localizations.

```
TMOStringInfo = packed record
  length : LongWord;
  offset : LongWord;
end
```

This record is one element in the string tables describing the original and translated strings. It describes the position and length of the string. The location of these tables is stored in the `TMOFileHeader` (441) record at the start of the file.

```
TMOStringTable = Array[0..(1 shl 30) div SizeOf(TMOStringInfo)] of TMOStringInfo
```

`TMOStringTable` is an array type containing `TMOStringInfo` (441) records. It should never be used directly, as it would occupy too much memory.

```
TPCharArray = Array[0..(1 shl 30) div SizeOf(PChar)] of PChar
```

`TLongWordArray` is an array used to define the `PPCharArray` (441) pointer. A variable of type `TPCharArray` should never be directly declared, as it would occupy too much memory. The `PPCharArray` type can be used to allocate a dynamic number of elements.

## 16.4 Procedures and functions

### 16.4.1 GetLanguageIDs

Synopsis: Return the current language IDs

**Declaration:** `procedure GetLanguageIDs (var Lang: string; var FallbackLang: string)`

**Visibility:** default

**Description:** `GetLanguageIDs` returns the current language IDs (an ISO string) as returned by the operating system. On windows, the `GetUserDefaultLCID` and `GetLocaleInfo` calls are used. On other operating systems, the `LC_ALL`, `LC_MESSAGES` or `LANG` environment variables are examined.

### 16.4.2 TranslateResourceStrings

**Synopsis:** Translate the resource strings of the application.

**Declaration:** `procedure TranslateResourceStrings (AFile: TMOFile)`  
`procedure TranslateResourceStrings (const AFilename: string)`

**Visibility:** default

**Description:** `TranslateResourceStrings` translates all the resource strings in the application based on the values in the `.mo` file `AFilename` or `AFile`. The procedure creates an `TMOFile` (442) instance to read the `.mo` file if a filename is given.

**Errors:** If the file does not exist or is an invalid `.mo` file.

**See also:** `TranslateUnitResourceStrings` (442), `TMOFile` (442)

### 16.4.3 TranslateUnitResourceStrings

**Synopsis:** Translate the resource strings of a unit.

**Declaration:** `procedure TranslateUnitResourceStrings (const AUnitName: string;`  
`AFile: TMOFile)`  
`procedure TranslateUnitResourceStrings (const AUnitName: string;`  
`const AFilename: string)`

**Visibility:** default

**Description:** `TranslateUnitResourceStrings` is identical in function to `TranslateResourceStrings` (442), but translates the strings of a single unit (`AUnitName`) which was used to compile the application. This can be more convenient, since the resource string files are created on a unit basis.

**See also:** `TranslateResourceStrings` (442), `TMOFile` (442)

## 16.5 EMOFileError

### 16.5.1 Description

`EMOFileError` is raised in case an `TMOFile` (442) instance is created with an invalid `.mo`.

**See also:** `TMOFile` (442)

## 16.6 TMOFile

### 16.6.1 Description

`TMOFile` is a class providing easy access to a `.mo` file. It can be used to translate any of the strings that reside in the `.mo` file. The internal structure of the `.mo` is completely hidden.

### 16.6.2 Method overview

Page	Property	Description
<a href="#">443</a>	Create	Create a new instance of the <code>TMOFile</code> class.
<a href="#">443</a>	Destroy	Removes the <code>TMOFile</code> instance from memory
<a href="#">443</a>	Translate	Translate a string

### 16.6.3 TMOFile.Create

**Synopsis:** Create a new instance of the `TMOFile` class.

**Declaration:** `constructor Create(const AFilename: string)`  
`constructor Create(AStream: TStream)`

**Visibility:** default

**Description:** `Create` creates a new instance of the `MOFile` class. It opens the file `AFilename` or the stream `AStream`. If a stream is provided, it should be seekable.

The whole contents of the file is read into memory during the `Create` call. This means that the stream is no longer needed after the `Create` call.

**Errors:** If the named file does not exist, then an exception may be raised. If the file does not contain a valid `TMOFileHeader` ([441](#)) structure, then an `EMOFileError` ([442](#)) exception is raised.

See also: `TMOFile.Destroy` (??)

### 16.6.4 TMOFile.Destroy

**Synopsis:** Removes the `TMOFile` instance from memory

**Declaration:** `destructor Destroy; Override`

**Visibility:** public

**Description:** `Destroy` cleans the internal structures with the contents of the `.mo`. After this the `TMOFile` instance is removed from memory.

See also: `TMOFile.Create` (??)

### 16.6.5 TMOFile.Translate

**Synopsis:** Translate a string

**Declaration:** `function Translate(AOrig: PChar; ALen: Integer; AHash: LongWord) : string`  
`function Translate(AOrig: string; AHash: LongWord) : string`  
`function Translate(AOrig: string) : string`

**Visibility:** default

**Description:** `Translate` translates the string `AOrig`. The string should be in the `.mo` file as-is. The string can be given as a plain string, as a `PChar` (with length `ALen`). If the hash value (`AHash`) of the string is not given, it is calculated.

If the string is in the `.mo` file, the translated string is returned. If the string is not in the file, an empty string is returned.

**Errors:** None.

## Chapter 17

# Reference for unit 'IBConnection'

### 17.1 Used units

Table 17.1: Used units by unit 'IBConnection'

Name	Page
bufdataset	??
Classes	??
db	<a href="#">226</a>
dbconst	??
ibase60dyn	??
sqldb	<a href="#">570</a>
System	??
sysutils	??

### 17.2 Constants, types and variables

#### 17.2.1 Constants

`DEFDIALECT` = 3

Default dialect that will be used when connecting to databases. See `TIBConnection.Dialect` (??) for more details on dialects.

`MAXBLOBSEGMENTSIZE` = 65535

### 17.3 EIBDatabaseError

#### 17.3.1 Description

Firebird/Interbase database error, a descendant of `db.EDatabaseError` (??).

See also: `db.EDatabaseError` (??)

## 17.4 TIBConnection

### 17.4.1 Description

`TIBConnection` is a descendant of `TSQLConnection` ([584](#)) and represents a connection to a Firebird/Interbase server.

It is designed to work with Interbase 6, Firebird 1 and newer database servers.

`TIBConnection` by default requires the Firebird/Interbase client library (e.g. `gds32.dll`, `libfbclient.so`, `fbclient.dll`, `fbembed.dll`) and its dependencies to be installed on the system. The bitness between library and your application must match: e.g. use 32 bit `fbclient` when developing a 32 bit application on 64 bit Linux.

On Windows, in accordance with the regular Windows way of loading DLLs, the library can also be in the executable directory. In fact, this directory is searched first, and might be a good option for distributing software to end users as it eliminates problems with incompatible DLL versions.

`TIBConnection` is based on FPC Interbase/Firebird code (`ibase60.inc`) that tries to load the client library. If you want to use Firebird embedded, make sure the embedded library is searched/loaded first. There are several ways to do this:

- Include `ibase60` in your `uses` clause, set `UseEmbeddedFirebird` to `true`
- On Windows, with FPC newer than 2.5.1, put `fbembed.dll` in your application directory
- On Windows, put the `fbembed.dll` in your application directory and rename it to `fbclient.dll`

Pre 2.5.1 versions of FPC did not try to load the `fbembed` library by default. See [FPC bug 17664](#) for more details.

An indication of which DLLs need to be installed on Windows (Firebird 2.5, differs between versions:

- `fbclient.dll` (or `fbembed.dll`)
- `firebird.msg`
- `ib_util.dll`
- `icudt30.dll`
- `icuin30.dll`
- `icuuc30.dll`
- `msvcp80.dll`
- `msvcr80.dll`

Please see your database documentation for details.

See also: `TSQLConnection` ([584](#))

### 17.4.2 Method overview

Page	Property	Description
<a href="#">446</a>	Create	Creates a <code>TIBConnection</code> object
<a href="#">446</a>	CreateDB	Creates a database on disk
<a href="#">446</a>	DropDB	Deletes a database from disk
<a href="#">447</a>	GetDBDialect	Retrieves database dialect

### 17.4.3 Property overview

Page	Property	Access	Description
<a href="#">447</a>	BlobSegmentSize	rw	Write this amount of bytes per BLOB segment
<a href="#">447</a>	DatabaseName		Name of the database to connect to
<a href="#">448</a>	Dialect	rws	Database dialect
<a href="#">448</a>	KeepConnection		Keep open connection after first query
<a href="#">448</a>	LoginPrompt		Switch for showing custom login prompt
<a href="#">449</a>	OnLogin		Event triggered when a login prompt needs to be shown.
<a href="#">449</a>	Params		Firebird/Interbase specific parameters

### 17.4.4 TIBConnection.Create

Synopsis: Creates a `TIBConnection` object

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: `public`

Description: Creates a `TIBConnection` object

### 17.4.5 TIBConnection.CreateDB

Synopsis: Creates a database on disk

Declaration: `procedure CreateDB; Override`

Visibility: `public`

Description: Instructs the Interbase or Firebird database server to create a new database.

If set, the `TSQLConnection.Params` (??) (specifically, `PAGE_SIZE`) and `TSQLConnection.CharSet` (??) properties influence the database creation.

If creating a database using a client/server environment, the `TIBConnection` code will connect to the database server before trying to create the database. Therefore make sure the connection properties are already correctly set, e.g. `TSQLConnection.HostName` (??), `TSQLConnection.UserName` (??), `TSQLConnection.Password` (??).

If creating a database using Firebird embedded, make sure the embedded library is loaded, the `TSQLConnection.HostName` (??) property is empty, and set the `TSQLConnection.UserName` (??) to e.g. 'SYSDBA'. See `TIBConnection: Firebird/Interbase specific TSQLConnection` ([584](#)) for details on loading the embedded database library.

See also: `TSQLConnection.Params` (??), `TSQLConnection.DropDB` (??), `TIBConnection` ([445](#))

### 17.4.6 TIBConnection.DropDB

Synopsis: Deletes a database from disk

Declaration: `procedure DropDB; Override`

Visibility: `public`

Description: `DropDB` instructs the Interbase/Firebird database server to delete the database that is specified in the `TIBConnection` ([445](#)).

In a client/server environment, the `TIBConnection` code will connect to the database server before telling it to drop the database. Therefore make sure the connection properties are already correctly set, e.g. `TSQLConnection.HostName` (??), `TSQLConnection.UserName` (??), `TSQLConnection.Password` (??).

When using Firebird embedded, make sure the embedded connection library is loaded, the `TSQLConnection.HostName` (??) property is empty, and set the `TSQLConnection.UserName` (??) to e.g. 'SYSDBA'. See `TIBConnection`: Firebird/Interbase specific `TSQLConnection` (584) for more details on loading the embedded library.

See also: `TSQLConnection.CreateDB` (??), `TSQLConnection.HostName` (??), `TSQLConnection.UserName` (??), `TSQLConnection.Password` (??)

### 17.4.7 TIBConnection.GetDBDialect

Synopsis: Retrieves database dialect

Declaration: `function GetDBDialect : Integer`

Visibility: public

Description: Gets the Interbase/Firebird database dialect. You should take account of dialect when sending queries to the database.

Note: the dialect for new Interbase/Firebird databases is 3; dialects 1 and 2 are only used in legacy environments. See your database documentation for more details.

See also: `TIBConnection.Dialect` (??)

### 17.4.8 TIBConnection.BlobSegmentSize

Synopsis: Write this amount of bytes per BLOB segment

Declaration: `Property BlobSegmentSize : Word; deprecated;`

Visibility: public

Access: Read,Write

Description: **Deprecated** since FPC 2.7.1 revision 19659

When sending BLOBs to the database, the code writes them in segments.

Before FPC 2.7.1 revision 19659, these segments were 80 bytes and could be changed using `BlobSegmentSize`. Please set `BlobSegmentSize` to 65535 for better write performance.

In newer FPC versions, the `BlobSegmentSize` property is ignored and segments of 65535 bytes are always used.

### 17.4.9 TIBConnection.DatabaseName

Synopsis: Name of the database to connect to

Declaration: `Property DatabaseName :`

Visibility: published

Access:



**Description:** Name of the Interbase/Firebird database to connect to.

This can be either the path to the database or an alias name. Please see your database documentation for details.

In a client/server environment, the name indicates the location of the database on the server's filesystem, so if you have a Linux Firebird server, you might have something like /var/lib/firebird/2.5/data/employee.fdb

If using an embedded Firebird database, the name is a relative path relative to the fbembed library.

#### 17.4.10 TIBConnection.Dialect

**Synopsis:** Database dialect

**Declaration:** Property Dialect : Integer

**Visibility:** published

**Access:** Read,Write

**Description:** Firebird/Interbase servers since Interbase 6 have a dialect setting for backwards compatibility. It can be 1, 2 or 3, the default is 3.

**Note:** the dialect for new Interbase/Firebird databases is 3; dialects 1 and 2 are only used in legacy environments. In practice, you can ignore this setting for newly created databases.

#### 17.4.11 TIBConnection.KeepConnection

**Synopsis:** Keep open connection after first query

**Declaration:** Property KeepConnection :

**Visibility:** published

**Access:**

**Description:** Determines whether to keep the connection open once it is established and the first query has been executed.

#### 17.4.12 TIBConnection.LoginPrompt

**Synopsis:** Switch for showing custom login prompt

**Declaration:** Property LoginPrompt :

**Visibility:** published

**Access:**

**Description:** If true, the OnLogin (??) event will fire, allowing you to handle supplying of credentials yourself.

**See also:** TSQLConnection.OnLogin (??)

### 17.4.13 TIBConnection.Params

Synopsis: Firebird/Interbase specific parameters

Declaration: `Property Params :`

Visibility: published

Access:

Description: `Params` is a `#rtl.classes.TStringList` (??) of name=value combinations that set database-specific parameters.

The following parameter is supported:

- `PAGE_SIZE`: size of database pages (an integer), e.g. 16384.

See your database documentation for more details.

See also: `#fcl.sqlldb.TSQLConnection.Params` (593)

### 17.4.14 TIBConnection.OnLogin

Synopsis: Event triggered when a login prompt needs to be shown.

Declaration: `Property OnLogin :`

Visibility: published

Access:

Description: `OnLogin` is triggered when the connection needs a login prompt when connecting: it is triggered when the `LoginPrompt` (??) property is `True`, after the `BeforeConnect` (265) event, but before the connection is actually established.

See also: `#fcl.db.TCustomConnection.BeforeConnect` (265), `TSQLConnection.LoginPrompt` (??), `#fcl.db.TCustomConnection.Open` (263), `TSQLConnection.OnLogin` (??)

## 17.5 TIBConnectionDef

### 17.5.1 Description

Child of `TConnectionDef` (??) used to register an Interbase/Firebird connection, so that it is available in "connection factory" scenarios where database drivers/connections are loaded at runtime and it is unknown at compile time whether the required database libraries are present on the end user's system.

See also: `TConnectionDef` (578)

### 17.5.2 Method overview

Page	Property	Description
<a href="#">450</a>	<code>ConnectionClass</code>	Firebird/Interbase child of <code>ConnectionClass</code> (578)
<a href="#">450</a>	<code>DefaultLibraryName</code>	
<a href="#">450</a>	<code>Description</code>	Description for the Firebird/Interbase child of <code>#fcl.sqlldb.TConnectionDef.ConnectionClass</code> (578)
<a href="#">450</a>	<code>LoadFunction</code>	
<a href="#">450</a>	<code>TypeName</code>	Firebird/Interbase child of <code>TConnectionDef.TypeName</code> (??)
<a href="#">450</a>	<code>UnLoadFunction</code>	

### 17.5.3 TIBConnectionDef.TypeName

Synopsis: Firebird/Interbase child of TConnectionDef.TypeName (??)

Declaration: `class function TypeName; Override`

Visibility: default

See also: TConnectionDef.TypeName (??), TIBConnection ([445](#))

### 17.5.4 TIBConnectionDef.ConnectionClass

Synopsis: Firebird/Interbase child of ConnectionClass ([578](#))

Declaration: `class function ConnectionClass; Override`

Visibility: default

See also: TConnectionDef.ConnectionClass (??), TIBConnection ([445](#))

### 17.5.5 TIBConnectionDef.Description

Synopsis: Description for the Firebird/Interbase child of #fcl.sqlldb.TConnectionDef.ConnectionClass ([578](#))

Declaration: `class function Description; Override`

Visibility: default

Description: The description identifies this ConnectionDef object as a Firebird/Interbase connection.

See also: #fcl.sqlldb.TConnectionDef.Description ([579](#)), TIBConnection ([445](#))

### 17.5.6 TIBConnectionDef.DefaultLibraryName

Declaration: `class function DefaultLibraryName; Override`

Visibility: default

### 17.5.7 TIBConnectionDef.LoadFunction

Declaration: `class function LoadFunction; Override`

Visibility: default

### 17.5.8 TIBConnectionDef.UnLoadFunction

Declaration: `class function UnLoadFunction; Override`

Visibility: default

## 17.6 TIBCursor

### 17.6.1 Description

A cursor that keeps track of where you are in a Firebird/Interbase dataset. It is a descendent of TSQLCursor ([594](#)).

See also: TSQLCursor ([594](#)), TIBConnection ([445](#))

## 17.7 TIBTrans

### 17.7.1 Description

Firebird/Interbase database transaction object. Descendant of TSQLHandle ([594](#)).

See also: TSQLHandle ([594](#)), TIBConnection ([445](#))

## Chapter 18

# Reference for unit 'idea'

### 18.1 Used units

Table 18.1: Used units by unit 'idea'

Name	Page
Classes	??
System	??
sysutils	??

### 18.2 Overview

Besides some low level IDEA encryption routines, the IDEA unit also offers 2 streams which offer on-the-fly encryption or decryption: there are 2 stream objects: A write-only encryption stream which encrypts anything that is written to it, and a decryption stream which decrypts anything that is read from it.

### 18.3 Constants, types and variables

#### 18.3.1 Constants

`IDEABLOCKSIZE = 8`

IDEA block size

`IDEAKEYSIZE = 16`

IDEA Key size constant.

`KEYLEN = 6 * ROUNDS + 4`

Key length

`ROUNDS = 8`

Number of rounds to encrypt

### 18.3.2 Types

`IdeaCryptData = TIdeaCryptData`

Provided for backward functionality.

`IdeaCryptKey = TIdeaCryptKey`

Provided for backward functionality.

`IDEAkey = TIDEAKey`

Provided for backward functionality.

`TIdeaCryptData = Array[0..3] of Word`

`TIdeaCryptData` is an internal type, defined to hold data for encryption/decryption.

`TIdeaCryptKey = Array[0..7] of Word`

The actual encryption or decryption key for IDEA is 64-bit long. This type is used to hold such a key. It can be generated with the `EnKeyIDEA` (454) or `DeKeyIDEA` (453) algorithms depending on whether an encryption or decryption key is needed.

`TIDEAKey = Array[0..keylen-1] of Word`

The IDEA key should be filled by the user with some random data (say, a passphrase). This key is used to generate the actual encryption/decryption keys.

## 18.4 Procedures and functions

### 18.4.1 CipherIdea

**Synopsis:** Encrypt or decrypt a buffer.

**Declaration:** `procedure CipherIdea(Input: TIdeaCryptData; out outdata: TIdeaCryptData;  
z: TIDEAKey)`

**Visibility:** default

**Description:** `CipherIdea` encrypts or decrypts a buffer with data (`Input`) using key `z`. The resulting encrypted or decrypted data is returned in `Output`.

**Errors:** None.

**See also:** `EnKeyIdea` (454), `DeKeyIdea` (453), `TIDEAEncryptStream` (456), `TIDEADecryptStream` (454)

### 18.4.2 DeKeyIdea

**Synopsis:** Create a decryption key from an encryption key.

**Declaration:** `procedure DeKeyIdea(z: TIDEAKey; out dk: TIDEAKey)`

**Visibility:** default

**Description:** `DeKeyIdea` creates a decryption key based on the encryption key `z`. The decryption key is returned in `dk`. Note that only a decryption key generated from the encryption key that was used to encrypt the data can be used to decrypt the data.

Errors: None.

See also: `EnKeyIdea` (454), `CipherIdea` (453)

### 18.4.3 EnKeyIdea

**Synopsis:** Create an IDEA encryption key from a user key.

**Declaration:** `procedure EnKeyIdea (UserKey: TIDEACryptKey; out z: TIDEAKey)`

Visibility: default

**Description:** `EnKeyIdea` creates an IDEA encryption key from user-supplied data in `UserKey`. The Encryption key is stored in `z`.

Errors: None.

See also: `DeKeyIdea` (453), `CipherIdea` (453)

## 18.5 EIDEAError

### 18.5.1 Description

`EIDEAError` is used to signal errors in the IDEA encryption decryption streams.

## 18.6 TIDEADeCryptStream

### 18.6.1 Description

`TIDEADeCryptStream` is a stream which decrypts anything that is read from it using the IDEA mechanism. It reads the encrypted data from a source stream and decrypts it using the `CipherIDEA` (453) algorithm. It is a read-only stream: it is not possible to write data to this stream.

When creating a `TIDEADeCryptStream` instance, an IDEA decryption key should be passed to the constructor, as well as the stream from which encrypted data should be read written.

The encrypted data can be created with a `TIDEAEncryptStream` (456) encryption stream.

See also: `TIDEAEncryptStream` (456), `TIDEAStream.Create` (??), `CipherIDEA` (453)

### 18.6.2 Method overview

Page	Property	Description
455	Create	Constructor to create a new <code>TIDEADeCryptStream</code> instance
455	Read	Reads data from the stream, decrypting it as needed
455	Seek	Set position on the stream

### 18.6.3 TIDEADeCryptStream.Create

Synopsis: Constructor to create a new `TIDEADeCryptStream` instance

Declaration: `constructor Create(const AKey: string; Dest: TStream); Overload`

Visibility: public

Description: `Create` creates a new `TIDEADeCryptStream` instance using the the string `AKey` to compute the encryption key (453), which is then passed on to the inherited constructor `TIDEAStream.Create` (??). It is an easy-access function which introduces no new functionality.

The string is truncated at the maximum length of the `TIdeaCryptKey` (453) structure, so it makes no sense to provide a string with length longer than this structure.

See also: `TIdeaCryptKey` (453), `TIDEAStream.Create` (??), `TIDEAEncryptStream.Create` (??)

### 18.6.4 TIDEADeCryptStream.Read

Synopsis: Reads data from the stream, decrypting it as needed

Declaration: `function Read(var Buffer; Count: LongInt) : LongInt; Override`

Visibility: public

Description: `Read` attempts to read `Count` bytes from the stream, placing them in `Buffer` the bytes are read from the source stream and decrypted as they are read. (bytes are read from the source stream in blocks of 8 bytes. The function returns the number of bytes actually read.

Errors: If an error occurs when reading data from the source stream, an exception may be raised.

See also: `Write` (??), `Seek` (??), `TIDEAEncryptStream` (456)

### 18.6.5 TIDEADeCryptStream.Seek

Synopsis: Set position on the stream

Declaration: `function Seek(const Offset: Int64; Origin: TSeekOrigin) : Int64; Override`

Visibility: public

Description: `Seek` will only work on a forward seek. It emulates a forward seek by reading and discarding bytes from the input stream. The `TIDEADeCryptStream` stream tries to provide seek capabilities for the following limited number of cases:

**Origin=soFromBeginning** If `Offset` is larger than the current position, then the remaining bytes are skipped by reading them from the stream and discarding them.

**Origin=soFromCurrent** If `Offset` is zero, the current position is returned. If it is positive, then `Offset` bytes are skipped by reading them from the stream and discarding them.

Errors: An `EIDEAError` (454) exception is raised if the stream does not allow the requested seek operation.

See also: `Read` (??)



## 18.7 TIDEAEncryptStream

### 18.7.1 Description

`TIDEAEncryptStream` is a stream which encrypts anything that is written to it using the IDEA mechanism, and then writes the encrypted data to the destination stream using the `CipherIDEA` (453) algorithm. It is a write-only stream: it is not possible to read data from this stream.

When creating a `TIDEAEncryptStream` instance, an IDEA encryption key should be passed to the constructor, as well as the stream to which encrypted data should be written.

The resulting encrypted data can be read again with a `TIDEADecryptStream` (454) decryption stream.

See also: `TIDEADecryptStream` (454), `TIDEAStream.Create` (??), `CipherIDEA` (453)

### 18.7.2 Method overview

Page	Property	Description
<a href="#">456</a>	Create	Constructor to create a new <code>TIDEAEncryptStream</code> instance
<a href="#">456</a>	Destroy	Flush data buffers and free the stream instance.
<a href="#">457</a>	Flush	Write remaining bytes from the stream
<a href="#">457</a>	Seek	Set stream position
<a href="#">457</a>	Write	Write bytes to the stream to be encrypted

### 18.7.3 TIDEAEncryptStream.Create

Synopsis: Constructor to create a new `TIDEAEncryptStream` instance

Declaration: `constructor Create(const AKey: string; Dest: TStream);` Overload

Visibility: public

Description: `Create` creates a new `TIDEAEncryptStream` instance using the the string `AKey` to compute the encryption key (453), which is then passed on to the inherited constructor `TIDEAStream.Create` (??). It is an easy-access function which introduces no new functionality.

The string is truncated at the maximum length of the `TIdeaCryptKey` (453) structure, so it makes no sense to provide a string with length longer than this structure.

See also: `TIdeaCryptKey` (453), `TIDEAStream.Create` (??), `TIDEADeCryptStream.Create` (??)

### 18.7.4 TIDEAEncryptStream.Destroy

Synopsis: Flush data buffers and free the stream instance.

Declaration: `destructor Destroy;` Override

Visibility: public

Description: `Destroy` flushes any data still remaining in the internal encryption buffer, and then calls the inherited `Destroy`

By default, the destination stream is not freed when the encryption stream is freed.

Errors: None.

See also: `TIDEAStream.Create` (??)

### 18.7.5 TIDEAEncryptStream.Write

Synopsis: Write bytes to the stream to be encrypted

Declaration: `function Write(const Buffer; Count: LongInt) : LongInt; Override`

Visibility: public

Description: `Write` writes `Count` bytes from `Buffer` to the stream, encrypting the bytes as they are written (encryption in blocks of 8 bytes).

Errors: If an error occurs writing to the destination stream, an error may occur.

See also: `Read` (??)

### 18.7.6 TIDEAEncryptStream.Seek

Synopsis: Set stream position

Declaration: `function Seek(Offset: LongInt; Origin: Word) : LongInt; Override`

Visibility: public

Description: `Seek` return the current position if called with 0 and `soFromCurrent` as arguments. With all other values, it will always raise an exception, since it is impossible to set the position on an encryption stream.

Errors: An `EIDEAError` (454) will be raised unless called with 0 and `soFromCurrent` as arguments.

See also: `Write` (??), `EIDEAError` (454)

### 18.7.7 TIDEAEncryptStream.Flush

Synopsis: Write remaining bytes from the stream

Declaration: `procedure Flush`

Visibility: public

Description: `Flush` writes the current encryption buffer to the stream. Encryption always happens in blocks of 8 bytes, so if the buffer is not completely filled at the end of the writing operations, it must be flushed. It should never be called directly, unless at the end of all writing operations. It is called automatically when the stream is destroyed.

Errors: None.

See also: `Write` (??)

## 18.8 TIDEAStream

### 18.8.1 Description

Do not create instances of `TIDEAStream` directly. It implements no useful functionality: it serves as a common ancestor of the `TIDEAEncryptStream` (456) and `TIDEADeCryptStream` (454), and simply provides some fields that these descendent classes use when encrypting/decrypting. One of these classes should be created, depending on whether one wishes to encrypt or to decrypt.

See also: `TIDEAEncryptStream` (456), `TIDEADeCryptStream` (454)

### 18.8.2 Method overview

Page	Property	Description
<a href="#">458</a>	Create	Creates a new instance of the <code>TIDEAStream</code> class

### 18.8.3 Property overview

Page	Property	Access	Description
<a href="#">458</a>	Key	r	Key used when encrypting/decrypting

### 18.8.4 TIDEAStream.Create

Synopsis: Creates a new instance of the `TIDEAStream` class

Declaration: constructor `Create(AKey: TIDEAKey; Dest: TStream);` Overload

Visibility: public

Description: `Create` stores the encryption/decryption key and then calls the inherited `Create` to store the `Dest` stream.

Errors: None.

See also: `TIDEAEncryptStream` ([456](#)), `TIDEADeCryptStream` ([454](#))

### 18.8.5 TIDEAStream.Key

Synopsis: Key used when encrypting/decrypting

Declaration: Property `Key` : `TIDEAKey`

Visibility: public

Access: Read

Description: `Key` is the key as it was passed to the constructor of the stream. It cannot be changed while data is read or written. It is the key as it is used when encrypting/decrypting.

See also: `CipherIdea` ([453](#))

## Chapter 19

# Reference for unit 'inicol'

### 19.1 Used units

Table 19.1: Used units by unit 'inicol'

Name	Page
Classes	??
IniFiles	<a href="#">469</a>
System	??
sysutils	??

### 19.2 Overview

`inicol` contains an implementation of `TCollection` and `TCollectionItem` descendents which cooperate to read and write the collection from and to a `.ini` file. It uses the `TCustomIniFile` ([469](#)) class for this.

### 19.3 Constants, types and variables

#### 19.3.1 Constants

```
KeyCount = 'Count'
```

`KeyCount` is used as a key name when reading or writing the number of items in the collection from the global section.

```
SGlobal = 'Global'
```

`SGlobal` is used as the default name of the global section when reading or writing the collection.

## 19.4 EIniCol

### 19.4.1 Description

EIniCol is used to report error conditions in the load and save methods of TIniCollection (460).

## 19.5 TIniCollection

### 19.5.1 Description

TIniCollection is a collection (??) descendent which has the capability to write itself to an .ini file. It introduces some load and save mechanisms, which can be used to write all items in the collection to disk. The items should be descendents of the type TIniCollectionItem (464).

All methods work using a TCustomIniFile class, making it possible to save to alternate file formats, or even databases.

An instance of TIniCollection should never be used directly. Instead, a descendent should be used, which sets the FPrefix and FSectionPrefix protected variables.

See also: TIniCollection.LoadFromFile (??), TIniCollection.LoadFromIni (??), TIniCollection.SaveToIni (??), TIniCollection.SaveToFile (??)

### 19.5.2 Method overview

Page	Property	Description
460	Load	Loads the collection from the default filename.
462	LoadFromFile	Load collection from file.
462	LoadFromIni	Load collection from a file in .ini file format.
461	Save	Save the collection to the default filename.
461	SaveToFile	Save collection to a file in .ini file format
461	SaveToIni	Save the collection to a TCustomIniFile descendent

### 19.5.3 Property overview

Page	Property	Access	Description
463	FileName	rw	Filename of the collection
463	GlobalSection	rw	Name of the global section
462	Prefix	r	Prefix used in global section
463	SectionPrefix	r	Prefix string for section names

### 19.5.4 TIniCollection.Load

Synopsis: Loads the collection from the default filename.

Declaration: procedure Load

Visibility: public

Description: Load loads the collection from the file as specified in the FileName (??) property. It calls the LoadFromFile (??) method to do this.

Errors: If the collection was not loaded or saved to file before this call, an EIniCol exception will be raised.

See also: `TIniCollection.LoadFromFile (??)`, `TIniCollection.LoadFromIni (??)`, `TIniCollection.Save (??)`, `FileName (??)`

### 19.5.5 TIniCollection.Save

Synopsis: Save the collection to the default filename.

Declaration: `procedure Save`

Visibility: `public`

Description: `Save` writes the collection to the file as specified in the `FileName (??)` property, using `GlobalSection (??)` as the section. It calls the `SaveToFile (??)` method to do this.

Errors: If the collection was not loaded or saved to file before this call, an `EIniCol` exception will be raised.

See also: `TIniCollection.SaveToFile (??)`, `TIniCollection.SaveToIni (??)`, `TIniCollection.Load (??)`, `FileName (??)`

### 19.5.6 TIniCollection.SaveToIni

Synopsis: Save the collection to a `TCustomIniFile` descendent

Declaration: `procedure SaveToIni (Ini: TCustomIniFile; Section: string); Virtual`

Visibility: `public`

Description: `SaveToIni` does the actual writing. It writes the number of elements in the global section (as specified by the `Section` argument), as well as the section name for each item in the list. The item names are written using the `Prefix (??)` property for the key. After this it calls the `SaveToIni (??)` method of all `TIniCollectionItem` (464) instances.

This means that the global section of the .ini file will look something like this:

```
[globalsection]
Count=3
Prefix1=SectionPrefixFirstItemName
Prefix2=SectionPrefixSecondItemName
Prefix3=SectionPrefixThirdItemName
```

This construct allows to re-use an ini file for multiple collections.

After this method is called, the `GlobalSection (??)` property contains the value of `Section`, it will be used in the `Save (??)` method.

See also: `TIniCollectionItem.SaveToIni (??)`

### 19.5.7 TIniCollection.SaveToFile

Synopsis: Save collection to a file in .ini file format

Declaration: `procedure SaveToFile (AFileName: string; Section: string)`

Visibility: `public`

**Description:** `SaveToFile` will create a `TMemIniFile` instance with the `AFileName` argument as a filename. This instance is passed on to the `SaveToIni (??)` method, together with the `Section` argument, to do the actual saving.

**Errors:** An exception may be raised if the path in `AFileName` does not exist.

**See also:** `TIniCollection.SaveToIni (??)`, `TIniCollection.LoadFromFile (??)`

### 19.5.8 TIniCollection.LoadFromIni

**Synopsis:** Load collection from a file in .ini file format.

**Declaration:** `procedure LoadFromIni (Ini: TCustomIniFile; Section: string); Virtual`

**Visibility:** `public`

**Description:** `LoadFromIni` will load the collection from the `Ini` instance. It first clears the collection, and reads the number of items from the global section with the name as passed through the `Section` argument. After this, an item is created and added to the collection, and its data is read by calling the `TIniCollectionItem.LoadFromIni (??)` method, passing the appropriate section name as found in the global section.

The description of the global section can be found in the `TIniCollection.SaveToIni (??)` method description.

**See also:** `TIniCollection.LoadFromFile (??)`, `TIniCollectionItem.LoadFromIni (??)`, `TIniCollection.SaveToIni (??)`

### 19.5.9 TIniCollection.LoadFromFile

**Synopsis:** Load collection from file.

**Declaration:** `procedure LoadFromFile (AFileName: string; Section: string)`

**Visibility:** `public`

**Description:** `LoadFromFile` creates a `TMemIniFile` instance using `AFileName` as the filename. It calls `LoadFromIni (??)` using this instance and `Section` as the parameters.

**See also:** `TIniCollection.LoadFromIni (??)`, `TIniCollection.Load (??)`, `TIniCollection.SaveToIni (??)`, `TIniCollection.SaveToFile (??)`

### 19.5.10 TIniCollection.Prefix

**Synopsis:** Prefix used in global section

**Declaration:** `Property Prefix : string`

**Visibility:** `public`

**Access:** `Read`

**Description:** `Prefix` is used when writing the section names of the items in the collection to the global section, or when reading the names from the global section. If the prefix is set to `Item` then the global section might look something like this:

```

[MyCollection]
Count=2
Item1=FirstItem
Item2=SecondItem

```

A descendent of `TIniCollection` should set the value of this property, it cannot be empty.

See also: `TIniCollection.SectionPrefix` (??), `TIniCollection.GlobalSection` (??)

### 19.5.11 `TIniCollection.SectionPrefix`

Synopsis: Prefix string for section names

Declaration: `Property SectionPrefix : string`

Visibility: `public`

Access: `Read`

Description: `SectionPrefix` is a string that is prepended to the section name as returned by the `TIniCollectionItem.SectionName` (??) property to return the exact section name. It can be empty.

See also: `TIniCollection.Section` (??), `TIniCollection.GlobalSection` (??)

### 19.5.12 `TIniCollection.FileName`

Synopsis: Filename of the collection

Declaration: `Property FileName : string`

Visibility: `public`

Access: `Read,Write`

Description: `FileName` is the filename as used in the last `LoadFromFile` (??) or `SaveToFile` (??) operation. It is used in the `Load` (??) or `Save` (??) calls.

See also: `Save` (??), `LoadFromFile` (??), `SaveToFile` (??), `Load` (??)

### 19.5.13 `TIniCollection.GlobalSection`

Synopsis: Name of the global section

Declaration: `Property GlobalSection : string`

Visibility: `public`

Access: `Read,Write`

Description: `GlobalSection` contains the value of the `Section` argument in the `LoadFromIni` (??) or `SaveToIni` (??) calls. It's used in the `Load` (??) or `Save` (??) calls.

See also: `Save` (??), `LoadFromFile` (??), `SaveToFile` (??), `Load` (??)



## 19.6 TIniCollectionItem

### 19.6.1 Description

TIniCollectionItem is a #rtl.classes.tcollectionitem (??) descendent which has some extra methods for saving/loading the item to or from an .ini file.

To use this class, a descendent should be made, and the SaveToIni (??) and LoadFromIni (??) methods should be overridden. They should implement the actual loading and saving. The loading and saving is always initiated by the methods in TIniCollection (460), TIniCollection.LoadFromIni (??) and TIniCollection.SaveToIni (??) respectively.

See also: TIniCollection (460), TIniCollectionItem.SaveToIni (??), TIniCollectionItem.LoadFromIni (??), TIniCollection.LoadFromIni (??), TIniCollection.SaveToIni (??)

### 19.6.2 Method overview

Page	Property	Description
<a href="#">465</a>	LoadFromFile	Load item from a file
<a href="#">464</a>	LoadFromIni	Method called when the item must be loaded
<a href="#">465</a>	SaveToFile	Save item to a file
<a href="#">464</a>	SaveToIni	Method called when the item must be saved

### 19.6.3 Property overview

Page	Property	Access	Description
<a href="#">465</a>	SectionName	rw	Default section name

### 19.6.4 TIniCollectionItem.SaveToIni

Synopsis: Method called when the item must be saved

Declaration: `procedure SaveToIni (Ini: TCustomIniFile; Section: string); Virtual  
; Abstract`

Visibility: public

Description: SaveToIni is called by TIniCollection.SaveToIni (??) when it saves this item. Descendent classes should override this method to save the data they need to save. All write methods of the TCustomIniFile instance passed in Ini can be used, as long as the writing happens in the section passed in Section.

Errors: No checking is done to see whether the values are actually written to the correct section.

See also: TIniCollection.SaveToIni (??), LoadFromIni (??), SaveToFile (??), LoadFromFile (??)

### 19.6.5 TIniCollectionItem.LoadFromIni

Synopsis: Method called when the item must be loaded

Declaration: `procedure LoadFromIni (Ini: TCustomIniFile; Section: string); Virtual  
; Abstract`

Visibility: public

**Description:** `LoadFromIni` is called by `TIniCollection.LoadFromIni (??)` when it saves this item. Descendent classes should override this method to load the data they need to load. All read methods of the `TCustomIniFile` instance passed in `Ini` can be used, as long as the reading happens in the section passed in `Section`.

**Errors:** No checking is done to see whether the values are actually read from the correct section.

**See also:** `TIniCollection.LoadFromIni (??)`, `SaveToIni (??)`, `LoadFromFile (??)`, `SaveToFile (??)`

### 19.6.6 TIniCollectionItem.SaveToFile

**Synopsis:** Save item to a file

**Declaration:** `procedure SaveToFile (FileName: string; Section: string)`

**Visibility:** public

**Description:** `SaveToFile` creates an instance of `TIniFile` with the indicated `FileName` calls `SaveToIni (??)` to save the item to the indicated file in .ini format under the section `Section`

**Errors:** An exception can occur if the file is not writeable.

**See also:** `SaveToIni (??)`, `LoadFromFile (??)`

### 19.6.7 TIniCollectionItem.LoadFromFile

**Synopsis:** Load item from a file

**Declaration:** `procedure LoadFromFile (FileName: string; Section: string)`

**Visibility:** public

**Description:** `LoadFromFile` creates an instance of `TMemIniFile` and calls `LoadFromIni (??)` to load the item from the indicated file in .ini format from the section `Section`.

**Errors:** None.

**See also:** `SaveToFile (??)`, `LoadFromIni (??)`

### 19.6.8 TIniCollectionItem.SectionName

**Synopsis:** Default section name

**Declaration:** `Property SectionName : string`

**Visibility:** public

**Access:** Read, Write

**Description:** `SectionName` is the section name under which the item will be saved or from which it should be read. The read/write functions should be overridden in descendents to determine a unique section name within the .ini file.

**See also:** `SaveToFile (??)`, `LoadFromIni (??)`

## 19.7 TNamedIniCollection

### 19.7.1 Description

TNamedIniCollection is the collection to go with the TNamedIniCollectionItem (467) item class. it provides some functions to look for items based on the UserData (??) or based on the Name (??).

See also: TNamedIniCollectionItem (467), IndexOfUserData (??), IndexOfName (??)

### 19.7.2 Method overview

Page	Property	Description
467	FindByName	Return the item based on its name
467	FindByUserData	Return the item based on its UserData
466	IndexOfName	Search for an item, based on its name, and return its position
466	IndexOfUserData	Search for an item based on it's UserData property

### 19.7.3 Property overview

Page	Property	Access	Description
467	NamedItems	rw	Indexed access to the TNamedIniCollectionItem items

### 19.7.4 TNamedIniCollection.IndexOfUserData

Synopsis: Search for an item based on it's UserData property

Declaration: `function IndexOfUserData(UserData: TObject) : Integer`

Visibility: public

Description: IndexOfUserData searches the list of items and returns the index of the item which has UserData in its UserData (??) property. If no such item exists, -1 is returned.

Note that the (linear) search starts at the last element and works it's way back to the first.

Errors: If no item exists, -1 is returned.

See also: IndexOfName (??), TNamedIniCollectionItem.UserData (??)

### 19.7.5 TNamedIniCollection.IndexOfName

Synopsis: Search for an item, based on its name, and return its position

Declaration: `function IndexOfName(const AName: string) : Integer`

Visibility: public

Description: IndexOfName searches the list of items and returns the index of the item which has name equal to AName (case insensitive). If no such item exists, -1 is returned.

Note that the (linear) search starts at the last element and works it's way back to the first.

Errors: If no item exists, -1 is returned.

See also: IndexOfUserData (??), TNamedIniCollectionItem.Name (??)

### 19.7.6 TNamedIniCollection.FindByName

Synopsis: Return the item based on its name

Declaration: `function FindByName(const AName: string) : TNamedIniCollectionItem`

Visibility: public

Description: `FindByName` returns the collection item whose name matches `AName` (case insensitive match). It calls `IndexOfName (??)` and returns the item at the found position. If no item is found, `Nil` is returned.

Errors: If no item is found, `Nil` is returned.

See also: `IndexOfName (??)`, `FindByUserData (??)`

### 19.7.7 TNamedIniCollection.FindByUserData

Synopsis: Return the item based on its `UserData`

Declaration: `function FindByUserData(UserData: TObject) : TNamedIniCollectionItem`

Visibility: public

Description: `FindByName` returns the collection item whose `UserData (??)` property value matches the `UserData` parameter. If no item is found, `Nil` is returned.

Errors: If no item is found, `Nil` is returned.

### 19.7.8 TNamedIniCollection.NamedItems

Synopsis: Indexed access to the `TNamedIniCollectionItem` items

Declaration: `Property NamedItems[Index: Integer]: TNamedIniCollectionItem; default`

Visibility: public

Access: Read,Write

Description: `NamedItem` is the default property of the `TNamedIniCollection` collection. It allows indexed access to the `TNamedIniCollectionItem` (467) items. The index is zero based.

See also: `TNamedIniCollectionItem` (467)

## 19.8 TNamedIniCollectionItem

### 19.8.1 Description

`TNamedIniCollectionItem` is a `TIniCollectionItem` (464) descent with a published name property. The name is used as the section name when saving the item to the ini file.

See also: `TIniCollectionItem` (464)

### 19.8.2 Property overview

Page	Property	Access	Description
468	Name	rw	Name of the item
468	UserData	rw	User-defined data

### 19.8.3 TNamedIniCollectionItem.UserData

Synopsis: User-defined data

Declaration: `Property UserData : TObject`

Visibility: `public`

Access: `Read,Write`

Description: `UserData` can be used to associate an arbitrary object with the item - much like the `Objects` property of a `TStrings`.

### 19.8.4 TNamedIniCollectionItem.Name

Synopsis: Name of the item

Declaration: `Property Name : string`

Visibility: `published`

Access: `Read,Write`

Description: `Name` is the name of this item. It is also used as the section name when writing the collection item to the `.ini` file.

See also: `TNamedIniCollectionItem.UserData` (??)

## Chapter 20

# Reference for unit 'IniFiles'

### 20.1 Used units

Table 20.1: Used units by unit 'IniFiles'

Name	Page
Classes	??
contnrs	<a href="#">114</a>
System	??
sysutils	??

### 20.2 Overview

IniFiles provides support for handling .ini files. It contains an implementation completely independent of the Windows API for handling such files. The basic (abstract) functionality is defined in TCustomIniFile ([469](#)) and is implemented in TIniFile ([480](#)) and TMemIniFile ([489](#)). The API presented by these components is Delphi compatible.

### 20.3 TCustomIniFile

#### 20.3.1 Description

TCustomIniFile implements all calls for manipulating a .ini. It does not implement any of this behaviour, the behaviour must be implemented in a descendent class like TIniFile ([480](#)) or TMemIniFile ([489](#)).

Since TCustomIniFile is an abstract class, it should never be created directly. Instead, one of the TIniFile or TMemIniFile classes should be created.

See also: TIniFile ([480](#)), TMemIniFile ([489](#))

### 20.3.2 Method overview

Page	Property	Description
<a href="#">470</a>	Create	Instantiate a new instance of TCustomIniFile.
<a href="#">477</a>	DeleteKey	Delete a key from a section
<a href="#">471</a>	Destroy	Remove the TCustomIniFile instance from memory
<a href="#">477</a>	EraseSection	Clear a section
<a href="#">474</a>	ReadBinaryStream	Read binary data
<a href="#">472</a>	ReadBool	
<a href="#">473</a>	ReadDate	Read a date value
<a href="#">473</a>	ReadDateTime	Read a Date/Time value
<a href="#">474</a>	ReadFloat	Read a floating point value
<a href="#">472</a>	ReadInteger	Read an integer value from the file
<a href="#">476</a>	ReadSection	Read the key names in a section
<a href="#">476</a>	ReadSections	Read the list of sections
<a href="#">477</a>	ReadSectionValues	Read names and values of a section
<a href="#">471</a>	ReadString	Read a string valued key
<a href="#">474</a>	ReadTime	Read a time value
<a href="#">471</a>	SectionExists	Check if a section exists.
<a href="#">477</a>	UpdateFile	Update the file on disk
<a href="#">478</a>	ValueExists	Check if a value exists
<a href="#">476</a>	WriteBinaryStream	Write binary data
<a href="#">473</a>	WriteBool	Write boolean value
<a href="#">475</a>	WriteDate	Write date value
<a href="#">475</a>	WriteDateTime	Write date/time value
<a href="#">475</a>	WriteFloat	Write a floating-point value
<a href="#">472</a>	WriteInteger	Write an integer value
<a href="#">472</a>	WriteString	Write a string value
<a href="#">475</a>	WriteTime	Write time value

### 20.3.3 Property overview

Page	Property	Access	Description
<a href="#">478</a>	CaseSensitive	rw	Are key and section names case sensitive
<a href="#">478</a>	EscapeLineFeeds	r	Should linefeeds be escaped ?
<a href="#">478</a>	FileName	r	Name of the .ini file
<a href="#">479</a>	StripQuotes	rw	Should quotes be stripped from string values

### 20.3.4 TCustomIniFile.Create

Synopsis: Instantiate a new instance of TCustomIniFile.

Declaration: `constructor Create(const AFileName: string; AEscapeLineFeeds: Boolean)  
; Virtual`

Visibility: public

Description: Create creates a new instance of TCustomIniFile and loads it with the data from AFileName, if this file exists. If the AEscapeLineFeeds parameter is True, then lines which have their end-of-line markers escaped with a backslash, will be concatenated. This means that the following 2 lines

```
Description=This is a \
line with a long text
```

is equivalent to

```
Description=This is a line with a long text
```

By default, not escaping of linefeeds is performed (for Delphi compatibility)

Errors: If the file cannot be read, an exception may be raised.

See also: `Destroy` (??)

### 20.3.5 TCustomIniFile.Destroy

Synopsis: Remove the `TCustomIniFile` instance from memory

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` cleans up all internal structures and then calls the inherited `Destroy`.

See also: `TCustomIniFile` ([469](#))

### 20.3.6 TCustomIniFile.SectionExists

Synopsis: Check if a section exists.

Declaration: `function SectionExists(const Section: string) : Boolean; Virtual`

Visibility: `public`

Description: `SectionExists` returns `True` if a section with name `Section` exists, and contains keys. (comments are not considered keys)

See also: `TCustomIniFile.ValueExists` (??)

### 20.3.7 TCustomIniFile.ReadString

Synopsis: Read a string valued key

Declaration: `function ReadString(const Section: string; const Ident: string;  
const Default: string) : string; Virtual; Abstract`

Visibility: `public`

Description: `ReadString` reads the key `Ident` in section `Section`, and returns the value as a string. If the specified key or section do not exist, then the value in `Default` is returned. Note that if the key exists, but is empty, an empty string will be returned.

See also: `WriteString` (??), `ReadInteger` (??), `ReadBool` (??), `ReadDate` (??), `ReadDateTime` (??), `ReadTime` (??), `ReadFloat` (??), `ReadBinaryStream` (??)



### 20.3.8 TCustomIniFile.WriteString

Synopsis: Write a string value

Declaration: `procedure WriteString(const Section: string; const Ident: string;  
const Value: string); Virtual; Abstract`

Visibility: public

Description: `WriteString` writes the string `Value` with the name `Ident` to the section `Section`, overwriting any previous value that may exist there. The section will be created if it does not exist.

See also: `ReadString` (??), `WriteInteger` (??), `WriteBool` (??), `WriteDate` (??), `WriteDateTime` (??), `WriteTime` (??), `WriteFloat` (??), `WriteBinaryStream` (??)

### 20.3.9 TCustomIniFile.ReadInteger

Synopsis: Read an integer value from the file

Declaration: `function ReadInteger(const Section: string; const Ident: string;  
Default: LongInt) : LongInt; Virtual`

Visibility: public

Description: `ReadInteger` reads the key `Ident` in section `Section`, and returns the value as an integer. If the specified key or section do not exist, then the value in `Default` is returned. If the key exists, but contains an invalid integer value, `Default` is also returned.

See also: `WriteInteger` (??), `ReadString` (??), `ReadBool` (??), `ReadDate` (??), `ReadDateTime` (??), `ReadTime` (??), `ReadFloat` (??), `ReadBinaryStream` (??)

### 20.3.10 TCustomIniFile.WriteInteger

Synopsis: Write an integer value

Declaration: `procedure WriteInteger(const Section: string; const Ident: string;  
Value: LongInt); Virtual`

Visibility: public

Description: `WriteInteger` writes the integer `Value` with the name `Ident` to the section `Section`, overwriting any previous value that may exist there. The section will be created if it does not exist.

See also: `ReadInteger` (??), `WriteString` (??), `WriteBool` (??), `WriteDate` (??), `WriteDateTime` (??), `WriteTime` (??), `WriteFloat` (??), `WriteBinaryStream` (??)

### 20.3.11 TCustomIniFile.ReadBool

Synopsis:

Declaration: `function ReadBool(const Section: string; const Ident: string;  
Default: Boolean) : Boolean; Virtual`

Visibility: public

Description: `ReadString` reads the key `Ident` in section `Section`, and returns the value as a boolean (valid values are 0 and 1). If the specified key or section do not exist, then the value in `Default` is returned. If the key exists, but contains an invalid integer value, `False` is also returned.

See also: `WriteBool` (??), `ReadInteger` (??), `ReadString` (??), `ReadDate` (??), `ReadDateTime` (??), `ReadTime` (??), `ReadFloat` (??), `ReadBinaryStream` (??)

### 20.3.12 TCustomIniFile.WriteBool

Synopsis: Write boolean value

Declaration: `procedure WriteBool(const Section: string; const Ident: string; Value: Boolean); Virtual`

Visibility: public

Description: `WriteBool` writes the boolean `Value` with the name `Ident` to the section `Section`, overwriting any previous value that may exist there. The section will be created if it does not exist.

See also: `ReadBool` (??), `WriteInteger` (??), `WriteString` (??), `WriteDate` (??), `WriteDateTime` (??), `WriteTime` (??), `WriteFloat` (??), `WriteBinaryStream` (??)

### 20.3.13 TCustomIniFile.ReadDate

Synopsis: Read a date value

Declaration: `function ReadDate(const Section: string; const Ident: string; Default: TDateTime) : TDateTime; Virtual`

Visibility: public

Description: `ReadDate` reads the key `Ident` in section `Section`, and returns the value as a date (`TDateTime`). If the specified key or section do not exist, then the value in `Default` is returned. If the key exists, but contains an invalid date value, `Default` is also returned. The international settings of the `SysUtils` are taken into account when deciding if the read value is a correct date.

See also: `WriteDate` (??), `ReadInteger` (??), `ReadBool` (??), `ReadString` (??), `ReadDateTime` (??), `ReadTime` (??), `ReadFloat` (??), `ReadBinaryStream` (??)

### 20.3.14 TCustomIniFile.ReadDateTime

Synopsis: Read a Date/Time value

Declaration: `function ReadDateTime(const Section: string; const Ident: string; Default: TDateTime) : TDateTime; Virtual`

Visibility: public

Description: `ReadDateTime` reads the key `Ident` in section `Section`, and returns the value as a date/time (`TDateTime`). If the specified key or section do not exist, then the value in `Default` is returned. If the key exists, but contains an invalid date/time value, `Default` is also returned. The international settings of the `SysUtils` are taken into account when deciding if the read value is a correct date/time.

See also: `WriteDateTime` (??), `ReadInteger` (??), `ReadBool` (??), `ReadDate` (??), `ReadString` (??), `ReadTime` (??), `ReadFloat` (??), `ReadBinaryStream` (??)

### 20.3.15 TCustomIniFile.ReadFloat

Synopsis: Read a floating point value

Declaration: `function ReadFloat(const Section: string;const Ident: string;  
Default: Double) : Double; Virtual`

Visibility: public

Description: `ReadFloat` reads the key `Ident` in section `Section`, and returns the value as a float (`Double`). If the specified key or section do not exist, then the value in `Default` is returned. If the key exists, but contains an invalid float value, `Default` is also returned. The international settings of the `SysUtils` are taken into account when deciding if the read value is a correct float.

See also: `WriteFloat` (??), `ReadInteger` (??), `ReadBool` (??), `ReadDate` (??), `ReadDateTime` (??), `ReadTime` (??), `ReadString` (??), `ReadBinaryStream` (??)

### 20.3.16 TCustomIniFile.ReadTime

Synopsis: Read a time value

Declaration: `function ReadTime(const Section: string;const Ident: string;  
Default: TDateTime) : TDateTime; Virtual`

Visibility: public

Description: `ReadTime` reads the key `Ident` in section `Section`, and returns the value as a time (`TDateTime`). If the specified key or section do not exist, then the value in `Default` is returned. If the key exists, but contains an invalid time value, `Default` is also returned. The international settings of the `SysUtils` are taken into account when deciding if the read value is a correct time.

See also: `WriteTime` (??), `ReadInteger` (??), `ReadBool` (??), `ReadDate` (??), `ReadDateTime` (??), `ReadString` (??), `ReadFloat` (??), `ReadBinaryStream` (??)

### 20.3.17 TCustomIniFile.ReadBinaryStream

Synopsis: Read binary data

Declaration: `function ReadBinaryStream(const Section: string;const Name: string;  
Value: TStream) : Integer; Virtual`

Visibility: public

Description: `ReadBinaryStream` reads the key `Name` in section `Section`, and returns the value in the stream `Value`. If the specified key or section do not exist, then the contents of `Value` are left untouched. The stream is not cleared prior to adding data to it.

The data is interpreted as a series of 2-byte hexadecimal values, each representing a byte in the data stream, i.e, it should always be an even number of hexadecimal characters.

See also: `WriteBinaryStream` (??), `ReadInteger` (??), `ReadBool` (??), `ReadDate` (??), `ReadDateTime` (??), `ReadTime` (??), `ReadFloat` (??), `ReadString` (??)

**20.3.18 TCustomIniFile.WriteDate**

Synopsis: Write date value

Declaration: `procedure WriteDate(const Section: string; const Ident: string;  
Value: TDateTime); Virtual`

Visibility: public

Description: `WriteDate` writes the date `Value` with the name `Ident` to the section `Section`, overwriting any previous value that may exist there. The section will be created if it does not exist. The date is written using the internationalization settings in the `SysUtils` unit.

See also: `ReadDate` (??), `WriteInteger` (??), `WriteBool` (??), `WriteString` (??), `WriteDateTime` (??), `WriteTime` (??), `WriteFloat` (??), `WriteBinaryStream` (??)

**20.3.19 TCustomIniFile.WriteDateTime**

Synopsis: Write date/time value

Declaration: `procedure WriteDateTime(const Section: string; const Ident: string;  
Value: TDateTime); Virtual`

Visibility: public

Description: `WriteDateTime` writes the date/time `Value` with the name `Ident` to the section `Section`, overwriting any previous value that may exist there. The section will be created if it does not exist. The date/time is written using the internationalization settings in the `SysUtils` unit.

See also: `ReadDateTime` (??), `WriteInteger` (??), `WriteBool` (??), `WriteDate` (??), `WriteString` (??), `WriteTime` (??), `WriteFloat` (??), `WriteBinaryStream` (??)

**20.3.20 TCustomIniFile.WriteFloat**

Synopsis: Write a floating-point value

Declaration: `procedure WriteFloat(const Section: string; const Ident: string;  
Value: Double); Virtual`

Visibility: public

Description: `WriteFloat` writes the time `Value` with the name `Ident` to the section `Section`, overwriting any previous value that may exist there. The section will be created if it does not exist. The floating point value is written using the internationalization settings in the `SysUtils` unit.

See also: `ReadFloat` (??), `WriteInteger` (??), `WriteBool` (??), `WriteDate` (??), `WriteDateTime` (??), `WriteTime` (??), `WriteString` (??), `WriteBinaryStream` (??)

**20.3.21 TCustomIniFile.WriteTime**

Synopsis: Write time value

Declaration: `procedure WriteTime(const Section: string; const Ident: string;  
Value: TDateTime); Virtual`

Visibility: public

**Description:** `WriteTime` writes the time `Value` with the name `Ident` to the section `Section`, overwriting any previous value that may exist there. The section will be created if it does not exist. The time is written using the internationalization settings in the `SysUtils` unit.

**See also:** `ReadTime` (??), `WriteInteger` (??), `WriteBool` (??), `WriteDate` (??), `WriteDateTime` (??), `WriteString` (??), `WriteFloat` (??), `WriteBinaryStream` (??)

### 20.3.22 TCustomIniFile.WriteBinaryStream

**Synopsis:** Write binary data

**Declaration:** `procedure WriteBinaryStream(const Section: string; const Name: string; Value: TStream); Virtual`

**Visibility:** public

**Description:** `WriteBinaryStream` writes the binary data in `Value` with the name `Ident` to the section `Section`, overwriting any previous value that may exist there. The section will be created if it does not exist.

The binary data is encoded using a 2-byte hexadecimal value per byte in the data stream. The data stream must be seekable, so its size can be determined. The data stream is not repositioned, it must be at the correct position.

**See also:** `ReadBinaryStream` (??), `WriteInteger` (??), `WriteBool` (??), `WriteDate` (??), `WriteDateTime` (??), `WriteTime` (??), `WriteFloat` (??), `WriteString` (??)

### 20.3.23 TCustomIniFile.ReadSection

**Synopsis:** Read the key names in a section

**Declaration:** `procedure ReadSection(const Section: string; Strings: TStrings); Virtual; Abstract`

**Visibility:** public

**Description:** `ReadSection` will return the names of the keys in section `Section` in `Strings`, one string per key. If a non-existing section is specified, the list is cleared. To return the values of the keys as well, the `ReadSectionValues` (??) method should be used.

**See also:** `ReadSections` (??), `SectionExists` (??), `ReadSectionValues` (??)

### 20.3.24 TCustomIniFile.ReadSections

**Synopsis:** Read the list of sections

**Declaration:** `procedure ReadSections(Strings: TStrings); Virtual; Abstract`

**Visibility:** public

**Description:** `ReadSections` returns the names of existing sections in `Strings`. It also returns names of empty sections.

**See also:** `SectionExists` (??), `ReadSectionValues` (??), `ReadSection` (??)

### 20.3.25 TCustomIniFile.ReadSectionValues

Synopsis: Read names and values of a section

Declaration: `procedure ReadSectionValues(const Section: string; Strings: TStrings)  
; Virtual; Abstract`

Visibility: public

Description: `ReadSectionValues` returns the keys and their values in the section `Section` in `Strings`. They are returned as `Key=Value` strings, one per key, so the `Values` property of the stringlist can be used to read the values. To retrieve just the names of the available keys, `ReadSection (??)` can be used.

See also: `SectionExists (??)`, `ReadSections (??)`, `ReadSection (??)`

### 20.3.26 TCustomIniFile.EraseSection

Synopsis: Clear a section

Declaration: `procedure EraseSection(const Section: string); Virtual; Abstract`

Visibility: public

Description: `EraseSection` deletes all values from the section named `Section` and removes the section from the ini file. If the section didn't exist prior to a call to `EraseSection`, nothing happens.

See also: `SectionExists (??)`, `ReadSections (??)`, `DeleteKey (??)`

### 20.3.27 TCustomIniFile.DeleteKey

Synopsis: Delete a key from a section

Declaration: `procedure DeleteKey(const Section: string; const Ident: string); Virtual  
; Abstract`

Visibility: public

Description: `DeleteKey` deletes the key `Ident` from section `Section`. If the key or section didn't exist prior to the `DeleteKey` call, nothing happens.

See also: `EraseSection (??)`

### 20.3.28 TCustomIniFile.UpdateFile

Synopsis: Update the file on disk

Declaration: `procedure UpdateFile; Virtual; Abstract`

Visibility: public

Description: `UpdateFile` writes the in-memory image of the ini-file to disk. To speed up operation of the inifile class, the whole ini-file is read into memory when the class is created, and all operations are performed in-memory. If `CacheUpdates` is set to `True`, any changes to the inifile are only in memory, until they are committed to disk with a call to `UpdateFile`. If `CacheUpdates` is set to `False`, then all operations which cause a change in the .ini file will immediately be committed to disk with a call to `UpdateFile`. Since the whole file is written to disk, this may have serious impact on performance.

See also: `CacheUpdates (??)`

### 20.3.29 TCustomIniFile.ValueExists

Synopsis: Check if a value exists

Declaration: `function ValueExists(const Section: string;const Ident: string)  
: Boolean; Virtual`

Visibility: public

Description: `ValueExists` checks whether the key `Ident` exists in section `Section`. It returns `True` if a key was found, or `False` if not. The key may be empty.

See also: `SectionExists` (??)

### 20.3.30 TCustomIniFile.FileName

Synopsis: Name of the .ini file

Declaration: `Property FileName : string`

Visibility: public

Access: Read

Description: `FileName` is the name of the ini file on disk. It should be specified when the `TCustomIniFile` instance is created. Contrary to the Delphi implementation, if no path component is present in the filename, the filename is not searched in the windows directory.

See also: `Create` (??)

### 20.3.31 TCustomIniFile.EscapeLineFeeds

Synopsis: Should linefeeds be escaped ?

Declaration: `Property EscapeLineFeeds : Boolean`

Visibility: public

Access: Read

Description: `EscapeLineFeeds` determines whether escaping of linefeeds is enabled: For a description of this feature, see `Create` (??), as the value of this property must be specified when the `TCustomIniFile` instance is created.

By default, `EscapeLineFeeds` is `False`.

See also: `Create` (??), `CaseSensitive` (??)

### 20.3.32 TCustomIniFile.CaseSensitive

Synopsis: Are key and section names case sensitive

Declaration: `Property CaseSensitive : Boolean`

Visibility: public

Access: Read,Write

Description: `CaseSensitive` determines whether searches for sections and keys are performed case-sensitive or not. By default, they are not case sensitive.

See also: `EscapeLineFeeds` (??)

### 20.3.3 TCustomIniFile.StripQuotes

Synopsis: Should quotes be stripped from string values

Declaration: `Property StripQuotes : Boolean`

Visibility: `public`

Access: `Read, Write`

Description: `StripQuotes` determines whether quotes around string values are stripped from the value when reading the values from file. By default, quotes are not stripped (this is Delphi and Windows compatible).

## 20.4 THashedStringList

### 20.4.1 Description

`THashedStringList` is a `TStringList` (??) descendent which creates has values for the strings and names (in the case of a name-value pair) stored in it. The `IndexOf` (??) and `IndexOfName` (??) functions make use of these hash values to quicklier locate a value.

See also: `IndexOf` (??), `IndexOfName` (??)

### 20.4.2 Method overview

Page	Property	Description
<a href="#">479</a>	<code>Destroy</code>	Clean up instance
<a href="#">479</a>	<code>IndexOf</code>	Returns the index of a string in the list of strings
<a href="#">480</a>	<code>IndexOfName</code>	Return the index of a name in the list of name=value pairs

### 20.4.3 THashedStringList.Destroy

Synopsis: Clean up instance

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` cleans up the hash tables and then calls the inherited `Destroy`.

See also: `THashedStringList.Create` (??)

### 20.4.4 THashedStringList.IndexOf

Synopsis: Returns the index of a string in the list of strings

Declaration: `function IndexOf(const S: string) : Integer; Override`

Visibility: `public`

Description: `IndexOf` overrides the `#rtl.classes.TStringList.IndexOf` (??) method and uses the hash values to look for the location of `S`.

See also: `#rtl.classes.TStringList.IndexOf` (??), `THashedStringList.IndexOfName` (??)



### 20.4.5 THashedStringList.IndexOfName

Synopsis: Return the index of a name in the list of name=value pairs

Declaration: `function IndexOfName(const Name: string) : Integer; Override`

Visibility: public

Description: `IndexOfName` overrides the `#rtl.classes.TStrings.IndexOfName (??)` method and uses the hash values of the names to look for the location of `Name`.

See also: `#rtl.classes.TStrings.IndexOfName (??)`, `THashedStringList.IndexOf (??)`

## 20.5 TIniFile

### 20.5.1 Description

`TIniFile` is an implementation of `TCustomIniFile` (469) which does the same as `TMemIniFile` (489), namely it reads the whole file into memory. Unlike `TMemIniFile` it does not cache updates in memory, but immediatly writes any changes to disk.

`TIniFile` introduces no new methods, it just implements the abstract methods introduced in `TCustomIniFile`

See also: `TCustomIniFile` (469), `TMemIniFile` (489)

### 20.5.2 Method overview

Page	Property	Description
<a href="#">480</a>	Create	Create a new instance of <code>TIniFile</code>
<a href="#">483</a>	DeleteKey	Delete key
<a href="#">481</a>	Destroy	Remove the <code>TIniFile</code> instance from memory
<a href="#">483</a>	EraseSection	
<a href="#">482</a>	ReadSection	Read the key names in a section
<a href="#">482</a>	ReadSectionRaw	Read raw section
<a href="#">482</a>	ReadSections	Read section names
<a href="#">482</a>	ReadSectionValues	
<a href="#">481</a>	ReadString	Read a string
<a href="#">483</a>	UpdateFile	Update the file on disk
<a href="#">481</a>	WriteString	Write string to file

### 20.5.3 Property overview

Page	Property	Access	Description
<a href="#">484</a>	CacheUpdates	rw	Should changes be kept in memory
<a href="#">483</a>	Stream	r	Stream from which ini file was read

### 20.5.4 TIniFile.Create

Synopsis: Create a new instance of `TIniFile`

Declaration: `constructor Create(const AFileName: string; AEscapeLineFeeds: Boolean)`  
`; Override`  
`constructor Create(AStream: TStream; AEscapeLineFeeds: Boolean)`

Visibility: default

**Description:** `Create` creates a new instance of `TIniFile` and initializes the class by reading the file from disk if the filename `AFileName` is specified, or from stream in case `AStream` is specified. It also sets most variables to their initial values, i.e. `AEscapeLineFeeds` is saved prior to reading the file, and `CacheUpdates` is set to `False`.

See also: `TCustomIniFile` ([469](#)), `TMemIniFile` ([489](#))

### 20.5.5 TIniFile.Destroy

**Synopsis:** Remove the `TIniFile` instance from memory

**Declaration:** `destructor Destroy; Override`

**Visibility:** `public`

**Description:** `Destroy` writes any pending changes to disk, and cleans up the `TIniFile` structures, and then calls the inherited `Destroy`, effectively removing the instance from memory.

**Errors:** If an error happens when the file is written to disk, an exception will be raised.

See also: `UpdateFile` ([??](#)), `CacheUpdates` ([??](#))

### 20.5.6 TIniFile.ReadString

**Synopsis:** Read a string

**Declaration:** `function ReadString(const Section: string;const Ident: string;  
const Default: string) : string; Override`

**Visibility:** `public`

**Description:** `ReadString` implements the `TCustomIniFile.ReadString` ([??](#)) abstract method by looking at the in-memory copy of the ini file and returning the string found there.

See also: `TCustomIniFile.ReadString` ([??](#))

### 20.5.7 TIniFile.WriteString

**Synopsis:** Write string to file

**Declaration:** `procedure WriteString(const Section: string;const Ident: string;  
const Value: string); Override`

**Visibility:** `public`

**Description:** `WriteString` implements the `TCustomIniFile.WriteString` ([??](#)) abstract method by writing the string to the in-memory copy of the ini file. If `CacheUpdates` ([??](#)) property is `False`, then the whole file is immediatly written to disk as well.

**Errors:** If an error happens when the file is written to disk, an exception will be raised.

### 20.5.8 TIniFile.ReadSection

Synopsis: Read the key names in a section

Declaration: `procedure ReadSection(const Section: string; Strings: TStrings)  
; Override`

Visibility: public

Description: `ReadSection` reads the key names from `Section` into `Strings`, taking the in-memory copy of the ini file. This is the implementation for the abstract `TCustomIniFile.ReadSection` (??)

See also: `TCustomIniFile.ReadSection` (??), `TIniFile.ReadSectionRaw` (??)

### 20.5.9 TIniFile.ReadSectionRaw

Synopsis: Read raw section

Declaration: `procedure ReadSectionRaw(const Section: string; Strings: TStrings)`

Visibility: public

Description: `ReadSectionRaw` returns the contents of the section `Section` as it is: this includes the comments in the section. (these are also stored in memory)

See also: `TIniFile.ReadSection` (??), `TCustomIniFile.ReadSection` (??)

### 20.5.10 TIniFile.ReadSections

Synopsis: Read section names

Declaration: `procedure ReadSections(Strings: TStrings); Override`

Visibility: public

Description: `ReadSections` is the implementation of `TCustomIniFile.ReadSections` (??). It operates on the in-memory copy of the inifile, and places all section names in `Strings`.

See also: `TIniFile.ReadSection` (??), `TCustomIniFile.ReadSections` (??), `TIniFile.ReadSectionValues` (??)

### 20.5.11 TIniFile.ReadSectionValues

Synopsis:

Declaration: `procedure ReadSectionValues(const Section: string; Strings: TStrings)  
; Override`

Visibility: public

Description: `ReadSectionValues` is the implementation of `TCustomIniFile.ReadSectionValues` (??). It operates on the in-memory copy of the inifile, and places all key names from `Section` together with their values in `Strings`.

See also: `TIniFile.ReadSection` (??), `TCustomIniFile.ReadSectionValues` (??), `TIniFile.ReadSections` (??)

### 20.5.12 TIniFile.EraseSection

Synopsis:

Declaration: `procedure EraseSection(const Section: string); Override`

Visibility: `public`

Description: `EraseSection` deletes the section `Section` from memory, if `CacheUpdates (??)` is `False`, then the file is immediatly updated on disk. This method is the implementation of the abstract `TCustomIniFile.EraseSection (??)` method.

See also: `TCustomIniFile.EraseSection (??)`, `TIniFile.ReadSection (??)`, `TIniFile.ReadSections (??)`

### 20.5.13 TIniFile.DeleteKey

Synopsis: Delete key

Declaration: `procedure DeleteKey(const Section: string;const Ident: string)  
; Override`

Visibility: `public`

Description: `DeleteKey` deletes the `Ident` from the section `Section`. This operation is performed on the in-memory copy of the ini file. if `CacheUpdates (??)` is `False`, then the file is immediatly updated on disk.

See also: `CacheUpdates (??)`

### 20.5.14 TIniFile.UpdateFile

Synopsis: Update the file on disk

Declaration: `procedure UpdateFile; Override`

Visibility: `public`

Description: `UpdateFile` writes the in-memory data for the ini file to disk. The whole file is written. If the ini file was instantiated from a stream, then the stream is updated. Note that the stream must be seekable for this to work correctly. The ini file is marked as 'clean' after a call to `UpdateFile` (i.e. not in need of writing to disk).

Errors: If an error occurs when writing to stream or disk, an exception may be raised.

See also: `CacheUpdates (??)`

### 20.5.15 TIniFile.Stream

Synopsis: Stream from which ini file was read

Declaration: `Property Stream : TStream`

Visibility: `public`

Access: `Read`

Description: `Stream` is the stream which was used to create the `IniFile`. The `UpdateFile (??)` method will use this stream to write changes to.

See also: `Create (??)`, `UpdateFile (??)`

### 20.5.16 TIniFile.CacheUpdates

Synopsis: Should changes be kept in memory

Declaration: `Property CacheUpdates : Boolean`

Visibility: `public`

Access: `Read,Write`

Description: `CacheUpdates` determines how to deal with changes to the ini-file data: if set to `True` then changes are kept in memory till the file is written to disk with a call to `UpdateFile` (?). If it is set to `False` then each call that changes the data of the ini-file will result in a call to `UpdateFile`. This is the default behaviour, but it may adversely affect performance.

See also: `UpdateFile` (?)

## 20.6 TIniFileKey

### 20.6.1 Description

`TIniFileKey` is used to keep the key/value pairs in the ini file in memory. It is an internal structure, used internally by the `TIniFile` (480) class.

See also: `TIniFile` (480)

### 20.6.2 Method overview

Page	Property	Description
484	<code>Create</code>	Create a new instance of <code>TIniFileKey</code>

### 20.6.3 Property overview

Page	Property	Access	Description
485	<code>Ident</code>	<code>rw</code>	Key name
485	<code>Value</code>	<code>rw</code>	Key value

### 20.6.4 TIniFileKey.Create

Synopsis: Create a new instance of `TIniFileKey`

Declaration: `constructor Create(const AIdent: string;const AValue: string)`

Visibility: `public`

Description: `Create` instantiates a new instance of `TIniFileKey` on the heap. It fills `Ident` (?) with `AIdent` and `Value` (?) with `AValue`.

See also: `Ident` (?), `Value` (?)

### 20.6.5 TIniFileKey.Ident

Synopsis: Key name

Declaration: `Property Ident : string`

Visibility: public

Access: Read,Write

Description: `Ident` is the key value part of the key/value pair.

See also: `Value` (??)

### 20.6.6 TIniFileKey.Value

Synopsis: Key value

Declaration: `Property Value : string`

Visibility: public

Access: Read,Write

Description: `Value` is the value part of the key/value pair.

See also: `Ident` (??)

## 20.7 TIniFileKeyList

### 20.7.1 Description

`TIniFileKeyList` maintains a list of `TIniFileKey` (484) instances on behalf of the `TIniFileSection` (486) class. It stores the keys of one section of the .ini files.

See also: `TIniFileKey` (484), `TIniFileSection` (486)

### 20.7.2 Method overview

Page	Property	Description
<a href="#">486</a>	<code>Clear</code>	Clear the list
<a href="#">485</a>	<code>Destroy</code>	Free the instance

### 20.7.3 Property overview

Page	Property	Access	Description
<a href="#">486</a>	<code>Items</code>	<code>r</code>	Indexed access to <code>TIniFileKey</code> items in the list

### 20.7.4 TIniFileKeyList.Destroy

Synopsis: Free the instance

Declaration: `destructor Destroy; Override`

Visibility: public

Description: `Destroy` clears up the list using `Clear` (??) and then calls the inherited `destroy`.

See also: `Clear` (??)

### 20.7.5 TIniFileKeyList.Clear

Synopsis: Clear the list

Declaration: `procedure Clear; Override`

Visibility: `public`

Description: `Clear` removes all `TIniFileKey` (484) instances from the list, and frees the instances.

See also: `TIniFileKey` (484)

### 20.7.6 TIniFileKeyList.Items

Synopsis: Indexed access to `TIniFileKey` items in the list

Declaration: `Property Items[Index: Integer]: TIniFileKey; default`

Visibility: `public`

Access: `Read`

Description: `Items` provides indexed access to the `TIniFileKey` (484) items in the list. The index is zero-based and runs from 0 to `Count-1`.

See also: `TIniFileKey` (484)

## 20.8 TIniFileSection

### 20.8.1 Description

`TIniFileSection` is a class which represents a section in the `.ini`, and is used internally by the `TIniFile` (480) class (one instance of `TIniFileSection` is created for each section in the file by the `TIniFileSectionList` (488) list). The name of the section is stored in the `Name` (??) property, and the key/value pairs in this section are available in the `KeyList` (??) property.

See also: `TIniFileKeyList` (485), `TIniFile` (480), `TIniFileSectionList` (488)

### 20.8.2 Method overview

Page	Property	Description
487	Create	Create a new section object
487	Destroy	Free the section object from memory
487	Empty	Is the section empty

### 20.8.3 Property overview

Page	Property	Access	Description
488	KeyList	r	List of key/value pairs in this section
487	Name	r	Name of the section

### 20.8.4 TIniFileSection.Empty

Synopsis: Is the section empty

Declaration: `function Empty : Boolean`

Visibility: `public`

Description: `Empty` returns `True` if the section contains no key values (even if they are empty). It may contain comments.

### 20.8.5 TIniFileSection.Create

Synopsis: Create a new section object

Declaration: `constructor Create(const AName: string)`

Visibility: `public`

Description: `Create` instantiates a new `TIniFileSection` class, and sets the name to `AName`. It allocates a `TIniFileKeyList` (485) instance to keep all the key/value pairs for this section.

See also: `TIniFileKeyList` (485)

### 20.8.6 TIniFileSection.Destroy

Synopsis: Free the section object from memory

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` cleans up the key list, and then calls the inherited `Destroy`, removing the `TIniFileSection` instance from memory.

See also: `Create` (??), `TIniFileKeyList` (485)

### 20.8.7 TIniFileSection.Name

Synopsis: Name of the section

Declaration: `Property Name : string`

Visibility: `public`

Access: `Read`

Description: `Name` is the name of the section in the file.

See also: `TIniFileSection.KeyList` (??)



### 20.8.8 TIniFileSection.KeyList

Synopsis: List of key/value pairs in this section

Declaration: `Property KeyList : TIniFileKeyList`

Visibility: `public`

Access: `Read`

Description: `KeyList` is the `TIniFileKeyList` (485) instance that is used by the `TIniFileSection` to keep the key/value pairs of the section.

See also: `TIniFileSection.Name` (??), `TIniFileKeyList` (485)

## 20.9 TIniFileSectionList

### 20.9.1 Description

`TIniFileSectionList` maintains a list of `TIniFileSection` (486) instances, one for each section in an .ini file. `TIniFileSectionList` is used internally by the `TIniFile` (480) class to represent the sections in the file.

See also: `TIniFileSection` (486), `TIniFile` (480)

### 20.9.2 Method overview

Page	Property	Description
<a href="#">488</a>	<code>Clear</code>	Clear the list
<a href="#">488</a>	<code>Destroy</code>	Free the object from memory

### 20.9.3 Property overview

Page	Property	Access	Description
<a href="#">489</a>	<code>Items</code>	<code>r</code>	Indexed access to all the section objects in the list

### 20.9.4 TIniFileSectionList.Destroy

Synopsis: Free the object from memory

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` calls `Clear` (??) to clear the section list and the calls the inherited `Destroy`

See also: `Clear` (??)

### 20.9.5 TIniFileSectionList.Clear

Synopsis: Clear the list

Declaration: `procedure Clear; Override`

Visibility: `public`

**Description:** `Clear` removes all `TIniFileSection` (486) items from the list, and frees the items it removes from the list.

See also: `TIniFileSection` (486), `TIniFileSectionList.Items` (??)

### 20.9.6 TIniFileSectionList.Items

**Synopsis:** Indexed access to all the section objects in the list

**Declaration:** `Property Items[Index: Integer]: TIniFileSection; default`

**Visibility:** public

**Access:** Read

**Description:** `Items` provides indexed access to all the section objects in the list. `Index` should run from 0 to `Count-1`.

See also: `TIniFileSection` (486), `TIniFileSectionList.Clear` (??)

## 20.10 TMemIniFile

### 20.10.1 Description

`TMemIniFile` is a simple descendent of `TIniFile` (480) which introduces some extra methods to be compatible to the Delphi implementation of `TMemIniFile`. The FPC implementation of `TIniFile` is implemented as a `TMemIniFile`, except that `TIniFile` does not cache its updates, and `TMemIniFile` does.

See also: `TIniFile` (480), `TCustomIniFile` (469), `CacheUpdates` (??)

### 20.10.2 Method overview

Page	Property	Description
490	<code>Clear</code>	Clear the data
489	<code>Create</code>	Create a new instance of <code>TMemIniFile</code>
490	<code>GetStrings</code>	Get contents of ini file as stringlist
490	<code>Rename</code>	Rename the ini file
490	<code>SetStrings</code>	Set data from a stringlist

### 20.10.3 TMemIniFile.Create

**Synopsis:** Create a new instance of `TMemIniFile`

**Declaration:** `constructor Create(const AFileName: string; AEscapeLineFeeds: Boolean)  
; Override`

**Visibility:** public

**Description:** `Create` simply calls the inherited `Create` (??), and sets the `CacheUpdates` (??) to `True` so updates will be kept in memory till they are explicitly written to disk.

See also: `TIniFile.Create` (??), `CacheUpdates` (??)

#### 20.10.4 TMemIniFile.Clear

Synopsis: Clear the data

Declaration: `procedure Clear`

Visibility: `public`

Description: `Clear` removes all sections and key/value pairs from memory. If `CacheUpdates (??)` is set to `False` then the file on disk will immediately be emptied.

See also: `SetStrings (??)`, `GetStrings (??)`

#### 20.10.5 TMemIniFile.GetStrings

Synopsis: Get contents of ini file as stringlist

Declaration: `procedure GetStrings(List: TStringList)`

Visibility: `public`

Description: `GetStrings` returns the whole contents of the ini file in a single stringlist, `List`. This includes comments and empty sections.

The `GetStrings` call can be used to get data for a call to `SetStrings (??)`, which can be used to copy data between 2 in-memory ini files.

See also: `SetStrings (??)`, `Clear (??)`

#### 20.10.6 TMemIniFile.Rename

Synopsis: Rename the ini file

Declaration: `procedure Rename(const AFileName: string; Reload: Boolean)`

Visibility: `public`

Description: `Rename` will rename the ini file with the new name `AFileName`. If `Reload` is `True` then the in-memory contents will be cleared and replaced with the contents found in `AFileName`, if it exists. If `Reload` is `False`, the next call to `UpdateFile` will replace the contents of `AFileName` with the in-memory data.

See also: `UpdateFile (??)`

#### 20.10.7 TMemIniFile.SetStrings

Synopsis: Set data from a stringlist

Declaration: `procedure SetStrings(List: TStringList)`

Visibility: `public`

Description: `SetStrings` sets the in-memory data from the `List` stringlist. The data is first cleared.

The `SetStrings` call can be used to set the data of the ini file to a list of strings obtained with `GetStrings (??)`. The two calls combined can be used to copy data between 2 in-memory ini files.

See also: `GetStrings (??)`, `Clear (??)`

# Chapter 21

## Reference for unit 'iostream'

### 21.1 Used units

Table 21.1: Used units by unit 'iostream'

Name	Page
Classes	??
System	??

### 21.2 Overview

The `iostream` implements a descendent of `THandleStream` (??) streams that can be used to read from standard input and write to standard output and standard diagnostic output (`stderr`).

### 21.3 Constants, types and variables

#### 21.3.1 Types

`TIOSType = (iosInput, iosOutPut, iosError)`

Table 21.2: Enumeration values for type `TIOSType`

Value	Explanation
<code>iosError</code>	The stream can be used to write to standard diagnostic output
<code>iosInput</code>	The stream can be used to read from standard input
<code>iosOutPut</code>	The stream can be used to write to standard output

`TIOSType` is passed to the `Create` (??) constructor of `TIOStream` (492), it determines what kind of stream is created.

## 21.4 EIOStreamError

### 21.4.1 Description

Error thrown in case of an invalid operation on a TIOStream ([492](#)).

## 21.5 TIOStream

### 21.5.1 Description

TIOStream can be used to create a stream which reads from or writes to the standard input, output or stderr file descriptors. It is a descendent of THandleStream. The type of stream that is created is determined by the TIOSType ([491](#)) argument to the constructor. The handle of the standard input, output or stderr file descriptors is determined automatically.

The TIOStream keeps an internal Position, and attempts to provide minimal Seek (??) behaviour based on this position.

See also: TIOSType ([491](#)), THandleStream (??)

### 21.5.2 Method overview

Page	Property	Description
<a href="#">492</a>	Create	Construct a new instance of TIOStream ( <a href="#">492</a> )
<a href="#">492</a>	Read	Read data from the stream.
<a href="#">493</a>	Seek	Set the stream position
<a href="#">493</a>	Write	Write data to the stream

### 21.5.3 TIOStream.Create

Synopsis: Construct a new instance of TIOStream ([492](#))

Declaration: `constructor Create(aIOSType: TIOSType)`

Visibility: public

Description: Create creates a new instance of TIOStream ([492](#)), which can subsequently be used

Errors: No checking is performed to see whether the requested file descriptor is actually open for reading/writing. In that case, subsequent calls to Read or Write or seek will fail.

See also: TIOStream.Read (??), TIOStream.Write (??)

### 21.5.4 TIOStream.Read

Synopsis: Read data from the stream.

Declaration: `function Read(var Buffer; Count: LongInt) : LongInt; Override`

Visibility: public

Description: Read checks first whether the type of the stream allows reading (type is iosInput). If not, it raises a EIOStreamError ([492](#)) exception. If the stream can be read, it calls the inherited Read to actually read the data.

Errors: An `EIOStreamError` exception is raised if the stream does not allow reading.

See also: `TIOSType` ([491](#)), `TIOStream.Write` (??)

### 21.5.5 TIOStream.Write

Synopsis: Write data to the stream

Declaration: `function Write(const Buffer;Count: LongInt) : LongInt; Override`

Visibility: public

Description: `Write` checks first whether the type of the stream allows writing (type is `iosOutput` or `iosError`). If not, it raises a `EIOStreamError` ([492](#)) exception. If the stream can be written to, it calls the inherited `Write` to actually read the data.

Errors: An `EIOStreamError` exception is raised if the stream does not allow writing.

See also: `TIOSType` ([491](#)), `TIOStream.Read` (??)

### 21.5.6 TIOStream.Seek

Synopsis: Set the stream position

Declaration: `function Seek(const Offset: Int64;Origin: TSeekOrigin) : Int64; Override`

Visibility: public

Description: `Seek` overrides the standard `Seek` implementation. Normally, standard input, output and stderr are not seekable. The `TIOStream` stream tries to provide seek capabilities for the following limited number of cases:

**Origin=soFromBeginning** If `Offset` is larger than the current position, then the remaining bytes are skipped by reading them from the stream and discarding them, if the stream is of type `iosInput`.

**Origin=soFromCurrent** If `Offset` is zero, the current position is returned. If it is positive, then `Offset` bytes are skipped by reading them from the stream and discarding them, if the stream is of type `iosInput`.

All other cases will result in a `EIOStreamError` exception.

Errors: An `EIOStreamError` ([492](#)) exception is raised if the stream does not allow the requested seek operation.

See also: `EIOStreamError` ([492](#))

## Chapter 22

# Reference for unit 'libtar'

### 22.1 Used units

Table 22.1: Used units by unit 'libtar'

Name	Page
BaseUnix	??
Classes	??
System	??
sysutils	??
Unix	??
UnixType	??
Windows	??

### 22.2 Overview

The `libtar` units provides 2 classes to read and write `.tar` archives: `TTarArchive` ([498](#)) class can be used to read a tar file, and the `TTarWriter` ([500](#)) class can be used to write a tar file. The unit was implemented originally by Stefan Heymann.

### 22.3 Constants, types and variables

#### 22.3.1 Constants

```
ALL_PERMISSIONS = [tpReadByOwner, tpWriteByOwner, tpExecuteByOwner, tpReadByGroup, tpWriteByGroup, tpExecuteByGroup, tpReadByOther, tpWriteByOther, tpExecuteByOther]
```

`ALL_PERMISSIONS` is a set constant containing all possible permissions (read/write/execute, for all groups of users) for an archive entry.

```
EXECUTE_PERMISSIONS = [tpExecuteByOwner, tpExecuteByGroup, tpExecuteByOther]
```

`WRITE_PERMISSIONS` is a set constant containing all possible execute permissions set for an archive entry.

```
FILETYPE_NAME : Array[TFileType] of = ('Regular', 'Link', 'Symbolic Link', 'Char Fi
```

FILETYPE\_NAME can be used to get a textual description for each of the possible entry file types.

```
READ_PERMISSIONS = [tpReadByOwner, tpReadByGroup, tpReadByOther]
```

READ\_PERMISSIONS is a set constant containing all possible read permissions set for an archive entry.

```
WRITE_PERMISSIONS = [tpWriteByOwner, tpWriteByGroup, tpWriteByOther]
```

WRITE\_PERMISSIONS is a set constant containing all possible write permissions set for an archive entry.

### 22.3.2 Types

```
TFileType = (ftNormal, ftLink, ftSymbolicLink, ftCharacter, ftBlock,
             ftDirectory, ftFifo, ftContiguous, ftDumpDir, ftMultiVolume,
             ftVolumeHeader)
```

Table 22.2: Enumeration values for type TFileType

Value	Explanation
ftBlock	Block device file
ftCharacter	Character device file
ftContiguous	Contiguous file
ftDirectory	Directory
ftDumpDir	List of files
ftFifo	FIFO file
ftLink	Hard link
ftMultiVolume	Multi-volume file part
ftNormal	Normal file
ftSymbolicLink	Symbolic link
ftVolumeHeader	Volume header, can appear only as first entry in the archive

TFileType describes the file type of a file in the archive. It is used in the FileType field of the TTarDirRec (496) record.

```
TTarDirRec = record
  Name : AnsiString;
  Size : Int64;
  DateTime : TDateTime;
  Permissions : TTarPermissions;
  FileType : TFileType;
  LinkName : AnsiString;
  UID : Integer;
  GID : Integer;
  UserName : AnsiString;
  GroupName : AnsiString;
  ChecksumOK : Boolean;
```



```

Mode : TTarModes;
Magic : AnsiString;
MajorDevNo : Integer;
MinorDevNo : Integer;
FilePos : Int64;
end

```

TTarDirRec describes an entry in the tar archive. It is similar to a directory entry as in TSearchRec (??), and is returned by the TTarArchive.FindNext (??) call.

```
TTarMode = (tmSetUid, tmSetGid, tmSaveText)
```

Table 22.3: Enumeration values for type TTarMode

Value	Explanation
tmSaveText	Bit \$200 is set
tmSetGid	File has SetGID bit set
tmSetUid	File has SetUID bit set.

TTarMode describes extra file modes. It is used in the Mode field of the TTarDirRec (496) record.

```
TTarModes = Set of TTarMode
```

TTarModes denotes the full set of permission bits for the file in the field Mode field of the TTarDirRec (496) record.

```

TTarPermission = (tpReadByOwner, tpWriteByOwner, tpExecuteByOwner,
                  tpReadByGroup, tpWriteByGroup, tpExecuteByGroup,
                  tpReadByOther, tpWriteByOther, tpExecuteByOther)

```

Table 22.4: Enumeration values for type TTarPermission

Value	Explanation
tpExecuteByGroup	Group can execute the file
tpExecuteByOther	Other people can execute the file
tpExecuteByOwner	Owner can execute the file
tpReadByGroup	Group can read the file
tpReadByOther	Other people can read the file.
tpReadByOwner	Owner can read the file
tpWriteByGroup	Group can write the file
tpWriteByOther	Other people can write the file
tpWriteByOwner	Owner can write the file

TTarPermission denotes part of a files permission as it is stored in the .tar archive. Each of these enumerated constants correspond with one of the permission bits from a unix file permission.

```
TTarPermissions = Set of TTarPermission
```

TTarPermissions describes the complete set of permissions that a file has. It is used in the Permissions field of the TTarDirRec (496) record.

## 22.4 Procedures and functions

### 22.4.1 ClearDirRec

Synopsis: Initialize tar archive entry

Declaration: `procedure ClearDirRec (var DirRec: TTarDirRec)`

Visibility: default

Description: `ClearDirRec` clears the `DirRec` entry, it basically zeroes out all fields.

See also: `TTarDirRec` ([496](#))

### 22.4.2 ConvertFilename

Synopsis: Convert filename to archive format

Declaration: `function ConvertFilename (Filename: string) : string`

Visibility: default

Description: `ConvertFileName` converts the file name `FileName` to a format allowed by the tar archive. Basically, it converts directory specifiers to forward slashes.

### 22.4.3 FileTimeGMT

Synopsis: Extract filetype

Declaration: `function FileTimeGMT (FileName: string) : TDateTime; Overload`  
`function FileTimeGMT (SearchRec: TSearchRec) : TDateTime; Overload`

Visibility: default

Description: `FileTimeGMT` returns the timestamp of a filename (`FileName` must exist) or a search rec (`TSearchRec`) to a GMT representation that can be used in a tar entry.

See also: `TTarDirRec` ([496](#))

### 22.4.4 PermissionString

Synopsis: Convert a set of permissions to a string

Declaration: `function PermissionString (Permissions: TTarPermissions) : string`

Visibility: default

Description: `PermissionString` can be used to convert a set of `Permissions` to a string in the same format as used by the unix 'ls' command.

See also: `TTarPermissions` ([496](#))

## 22.5 TTarArchive

### 22.5.1 Description

`TTarArchive` is the class used to read and examine `.tar` archives. It can be constructed from a stream or from a filename. Creating an instance will not perform any operation on the stream yet.

See also: `TTarWriter` ([500](#)), `FindNext` ([??](#))

### 22.5.2 Method overview

Page	Property	Description
<a href="#">498</a>	<code>Create</code>	Create a new instance of the archive
<a href="#">498</a>	<code>Destroy</code>	Destroy <code>TTarArchive</code> instance
<a href="#">499</a>	<code>FindNext</code>	Find next archive entry
<a href="#">499</a>	<code>GetFilePos</code>	Return current archive position
<a href="#">499</a>	<code>ReadFile</code>	Read a file from the archive
<a href="#">498</a>	<code>Reset</code>	Reset archive
<a href="#">500</a>	<code>SetFilePos</code>	Set position in archive

### 22.5.3 TTarArchive.Create

Synopsis: Create a new instance of the archive

Declaration: `constructor Create(Stream: TStream); Overload`  
`constructor Create(Filename: string; FileMode: Word); Overload`

Visibility: default

Description: `Create` can be used to create a new instance of `TTarArchive` using either a `StreamTStream` ([??](#)) descendent or using a name of a file to open: `FileName`. In case of the filename, an open mode can be specified.

Errors: In case a filename is specified and the file cannot be opened, an exception will occur.

See also: `FindNext` ([??](#))

### 22.5.4 TTarArchive.Destroy

Synopsis: Destroy `TTarArchive` instance

Declaration: `destructor Destroy; Override`

Visibility: public

Description: `Destroy` closes the archive stream (if it created a stream) and cleans up the `TTarArchive` instance.

See also: `TTarArchive.Create` ([??](#))

### 22.5.5 TTarArchive.Reset

Synopsis: Reset archive

Declaration: `procedure Reset`

Visibility: public

Description: `Reset` sets the archive file position on the beginning of the archive.

See also: `TTarArchive.Create` (??)

### 22.5.6 TTarArchive.FindNext

Synopsis: Find next archive entry

Declaration: `function FindNext (var DirRec: TTarDirRec) : Boolean`

Visibility: public

Description: `FindNext` positions the file pointer on the next archive entry, and returns all information about the entry in `DirRec`. It returns `True` if the operation was successful, or `False` if not (for instance, when the end of the archive was reached).

Errors: In case there are no more entries, `False` is returned.

See also: `TTarArchive.ReadFile` (??)

### 22.5.7 TTarArchive.ReadFile

Synopsis: Read a file from the archive

Declaration: `procedure ReadFile (Buffer: POINTER); Overload`  
`procedure ReadFile (Stream: TStream); Overload`  
`procedure ReadFile (Filename: string); Overload`  
`function ReadFile : string; Overload`

Visibility: default

Description: `ReadFile` can be used to read the current file in the archive. It can be called after the archive was successfully positioned on an entry in the archive. The file can be read in various ways:

- directly in a memory buffer. No checks are performed to see whether the buffer points to enough memory.
- It can be copied to a `Stream`.
- It can be copied to a file with name `FileName`.
- The file content can be copied to a string

Errors: An exception may occur if the buffer is not large enough, or when the file specified in `filename` cannot be opened.

### 22.5.8 TTarArchive.GetFilePos

Synopsis: Return current archive position

Declaration: `procedure GetFilePos (var Current: Int64; var Size: Int64)`

Visibility: public

Description: `GetFilePos` returns the position in the tar archive in `Current` and the complete archive size in `Size`.

See also: `TTarArchive.SetFilePos` (??), `TTarArchive.Reset` (??)

## 22.5.9 TTarArchive.SetFilePos

Synopsis: Set position in archive

Declaration: `procedure SetFilePos(NewPos: Int64)`

Visibility: `public`

Description: `SetFilePos` can be used to set the absolute position in the tar archive.

See also: `TTarArchive.Reset` (??), `TTarArchive.GetFilePos` (??)

## 22.6 TTarWriter

### 22.6.1 Description

`TTarWriter` can be used to create `.tar` archives. It can be created using a filename, in which case the archive will be written to the filename, or it can be created using a stream, in which case the archive will be written to the stream - for instance a compression stream.

See also: `TTarArchive` ([498](#))

### 22.6.2 Method overview

Page	Property	Description
<a href="#">502</a>	<code>AddDir</code>	Add directory to archive
<a href="#">501</a>	<code>AddFile</code>	Add a file to the archive
<a href="#">503</a>	<code>AddLink</code>	Add hard link to archive
<a href="#">501</a>	<code>AddStream</code>	Add stream contents to archive.
<a href="#">502</a>	<code>AddString</code>	Add string as file data
<a href="#">502</a>	<code>AddSymbolicLink</code>	Add a symbolic link to the archive
<a href="#">503</a>	<code>AddVolumeHeader</code>	Add volume header entry
<a href="#">500</a>	<code>Create</code>	Create a new archive
<a href="#">501</a>	<code>Destroy</code>	Close archive and clean up <code>TTarWriter</code>
<a href="#">503</a>	<code>Finalize</code>	Finalize the archive

### 22.6.3 Property overview

Page	Property	Access	Description
<a href="#">504</a>	<code>GID</code>	<code>rw</code>	Archive entry group ID
<a href="#">504</a>	<code>GroupName</code>	<code>rw</code>	Archive entry group name
<a href="#">505</a>	<code>Magic</code>	<code>rw</code>	Archive entry Magic constant
<a href="#">505</a>	<code>Mode</code>	<code>rw</code>	Archive entry mode
<a href="#">503</a>	<code>Permissions</code>	<code>rw</code>	Archive entry permissions
<a href="#">504</a>	<code>UID</code>	<code>rw</code>	Archive entry user ID
<a href="#">504</a>	<code>UserName</code>	<code>rw</code>	Archive entry user name

### 22.6.4 TTarWriter.Create

Synopsis: Create a new archive

Declaration: `constructor Create(TargetStream: TStream); Overload`  
`constructor Create(TargetFilename: string; Mode: Integer); Overload`

Visibility: default

**Description:** `Create` creates a new `TTarWriter` instance. This will start a new `.tar` archive. The archive will be written to the `TargetStream` stream or to a file with name `TargetFileName`, which will be opened with filemode `Mode`.

**Errors:** In case `TargetFileName` cannot be opened, an exception will be raised.

See also: `TTarWriter.Destroy` (??)

### 22.6.5 `TTarWriter.Destroy`

**Synopsis:** Close archive and clean up `TTarWriter`

**Declaration:** `destructor Destroy; Override`

Visibility: public

**Description:** `Destroy` will close the archive (i.e. it writes the end-of-archive marker, if it was not yet written), and then frees the `TTarWriter` instance.

See also: `TTarWriter.Finalize` (??)

### 22.6.6 `TTarWriter.AddFile`

**Synopsis:** Add a file to the archive

**Declaration:** `procedure AddFile(Filename: string; TarFilename: AnsiString)`

Visibility: public

**Description:** `AddFile` adds a file to the archive: the contents is read from `FileName`. Optionally, an alternative filename can be specified in `TarFileName`. This name should contain only forward slash path separators. If it is not specified, the name will be computed from `FileName`.

The archive entry is written with the current owner data and permissions.

**Errors:** If `FileName` cannot be opened, an exception will be raised.

See also: `TTarWriter.AddStream` (??), `TTarWriter.AddString` (??), `TTarWriter.AddLink` (??), `TTarWriter.AddSymbolicLink` (??), `TTarWriter.AddDir` (??), `TTarWriter.AddVolumeHeader` (??)

### 22.6.7 `TTarWriter.AddStream`

**Synopsis:** Add stream contents to archive.

**Declaration:** `procedure AddStream(Stream: TStream; TarFilename: AnsiString;  
FileDateGmt: TDateTime)`

Visibility: public

**Description:** `AddStream` will add the contents of `Stream` to the archive. The `Stream` will not be reset: only the contents of the stream from the current position will be written to the archive. The entry will be written with file name `TarFileName`. This name should contain only forward slash path separators. The entry will be written with timestamp `FileDateGmt`.

The archive entry is written with the current owner data and permissions.

See also: `TTarWriter.AddFile` (??), `TTarWriter.AddString` (??), `TTarWriter.AddLink` (??), `TTarWriter.AddSymbolicLink` (??), `TTarWriter.AddDir` (??), `TTarWriter.AddVolumeHeader` (??)

### 22.6.8 TTarWriter.AddString

Synopsis: Add string as file data

Declaration: `procedure AddString(Contents: AnsiString; TarFilename: AnsiString;  
FileDateGmt: TDateTime)`

Visibility: public

Description: `AddString` adds the string `Contents` as the data of an entry with file name `TarFileName`. This name should contain only forward slash path separators. The entry will be written with timestamp `FileDateGmt`.

The archive entry is written with the current owner data and permissions.

See also: `TTarWriter.AddFile` (??), `TTarWriter.AddStream` (??), `TTarWriter.AddLink` (??), `TTarWriter.AddSymbolicLink` (??), `TTarWriter.AddDir` (??), `TTarWriter.AddVolumeHeader` (??)

### 22.6.9 TTarWriter.AddDir

Synopsis: Add directory to archive

Declaration: `procedure AddDir(Dirname: AnsiString; DateGmt: TDateTime;  
MaxDirSize: Int64)`

Visibility: public

Description: `AddDir` adds a directory entry to the archive. The entry is written with name `DirName`, maximum directory size `MaxDirSize` (0 means unlimited) and timestamp `DateGmt`.

Note that this call only adds an entry for a directory to the archive: if `DirName` is an existing directory, it does not write all files in the directory to the archive.

The directory entry is written with the current owner data and permissions.

See also: `TTarWriter.AddFile` (??), `TTarWriter.AddStream` (??), `TTarWriter.AddLink` (??), `TTarWriter.AddSymbolicLink` (??), `TTarWriter.AddString` (??), `TTarWriter.AddVolumeHeader` (??)

### 22.6.10 TTarWriter.AddSymbolicLink

Synopsis: Add a symbolic link to the archive

Declaration: `procedure AddSymbolicLink(Filename: AnsiString; Linkname: AnsiString;  
DateGmt: TDateTime)`

Visibility: public

Description: `AddSymbolicLink` adds a symbolic link entry to the archive, with name `FileName`, pointing to `LinkName`. The entry is written with timestamp `DateGmt`.

The link entry is written with the current owner data and permissions.

See also: `TTarWriter.AddFile` (??), `TTarWriter.AddStream` (??), `TTarWriter.AddLink` (??), `TTarWriter.AddDir` (??), `TTarWriter.AddString` (??), `TTarWriter.AddVolumeHeader` (??)

### 22.6.11 TTarWriter.AddLink

Synopsis: Add hard link to archive

Declaration: `procedure AddLink (Filename: AnsiString; Linkname: AnsiString;  
DateGmt: TDateTime)`

Visibility: public

Description: `AddLink` adds a hard link entry to the archive. The entry has name `FileName`, timestamp `DateGmt` and points to `LinkName`.

The link entry is written with the current owner data and permissions.

See also: `TTarWriter.AddFile (??)`, `TTarWriter.AddStream (??)`, `TTarWriter.AddSymbolicLink (??)`, `TTarWriter.AddDir (??)`, `TTarWriter.AddString (??)`, `TTarWriter.AddVolumeHeader (??)`

### 22.6.12 TTarWriter.AddVolumeHeader

Synopsis: Add volume header entry

Declaration: `procedure AddVolumeHeader (VolumeId: AnsiString; DateGmt: TDateTime)`

Visibility: public

Description: `AddVolumeHeader` adds a volume header entry to the archive. The entry is written with name `VolumeID` and timestamp `DateGmt`.

The volume header entry is written with the current owner data and permissions.

See also: `TTarWriter.AddFile (??)`, `TTarWriter.AddStream (??)`, `TTarWriter.AddSymbolicLink (??)`, `TTarWriter.AddDir (??)`, `TTarWriter.AddString (??)`, `TTarWriter.AddLink (??)`

### 22.6.13 TTarWriter.Finalize

Synopsis: Finalize the archive

Declaration: `procedure Finalize`

Visibility: public

Description: `Finalize` writes the end-of-archive marker to the archive. No more entries can be added after `Finalize` was called.

If the `TTarWriter` instance is destroyed, it will automatically call `finalize` if `finalize` was not yet called.

See also: `TTarWriter.Destroy (??)`

### 22.6.14 TTarWriter.Permissions

Synopsis: Archive entry permissions

Declaration: `Property Permissions : TTarPermissions`

Visibility: public

Access: Read, Write

Description: `Permissions` is used for the permissions field of the archive entries.

See also: `TTarDirRec (496)`



### 22.6.15 TTarWriter.UID

Synopsis: Archive entry user ID

Declaration: `Property UID : Integer`

Visibility: `public`

Access: `Read,Write`

Description: `UID` is used for the `UID` field of the archive entries.

See also: `TTarDirRec` ([496](#))

### 22.6.16 TTarWriter.GID

Synopsis: Archive entry group ID

Declaration: `Property GID : Integer`

Visibility: `public`

Access: `Read,Write`

Description: `GID` is used for the `GID` field of the archive entries.

See also: `TTarDirRec` ([496](#))

### 22.6.17 TTarWriter.UserName

Synopsis: Archive entry user name

Declaration: `Property UserName : AnsiString`

Visibility: `public`

Access: `Read,Write`

Description: `UserName` is used for the `UserName` field of the archive entries.

See also: `TTarDirRec` ([496](#))

### 22.6.18 TTarWriter.GroupName

Synopsis: Archive entry group name

Declaration: `Property GroupName : AnsiString`

Visibility: `public`

Access: `Read,Write`

Description: `GroupName` is used for the `GroupName` field of the archive entries.

See also: `TTarDirRec` ([496](#))

### 22.6.19 TTarWriter.Mode

Synopsis: Archive entry mode

Declaration: `Property Mode : TTarModes`

Visibility: `public`

Access: `Read,Write`

Description: `Mode` is used for the `Mode` field of the archive entries.

See also: `TTarDirRec` ([496](#))

### 22.6.20 TTarWriter.Magic

Synopsis: Archive entry Magic constant

Declaration: `Property Magic : AnsiString`

Visibility: `public`

Access: `Read,Write`

Description: `Magic` is used for the `Magic` field of the archive entries.

See also: `TTarDirRec` ([496](#))

## Chapter 23

# Reference for unit 'mssqlconn'

### 23.1 Used units

Table 23.1: Used units by unit 'mssqlconn'

Name	Page
BufDataset	??
Classes	??
db	<a href="#">226</a>
dblib	??
sqldb	<a href="#">570</a>
System	??
sysutils	??

### 23.2 Overview

Connector to Microsoft SQL Server databases. Needs FreeTDS dblib library.

### 23.3 Constants, types and variables

#### 23.3.1 Types

`TClientCharset = (ccNone, ccUTF8, ccISO88591, ccUnknown)`

Table 23.2: Enumeration values for type TClientCharset

Value	Explanation
ccISO88591	
ccNone	
ccUnknown	
ccUTF8	

### 23.3.2 Variables

DBLibLibraryName : string = DBLIBDLL

## 23.4 EMSSQLDatabaseError

### 23.4.1 Description

Sybase/MS SQL Server specific error

## 23.5 TMSSQLConnection

### 23.5.1 Description

Connector to Microsoft SQL Server databases.

Requirements:

MS SQL Server Client Library is required (ntwdblib.dll)

- or -

FreeTDS (dblib.dll)

Older FreeTDS libraries may require freetds.conf: (<http://www.freetds.org/userguide/freetdsconf.htm>)

[global]

tds version = 7.1

client charset = UTF-8

port = 1433 or instance = ... (optional)

dump file = freetds.log (optional)

text size = 2147483647 (optional)

Known problems:

- CHAR/VARCHAR data truncated to column length when encoding to UTF-8 (use NCHAR/NVARCHAR instead or CAST char/varchar to nchar/nvarchar)

- Multiple result sets (MARS) are not supported (for example when SP returns more than 1 result set only 1st is processed)

- DB-Library error 10038 "Results Pending": set TSQLQuery.PacketRecords=-1 to fetch all pending rows

- BLOB data (IMAGE/TEXT columns) larger than 16MB are truncated to 16MB: (set TMSSQL-Connection.Params: 'TEXTSIZE=2147483647' or execute 'SET TEXTSIZE 2147483647')

### 23.5.2 Method overview

Page	Property	Description
<a href="#">508</a>	Create	

### 23.5.3 Property overview

Page	Property	Access	Description
<a href="#">509</a>	CharSet		
<a href="#">509</a>	Connected		
<a href="#">509</a>	DatabaseName		
<a href="#">509</a>	HostName		Host and optionally port or instance
<a href="#">510</a>	KeepConnection		
<a href="#">510</a>	LoginPrompt		
<a href="#">510</a>	OnLogin		
<a href="#">510</a>	Params		
<a href="#">508</a>	Password		
<a href="#">509</a>	Role		
<a href="#">508</a>	Transaction		
<a href="#">508</a>	UserName		

### 23.5.4 TMSSQLConnection.Create

Declaration: `constructor Create(AOwner: TComponent);`    `Override`

Visibility: `public`

### 23.5.5 TMSSQLConnection.Password

Declaration: `Property Password :`

Visibility: `published`

Access:

Description: `TMSSQLConnection` specific: if you don't enter a `UserName` and `Password`, the connector will try to use Trusted Authentication/SSPI (on Windows only).

### 23.5.6 TMSSQLConnection.Transaction

Declaration: `Property Transaction :`

Visibility: `published`

Access:

### 23.5.7 TMSSQLConnection.UserName

Declaration: `Property UserName :`

Visibility: `published`

Access:

Description: `TMSSQLConnection` specific: if you don't enter a `UserName` and `Password`, the connector will try to use Trusted Authentication/SSPI (on Windows only).

### 23.5.8 TMSSQLConnection.CharSet

Declaration: `Property CharSet :`

Visibility: published

Access:

Description: Character Set - if you use Microsoft DB-Lib and set to 'UTF-8' then char/varchar fields will be UTF8Encoded/Decoded.

If you use FreeTDS DB-Lib, then you must compile with iconv support (requires libiconv2.dll) or cast char/varchar to nchar/nvarchar in SELECTs.

### 23.5.9 TMSSQLConnection.HostName

Synopsis: Host and optionally port or instance

Declaration: `Property HostName :`

Visibility: published

Access:

Description: `TMSSQLConnection` specific: you can specify an instance or a port after the host name itself.

Instance should be specified with a backslash e.g.: 127.0.0.0.1\SQLEXPRESS. Port should be specified with a colon, e.g. BIGBADSERVER:1433

See <http://www.freetds.org/userguide/portoverride.htm>

### 23.5.10 TMSSQLConnection.Connected

Declaration: `Property Connected :`

Visibility: published

Access:

### 23.5.11 TMSSQLConnection.Role

Declaration: `Property Role :`

Visibility: published

Access:

### 23.5.12 TMSSQLConnection.DatabaseName

Declaration: `Property DatabaseName :`

Visibility: published

Access:

Description: `TMSSQLConnection` specific: the master database should always exist on a server.

### 23.5.13 TMSSQLConnection.KeepConnection

Declaration: `Property KeepConnection :`

Visibility: published

Access:

### 23.5.14 TMSSQLConnection.LoginPrompt

Declaration: `Property LoginPrompt :`

Visibility: published

Access:

### 23.5.15 TMSSQLConnection.Params

Declaration: `Property Params :`

Visibility: published

Access:

Description: `TMSSQLConnection` specific:

set "AutoCommit=true" if you don't want to explicitly commit/rollback transactions

set "TextSize=16777216" - to set maximum size of blob/text/image data returned. Otherwise, these large fields may be cut off when retrieving/setting data.

### 23.5.16 TMSSQLConnection.OnLogin

Declaration: `Property OnLogin :`

Visibility: published

Access:

## 23.6 TMSSQLConnectionDef

### 23.6.1 Method overview

Page	Property	Description
<a href="#">511</a>	ConnectionClass	
<a href="#">511</a>	Description	
<a href="#">510</a>	TypeName	

### 23.6.2 TMSSQLConnectionDef.TypeName

Declaration: `class function TypeName; Override`

Visibility: default

### 23.6.3 TMSSQLConnectionDef.ConnectionClass

Declaration: `class function ConnectionClass; Override`

Visibility: `default`

### 23.6.4 TMSSQLConnectionDef.Description

Declaration: `class function Description; Override`

Visibility: `default`

## 23.7 TSybaseConnection

### 23.7.1 Description

Connector to Sybase Adaptive Server Enterprise (ASE) database servers.

Requirements:

FreeTDS (dblib.dll)

Older FreeTDS libraries may require freetds.conf: (<http://www.freetds.org/userguide/freetdsconf.htm>)

[global]

tds version = 7.1

client charset = UTF-8

port = 5000 (optional)

dump file = freetds.log (optional)

text size = 2147483647 (optional)

### 23.7.2 Method overview

Page	Property	Description
<a href="#">511</a>	Create	

### 23.7.3 TSybaseConnection.Create

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: `public`

## 23.8 TSybaseConnectionDef

### 23.8.1 Method overview

Page	Property	Description
<a href="#">512</a>	ConnectionClass	
<a href="#">512</a>	Description	
<a href="#">512</a>	TypeName	



### **23.8.2 TSybaseConnectionDef.TypeName**

Declaration: `class function TypeName; Override`

Visibility: `default`

### **23.8.3 TSybaseConnectionDef.ConnectionClass**

Declaration: `class function ConnectionClass; Override`

Visibility: `default`

### **23.8.4 TSybaseConnectionDef.Description**

Declaration: `class function Description; Override`

Visibility: `default`

## Chapter 24

# Reference for unit 'Pipes'

### 24.1 Used units

Table 24.1: Used units by unit 'Pipes'

Name	Page
Classes	??
System	??
sysutils	??

### 24.2 Overview

The Pipes unit implements streams that are wrappers around the OS's pipe functionality. It creates a pair of streams, and what is written to one stream can be read from another.

### 24.3 Constants, types and variables

#### 24.3.1 Constants

`ENoSeekMsg = 'Cannot seek on pipes'`

Constant used in `EPipeSeek` (514) exception.

`EPipeMsg = 'Failed to create pipe.'`

Constant used in `EPipeCreation` (514) exception.

### 24.4 Procedures and functions

#### 24.4.1 CreatePipeHandles

Synopsis: Function to create a set of pipe handles

**Declaration:** `function CreatePipeHandles(var InHandle: THandle; var OutHandle: THandle;  
APipeBufferSize: Cardinal) : Boolean`

**Visibility:** default

**Description:** `CreatePipeHandles` provides an OS-independent way to create a set of pipe filehandles. These handles are inheritable to child processes. The reading end of the pipe is returned in `InHandle`, the writing end in `OutHandle`.

**Errors:** On error, `False` is returned.

**See also:** `CreatePipeStreams` (514)

## 24.4.2 CreatePipeStreams

**Synopsis:** Create a pair of pipe stream.

**Declaration:** `procedure CreatePipeStreams(var InPipe: TInputPipeStream;  
var OutPipe: TOutputPipeStream)`

**Visibility:** default

**Description:** `CreatePipeStreams` creates a set of pipe file descriptors with `CreatePipeHandles` (513), and if that call is successful, a pair of streams is created: `InPipe` and `OutPipe`.

**Errors:** If no pipe handles could be created, an `EPipeCreation` (514) exception is raised.

**See also:** `CreatePipeHandles` (513), `TInputPipeStream` (514), `TOutputPipeStream` (516)

## 24.5 EPipeCreation

### 24.5.1 Description

Exception raised when an error occurred during the creation of a pipe pair.

## 24.6 EPipeError

### 24.6.1 Description

Exception raised when an invalid operation is performed on a pipe stream.

## 24.7 EPipeSeek

### 24.7.1 Description

Exception raised when an invalid seek operation is attempted on a pipe.

## 24.8 TInputPipeStream

### 24.8.1 Description

`TInputPipeStream` is created by the `CreatePipeStreams` (514) call to represent the reading end of a pipe. It is a `TStream` (??) descendent which does not allow writing, and which mimics the seek operation.

See also: `TStream` (??), `CreatePipeStreams` (514), `TOutputPipeStream` (516)

### 24.8.2 Method overview

Page	Property	Description
<a href="#">515</a>	<code>Destroy</code>	
<a href="#">516</a>	<code>Read</code>	Read data from the stream to a buffer.
<a href="#">515</a>	<code>Seek</code>	Set the current position of the stream
<a href="#">515</a>	<code>Write</code>	Write data to the stream.

### 24.8.3 Property overview

Page	Property	Access	Description
<a href="#">516</a>	<code>NumBytesAvailable</code>	<code>r</code>	Number of bytes available for reading.

### 24.8.4 `TInputPipeStream.Destroy`

Declaration: `destructor Destroy; Override`

Visibility: `public`

### 24.8.5 `TInputPipeStream.Write`

Synopsis: Write data to the stream.

Declaration: `function Write(const Buffer; Count: LongInt) : LongInt; Override`

Visibility: `public`

Description: `Write` overrides the parent implementation of `Write`. On a `TInputPipeStream` will always raise an exception, as the pipe is read-only.

Errors: An `EStreamError` (??) exception is raised when this function is called.

See also: `Read` (??), `Seek` (??)

### 24.8.6 `TInputPipeStream.Seek`

Synopsis: Set the current position of the stream

Declaration: `function Seek(const Offset: Int64; Origin: TSeekOrigin) : Int64; Override`

Visibility: `public`

Description: `Seek` overrides the standard `Seek` implementation. Normally, pipe streams stderr are not seekable. The `TInputPipeStream` stream tries to provide seek capabilities for the following limited number of cases:

**Origin=soFromBeginning** If `Offset` is larger than the current position, then the remaining bytes are skipped by reading them from the stream and discarding them.

**Origin=soFromCurrent** If `Offset` is zero, the current position is returned. If it is positive, then `Offset` bytes are skipped by reading them from the stream and discarding them, if the stream is of type `iosInput`.

All other cases will result in a `EPipeSeek` exception.

Errors: An `EPipeSeek` (514) exception is raised if the stream does not allow the requested seek operation.

See also: `EPipeSeek` (514), `Seek` (??)

### 24.8.7 `TInputPipeStream.Read`

Synopsis: Read data from the stream to a buffer.

Declaration: `function Read(var Buffer; Count: LongInt) : LongInt; Override`

Visibility: `public`

Description: `Read` calls the inherited read and adjusts the internal position pointer of the stream.

Errors: None.

See also: `Write` (??), `Seek` (??)

### 24.8.8 `TInputPipeStream.NumBytesAvailable`

Synopsis: Number of bytes available for reading.

Declaration: `Property NumBytesAvailable : DWord`

Visibility: `public`

Access: `Read`

Description: `NumBytesAvailable` is the number of bytes available for reading. This is the number of bytes in the OS buffer for the pipe. It is not a number of bytes in an internal buffer.

If this number is nonzero, then reading `NumBytesAvailable` bytes from the stream will not block the process. Reading more than `NumBytesAvailable` bytes will block the process, while it waits for the requested number of bytes to become available.

See also: `TInputPipeStream.Read` (??)

## 24.9 `TOutputPipeStream`

### 24.9.1 Description

`TOutputPipeStream` is created by the `CreatePipeStreams` (514) call to represent the writing end of a pipe. It is a `TStream` (??) descendent which does not allow reading.

See also: `TStream` (??), `CreatePipeStreams` (514), `TInputPipeStream` (514)

### 24.9.2 Method overview

Page	Property	Description
517	<code>Destroy</code>	
517	<code>Read</code>	Read data from the stream.
517	<code>Seek</code>	Sets the position in the stream

### 24.9.3 TOutputPipeStream.Destroy

Declaration: `destructor Destroy; Override`

Visibility: `public`

### 24.9.4 TOutputPipeStream.Seek

Synopsis: Sets the position in the stream

Declaration: `function Seek(const Offset: Int64; Origin: TSeekOrigin) : Int64  
; Override`

Visibility: `public`

Description: `Seek` is overridden in `TOutputPipeStream`. Calling this method will always raise an exception: an output pipe is not seekable.

Errors: An `EPipeSeek` (514) exception is raised if this method is called.

### 24.9.5 TOutputPipeStream.Read

Synopsis: Read data from the stream.

Declaration: `function Read(var Buffer; Count: LongInt) : LongInt; Override`

Visibility: `public`

Description: `Read` overrides the parent `Read` implementation. It always raises an exception, because a output pipe is write-only.

Errors: An `EStreamError` (??) exception is raised when this function is called.

See also: `Seek` (??)

## Chapter 25

# Reference for unit 'pooledmm'

### 25.1 Used units

Table 25.1: Used units by unit 'pooledmm'

Name	Page
Classes	??
System	??

### 25.2 Overview

`pooledmm` is a memory manager class which uses pools of blocks. Since it is a higher-level implementation of a memory manager which works on top of the FPC memory manager, It also offers more debugging and analysis tools. It is used mainly in the LCL and Lazarus IDE.

### 25.3 Constants, types and variables

#### 25.3.1 Types

```
PPooledMemManagerItem = ^TPooledMemManagerItem
```

`PPooledMemManagerItem` is a pointer type, pointing to a `TPooledMemManagerItem` (519) item, used in a linked list.

```
TEnumItemsMethod = procedure(Item: Pointer) of object
```

`TEnumItemsMethod` is a prototype for the callback used in the `TNonFreePooledMemManager.EnumerateItems` (??) call. The parameter `Item` will be set to each of the pointers in the item list of `TNonFreePooledMemManager` (519).

```
TPooledMemManagerItem = record
  Next : PPooledMemManagerItem;
end
```

`TPooledMemManagerItem` is used internally by the `TPooledMemManager` (521) class to maintain the free list block. It simply points to the next free block.

## 25.4 TNonFreePooledMemManager

### 25.4.1 Description

`TNonFreePooledMemManager` keeps a list of fixed-size memory blocks in memory. Each block has the same size, making it suitable for storing a lot of records of the same type. It does not free the items stored in it, except when the list is cleared as a whole.

It allocates memory for the blocks in an exponential way, i.e. each time a new block of memory must be allocated, its size is the double of the last block. The first block will contain 8 items.

### 25.4.2 Method overview

Page	Property	Description
519	Clear	Clears the memory
519	Create	Creates a new instance of <code>TNonFreePooledMemManager</code>
520	Destroy	Removes the <code>TNonFreePooledMemManager</code> instance from memory
520	EnumerateItems	Enumerate all items in the list
520	NewItem	Return a pointer to a new memory block

### 25.4.3 Property overview

Page	Property	Access	Description
520	ItemSize	r	Size of an item in the list

### 25.4.4 TNonFreePooledMemManager.Clear

Synopsis: Clears the memory

Declaration: `procedure Clear`

Visibility: `public`

Description: `Clear` clears all blocks from memory, freeing the allocated memory blocks. None of the pointers returned by `NewItem` (??) is valid after a call to `Clear`

See also: `NewItem` (??)

### 25.4.5 TNonFreePooledMemManager.Create

Synopsis: Creates a new instance of `TNonFreePooledMemManager`

Declaration: `constructor Create(TheItemSize: Integer)`

Visibility: `public`

Description: `Create` creates a new instance of `TNonFreePooledMemManager` and sets the item size to `TheItemSize`.

Errors: If not enough memory is available, an exception may be raised.

See also: `TNonFreePooledMemManager.ItemSize` (??)



### 25.4.6 TNonFreePooledMemManager.Destroy

Synopsis: Removes the `TNonFreePooledMemManager` instance from memory

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` clears the list, clears the internal structures, and then calls the inherited `Destroy`.

`Destroy` should never be called directly. Instead `Free` should be used, or `FreeAndNil`

See also: `TNonFreePooledMemManager.Create` (??), `TNonFreePooledMemManager.Clear` (??)

### 25.4.7 TNonFreePooledMemManager.NewItem

Synopsis: Return a pointer to a new memory block

Declaration: `function NewItem : Pointer`

Visibility: `public`

Description: `NewItem` returns a pointer to an unused memory block of size `ItemSize` (??). It will allocate new memory on the heap if necessary.

Note that there is no way to mark the memory block as free, except by clearing the whole list.

Errors: If no more memory is available, an exception may be raised.

See also: `TNonFreePooledMemManager.Clear` (??)

### 25.4.8 TNonFreePooledMemManager.EnumerateItems

Synopsis: Enumerate all items in the list

Declaration: `procedure EnumerateItems(const Method: TEnumItemsMethod)`

Visibility: `public`

Description: `EnumerateItems` will enumerate over all items in the list, passing the items to `Method`. This can be used to execute certain operations on all items in the list. (for example, simply list them)

### 25.4.9 TNonFreePooledMemManager.ItemSize

Synopsis: Size of an item in the list

Declaration: `Property ItemSize : Integer`

Visibility: `public`

Access: `Read`

Description: `ItemSize` is the size of a single block in the list. It's a fixed size determined when the list is created.

See also: `TNonFreePooledMemManager.Create` (??)

## 25.5 TPooledMemManager

### 25.5.1 Description

`TPooledMemManager` is a class which maintains a linked list of blocks, represented by the `TPooledMemManagerItem` (519) record. It should not be used directly, but should be descended from and the descendent should implement the actual memory manager.

See also: `TPooledMemManagerItem` (519)

### 25.5.2 Method overview

Page	Property	Description
<a href="#">521</a>	<code>Clear</code>	Clears the list
<a href="#">521</a>	<code>Create</code>	Creates a new instance of the <code>TPooledMemManager</code> class
<a href="#">522</a>	<code>Destroy</code>	Removes an instance of <code>TPooledMemManager</code> class from memory

### 25.5.3 Property overview

Page	Property	Access	Description
<a href="#">523</a>	<code>AllocatedCount</code>	r	Total number of allocated items in the list
<a href="#">522</a>	<code>Count</code>	r	Number of items in the list
<a href="#">523</a>	<code>FreeCount</code>	r	Number of free items in the list
<a href="#">523</a>	<code>FreedCount</code>	r	Total number of freed items in the list.
<a href="#">522</a>	<code>MaximumFreeCountRatio</code>	rw	Maximum ratio of free items over total items
<a href="#">522</a>	<code>MinimumFreeCount</code>	rw	Minimum count of free items in the list

### 25.5.4 TPooledMemManager.Clear

Synopsis: Clears the list

Declaration: `procedure Clear`

Visibility: `public`

Description: `Clear` clears the list, it disposes all items in the list.

See also: `TPooledMemManager.FreedCount` (??)

### 25.5.5 TPooledMemManager.Create

Synopsis: Creates a new instance of the `TPooledMemManager` class

Declaration: `constructor Create`

Visibility: `public`

Description: `Create` initializes all necessary properties and then calls the inherited `create`.

See also: `TPooledMemManager.Destroy` (??)

### 25.5.6 TPooledMemManager.Destroy

Synopsis: Removes an instance of `TPooledMemManager` class from memory

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` calls `Clear (??)` and then calls the inherited `destroy`.

`Destroy` should never be called directly. Instead `Free` should be used, or `FreeAndNil`

See also: `TPooledMemManager.Create (??)`

### 25.5.7 TPooledMemManager.MinimumFreeCount

Synopsis: Minimum count of free items in the list

Declaration: `Property MinimumFreeCount : Integer`

Visibility: `public`

Access: `Read,Write`

Description: `MinimumFreeCount` is the minimum number of free items in the linked list. When disposing an item in the list, the number of items is checked, and only if the required number of free items is present, the item is actually freed.

The default value is 100000

See also: `TPooledMemManager.MaximumFreeCountRatio (??)`

### 25.5.8 TPooledMemManager.MaximumFreeCountRatio

Synopsis: Maximum ratio of free items over total items

Declaration: `Property MaximumFreeCountRatio : Integer`

Visibility: `public`

Access: `Read,Write`

Description: `MaximumFreeCountRatio` is the maximum ratio (divided by 8) of free elements over the total amount of elements: When disposing an item in the list, if the number of free items is higher than this ratio, the item is freed.

The default value is 8.

See also: `TPooledMemManager.MinimumFreeCount (??)`

### 25.5.9 TPooledMemManager.Count

Synopsis: Number of items in the list

Declaration: `Property Count : Integer`

Visibility: `public`

Access: `Read`

Description: `Count` is the total number of items allocated from the list.

See also: `TPooledMemManager.FreeCount (??)`, `TPooledMemManager.AllocatedCount (??)`, `TPooledMemManager.FreedCount (??)`

### 25.5.10 TPooledMemManager.FreeCount

Synopsis: Number of free items in the list

Declaration: `Property FreeCount : Integer`

Visibility: `public`

Access: `Read`

Description: `FreeCount` is the current total number of free items in the list.

See also: `TPooledMemManager.Count` (??), `TPooledMemManager.AllocatedCount` (??), `TPooledMemManager.FreedCount` (??)

### 25.5.11 TPooledMemManager.AllocatedCount

Synopsis: Total number of allocated items in the list

Declaration: `Property AllocatedCount : Int64`

Visibility: `public`

Access: `Read`

Description: `AllocatedCount` is the total number of newly allocated items on the list.

See also: `TPooledMemManager.Count` (??), `TPooledMemManager.FreeCount` (??), `TPooledMemManager.FreedCount` (??)

### 25.5.12 TPooledMemManager.FreedCount

Synopsis: Total number of freed items in the list.

Declaration: `Property FreedCount : Int64`

Visibility: `public`

Access: `Read`

Description: `FreedCount` is the total number of elements actually freed in the list.

See also: `TPooledMemManager.Count` (??), `TPooledMemManager.FreeCount` (??), `TPooledMemManager.AllocatedCount` (??)

## Chapter 26

# Reference for unit 'process'

### 26.1 Used units

Table 26.1: Used units by unit 'process'

Name	Page
Classes	??
Pipes	<a href="#">513</a>
System	??
sysutils	??

### 26.2 Overview

The `Process` unit contains the code for the `TProcess` ([528](#)) component, a cross-platform component to start and control other programs, offering also access to standard input and output for these programs.

`TProcess` does not handle wildcard expansion, does not support complex pipelines as in Unix. If this behaviour is desired, the shell can be executed with the pipeline as the command it should execute.

### 26.3 Constants, types and variables

#### 26.3.1 Types

`TProcessForkEvent` = procedure

`TProcessForkEvent` is the prototype for `TProcess.OnForkEvent` (??). It is a simple procedure, as the idea is that only process-global things should be performed in this event handler.

```
TProcessOption = (poRunSuspended, poWaitOnExit, poUsePipes,
                  poStderrToOutPut, poNoConsole, poNewConsole,
                  poDefaultErrorMode, poNewProcessGroup, poDebugProcess,
                  poDebugOnlyThisProcess)
```

Table 26.2: Enumeration values for type TProcessOption

Value	Explanation
poDebugOnlyThisProcess	Do not follow processes started by this process (Win32 only)
poDebugProcess	Allow debugging of the process (Win32 only)
poDefaultErrorMode	Use default error handling.
poNewConsole	Start a new console window for the process (Win32 only)
poNewProcessGroup	Start the process in a new process group (Win32 only)
poNoConsole	Do not allow access to the console window for the process (Win32 only)
poRunSuspended	Start the process in suspended state.
poStderrToOutPut	Redirect standard error to the standard output stream.
poUsePipes	Use pipes to redirect standard input and output.
poWaitOnExit	Wait for the process to terminate before returning.

When a new process is started using TProcess.Execute(??), these options control the way the process is started. Note that not all options are supported on all platforms.

TProcessOptions = Set of TProcessOption

Set of TProcessOption (525).

TProcessPriority = (ppHigh, ppIdle, ppNormal, ppRealTime)

Table 26.3: Enumeration values for type TProcessPriority

Value	Explanation
ppHigh	The process runs at higher than normal priority.
ppIdle	The process only runs when the system is idle (i.e. has nothing else to do)
ppNormal	The process runs at normal priority.
ppRealTime	The process runs at real-time priority.

This enumerated type determines the priority of the newly started process. It translates to default platform specific constants. If finer control is needed, then platform-dependent mechanism need to be used to set the priority.

TShowWindowOptions = (swoNone, swoHIDE, swoMaximize, swoMinimize, swoRestore, swoShow, swoShowDefault, swoShowMaximized, swoShowMinimized, swoshowMinNOActive, swoShowNA, swoShowNoActivate, swoShowNormal)

Table 26.4: Enumeration values for type TShowWindowOptions

Value	Explanation
swoHIDE	The main window is hidden.
swoMaximize	The main window is maximized.
swoMinimize	The main window is minimized.
swoNone	Allow system to position the window.
swoRestore	Restore the previous position.
swoShow	Show the main window.
swoShowDefault	When showing Show the main window on
swoShowMaximized	The main window is shown maximized
swoShowMinimized	The main window is shown minimized
swoshowMinNOActive	The main window is shown minimized but not activated
swoShowNA	The main window is shown but not activated
swoShowNoActivate	The main window is shown but not activated
swoShowNormal	The main window is shown normally

This type describes what the new process' main window should look like. Most of these have only effect on Windows. They are ignored on other systems.

```
TStartupOption = (suoUseShowWindow, suoUseSize, suoUsePosition,
                  suoUseCountChars, suoUseFillAttribute)
```

Table 26.5: Enumeration values for type TStartupOption

Value	Explanation
suoUseCountChars	Use the console character width as specified in TProcess (528).
suoUseFillAttribute	Use the console fill attribute as specified in TProcess (528).
suoUsePosition	Use the window sizes as specified in TProcess (528).
suoUseShowWindow	Use the Show Window options specified in TShowWindowOption (525)
suoUseSize	Use the window sizes as specified in TProcess (528)

These options are mainly for Win32, and determine what should be done with the application once it's started.

```
TStartupOptions = Set of TStartupOption
```

Set of TStartupOption (526).

### 26.3.2 Variables

```
TryTerminals : Array of
```

TryTerminals is used under unix to test for available terminal programs in the DetectXTerm (527) function. If XTermProgram (526) is empty, each item in this list will be searched in the path, and used as a terminal program if it was found.

```
XTermProgram : string
```

XTermProgram is the terminal program that is used. If empty, it will be set the first time DetectXTerm (527) is called.

## 26.4 Procedures and functions

### 26.4.1 CommandToList

Declaration: `procedure CommandToList (S: string; List: TStrings)`

Visibility: default

### 26.4.2 DetectXTerm

Synopsis: Detect the terminal program.

Declaration: `function DetectXTerm : string`

Visibility: default

Description: `DetectXTerm` checks if `XTermProgram` (526) is set. if so, it returns that. If `XTermProgram` is empty, the list specified in `TryTerminals` (526) is tested for existence. If none is found, then the `DESKTOP_SESSION` environment variable is examined:

**kdekonsole** is used if it is found.

**gnome** **gnome-terminal** is used if it is found

**windowmaker** **aterm** or **xterm** are used if found.

If after all this, no terminal is found, then a list of default programs is tested: `'x-terminal-emulator'`, `'xterm'`, `'aterm'`, `'wterm'`, `'rxvt'`

If a terminal program is found, then it is saved in `XTermProgram`, so the next call to `DetectXTerm` will re-use the value. If the search must be performed again, it is sufficient to set `XTermProgram` to the empty string.

See also: `XTermProgram` (526), `TryTerminals` (526), `TProcess.XTermProgram` (??)

### 26.4.3 RunCommand

Declaration: `function RunCommand(const exename: string; const commands: Array of ;  
var outputstring: string) : Boolean`  
`function RunCommand(const cmdline: string; var outputstring: string)  
: Boolean`

Visibility: default

### 26.4.4 RunCommandIndir

Declaration: `function RunCommandIndir(const curdir: string; const exename: string;  
const commands: Array of ;  
var outputstring: string;  
var exitstatus: Integer) : Integer`  
`function RunCommandIndir(const curdir: string; const exename: string;  
const commands: Array of ;  
var outputstring: string) : Boolean`  
`function RunCommandInDir(const curdir: string; const cmdline: string;  
var outputstring: string) : Boolean`

Visibility: default



## 26.5 EProcess

### 26.5.1 Description

Exception raised when an error occurs in a TProcess routine.

See also: TProcess ([528](#))

## 26.6 TProcess

### 26.6.1 Description

TProcess is a component that can be used to start and control other processes (programs/binaries). It contains a lot of options that control how the process is started. Many of these are Win32 specific, and have no effect on other platforms, so they should be used with care.

The simplest way to use this component is to create an instance, set the CommandLine (??) property to the full pathname of the program that should be executed, and call Execute (??). To determine whether the process is still running (i.e. has not stopped executing), the Running (??) property can be checked.

More advanced techniques can be used with the Options (??) settings.

See also: Create (??), Execute (??), Running (??), CommandLin (??), Options (??)

### 26.6.2 Method overview

Page	Property	Description
<a href="#">530</a>	CloseInput	Close the input stream of the process
<a href="#">531</a>	CloseOutput	Close the output stream of the process
<a href="#">531</a>	CloseStderr	Close the error stream of the process
<a href="#">529</a>	Create	Create a new instance of the TProcess class.
<a href="#">530</a>	Destroy	Destroy this instance of TProcess
<a href="#">530</a>	Execute	Execute the program with the given options
<a href="#">531</a>	Resume	Resume execution of a suspended process
<a href="#">531</a>	Suspend	Suspend a running process
<a href="#">532</a>	Terminate	Terminate a running process
<a href="#">532</a>	WaitOnExit	Wait for the program to stop executing.

### 26.6.3 Property overview

Page	Property	Access	Description
<a href="#">536</a>	Active	rw	Start or stop the process.
<a href="#">536</a>	ApplicationName	rw	Name of the application to start (deprecated)
<a href="#">537</a>	CommandLine	rw	Command-line to execute (deprecated)
<a href="#">538</a>	ConsoleTitle	rw	Title of the console window
<a href="#">538</a>	CurrentDirectory	rw	Working directory of the process.
<a href="#">539</a>	Desktop	rw	Desktop on which to start the process.
<a href="#">539</a>	Environment	rw	Environment variables for the new process
<a href="#">537</a>	Executable	rw	Executable name. Supersedes <code>CommandLine</code> and <code>ApplicationName</code> .
<a href="#">535</a>	ExitStatus	r	Exit status of the process.
<a href="#">544</a>	FillAttribute	rw	Color attributes of the characters in the console window (Windows only)
<a href="#">532</a>	Handle	r	Handle of the process
<a href="#">535</a>	InheritHandles	rw	Should the created process inherit the open handles of the current process.
<a href="#">534</a>	Input	r	Stream connected to standard input of the process.
<a href="#">536</a>	OnForkEvent	rw	Event triggered after fork occurred on Linux
<a href="#">539</a>	Options	rw	Options to be used when starting the process.
<a href="#">534</a>	Output	r	Stream connected to standard output of the process.
<a href="#">537</a>	Parameters	rw	Command-line arguments. Supersedes <code>CommandLine</code> .
<a href="#">536</a>	PipeBufferSize	rw	
<a href="#">540</a>	Priority	rw	Priority at which the process is running.
<a href="#">533</a>	ProcessHandle	r	Alias for <code>Handle</code> ( <a href="#">532</a> )
<a href="#">533</a>	ProcessID	r	ID of the process.
<a href="#">541</a>	Running	r	Determines whether the process is still running.
<a href="#">541</a>	ShowWindow	rw	Determines how the process main window is shown (Windows only)
<a href="#">541</a>	StartupOptions	rw	Additional (Windows) startup options
<a href="#">535</a>	Stderr	r	Stream connected to standard diagnostic output of the process.
<a href="#">533</a>	ThreadHandle	r	Main process thread handle
<a href="#">534</a>	ThreadID	r	ID of the main process thread
<a href="#">542</a>	WindowColumns	rw	Number of columns in console window (Windows only)
<a href="#">542</a>	WindowHeight	rw	Height of the process main window
<a href="#">543</a>	WindowLeft	rw	X-coordinate of the initial window (Windows only)
<a href="#">532</a>	WindowRect	rw	Positions for the main program window.
<a href="#">543</a>	WindowRows	rw	Number of rows in console window (Windows only)
<a href="#">543</a>	WindowTop	rw	Y-coordinate of the initial window (Windows only)
<a href="#">543</a>	WindowWidth	rw	Height of the process main window (Windows only)
<a href="#">544</a>	XTermProgram	rw	XTerm program to use (unix only)

### 26.6.4 TProcess.Create

**Synopsis:** Create a new instance of the `TProcess` class.

**Declaration:** `constructor Create(AOwner: TComponent); Override`

**Visibility:** `public`

**Description:** `Create` creates a new instance of the `TProcess` class. After calling the inherited constructor, it simply sets some default values.

### 26.6.5 TProcess.Destroy

Synopsis: Destroy this instance of TProcess

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` cleans up this instance of TProcess. Prior to calling the inherited destructor, it cleans up any streams that may have been created. If a process was started and is still executed, it is *not* stopped, but the standard input/output/stderr streams are no longer available, because they have been destroyed.

Errors: None.

See also: `Create (??)`

### 26.6.6 TProcess.Execute

Synopsis: Execute the program with the given options

Declaration: `procedure Execute; Virtual`

Visibility: `public`

Description: `Execute` actually executes the program as specified in `CommandLine (??)`, applying as much as of the specified options as supported on the current platform.

If the `poWaitOnExit` option is specified in `Options (??)`, then the call will only return when the program has finished executing (or if an error occurred). If this option is not given, the call returns immediately, but the `WaitOnExit (??)` call can be used to wait for it to close, or the `Running (??)` call can be used to check whether it is still running.

The `TProcess.Terminate (??)` call can be used to terminate the program if it is still running, or the `Suspend (??)` call can be used to temporarily stop the program's execution.

The `ExitStatus (??)` function can be used to check the program's exit status, after it has stopped executing.

Errors: On error a `EProcess (528)` exception is raised.

See also: `TProcess.Running (??)`, `TProcess.WaitOnExit (??)`, `TProcess.Terminate (??)`, `TProcess.Suspend (??)`, `TProcess.Resume (??)`, `TProcess.ExitStatus (??)`

### 26.6.7 TProcess.CloseInput

Synopsis: Close the input stream of the process

Declaration: `procedure CloseInput; Virtual`

Visibility: `public`

Description: `CloseInput` closes the input file descriptor of the process, that is, it closes the handle of the pipe to standard input of the process.

See also: `Input (??)`, `StdErr (??)`, `Output (??)`, `CloseOutput (??)`, `CloseStdErr (??)`

### 26.6.8 TProcess.CloseOutput

Synopsis: Close the output stream of the process

Declaration: `procedure CloseOutput; Virtual`

Visibility: `public`

Description: `CloseOutput` closes the output file descriptor of the process, that is, it closes the handle of the pipe to standard output of the process.

See also: `Output (??)`, `Input (??)`, `StdErr (??)`, `CloseInput (??)`, `CloseStdErr (??)`

### 26.6.9 TProcess.CloseStderr

Synopsis: Close the error stream of the process

Declaration: `procedure CloseStderr; Virtual`

Visibility: `public`

Description: `CloseStdErr` closes the standard error file descriptor of the process, that is, it closes the handle of the pipe to standard error output of the process.

See also: `Output (??)`, `Input (??)`, `StdErr (??)`, `CloseInput (??)`, `CloseStdErr (??)`

### 26.6.10 TProcess.Resume

Synopsis: Resume execution of a suspended process

Declaration: `function Resume : Integer; Virtual`

Visibility: `public`

Description: `Resume` should be used to let a suspended process resume its execution. It should be called in particular when the `poRunSuspended` flag is set in `Options (??)`.

Errors: None.

See also: `TProcess.Suspend (??)`, `TProcess.Options (??)`, `TProcess.Execute (??)`, `TProcess.Terminate (??)`

### 26.6.11 TProcess.Suspend

Synopsis: Suspend a running process

Declaration: `function Suspend : Integer; Virtual`

Visibility: `public`

Description: `Suspend` suspends a running process. If the call is successful, the process is suspended: it stops running, but can be made to execute again using the `Resume (??)` call.

`Suspend` is fundamentally different from `TProcess.Terminate (??)` which actually stops the process.

Errors: On error, a nonzero result is returned.

See also: `TProcess.Options (??)`, `TProcess.Resume (??)`, `TProcess.Terminate (??)`, `TProcess.Execute (??)`

### 26.6.12 TProcess.Terminate

Synopsis: Terminate a running process

Declaration: `function Terminate(AExitCode: Integer) : Boolean; Virtual`

Visibility: public

Description: `Terminate` stops the execution of the running program. It effectively stops the program.

On Windows, the program will report an exit code of `AExitCode`, on other systems, this value is ignored.

Errors: On error, a nonzero value is returned.

See also: `TProcess.ExitStatus` (??), `TProcess.Suspend` (??), `TProcess.Execute` (??), `TProcess.WaitOnExit` (??)

### 26.6.13 TProcess.WaitOnExit

Synopsis: Wait for the program to stop executing.

Declaration: `function WaitOnExit : Boolean`

Visibility: public

Description: `WaitOnExit` waits for the running program to exit. It returns `True` if the wait was succesful, or `False` if there was some error waiting for the program to exit.

Note that the return value of this function has changed. The old return value was a `DWord` with a platform dependent error code. To make things consistent and cross-platform, a boolean return type was used.

Errors: On error, `False` is returned. No extended error information is available, as it is highly system dependent.

See also: `TProcess.ExitStatus` (??), `TProcess.Terminate` (??), `TProcess.Running` (??)

### 26.6.14 TProcess.WindowRect

Synopsis: Positions for the main program window.

Declaration: `Property WindowRect : TRect`

Visibility: public

Access: Read,Write

Description: `WindowRect` can be used to specify the position of

### 26.6.15 TProcess.Handle

Synopsis: Handle of the process

Declaration: `Property Handle : THandle`

Visibility: public

Access: Read

**Description:** `Handle` identifies the process. In Unix systems, this is the process ID. On windows, this is the process handle. It can be used to signal the process.

The handle is only valid after `TProcess.Execute (??)` has been called. It is not reset after the process stopped.

See also: `TProcess.ThreadHandle (??)`, `TProcess.ProcessID (??)`, `TProcess.ThreadID (??)`

### 26.6.16 TProcess.ProcessHandle

**Synopsis:** Alias for `Handle` ([532](#))

**Declaration:** `Property ProcessHandle : THandle`

**Visibility:** `public`

**Access:** `Read`

**Description:** `ProcessHandle` equals `Handle (??)` and is provided for completeness only.

See also: `TProcess.Handle (??)`, `TProcess.ThreadHandle (??)`, `TProcess.ProcessID (??)`, `TProcess.ThreadID (??)`

### 26.6.17 TProcess.ThreadHandle

**Synopsis:** Main process thread handle

**Declaration:** `Property ThreadHandle : THandle`

**Visibility:** `public`

**Access:** `Read`

**Description:** `ThreadHandle` is the main process thread handle. On Unix, this is the same as the process ID, on Windows, this may be a different handle than the process handle.

The handle is only valid after `TProcess.Execute (??)` has been called. It is not reset after the process stopped.

See also: `TProcess.Handle (??)`, `TProcess.ProcessID (??)`, `TProcess.ThreadID (??)`

### 26.6.18 TProcess.ProcessID

**Synopsis:** ID of the process.

**Declaration:** `Property ProcessID : Integer`

**Visibility:** `public`

**Access:** `Read`

**Description:** `ProcessID` is the ID of the process. It is the same as the handle of the process on Unix systems, but on Windows it is different from the process `Handle`.

The ID is only valid after `TProcess.Execute (??)` has been called. It is not reset after the process stopped.

See also: `TProcess.Handle (??)`, `TProcess.ThreadHandle (??)`, `TProcess.ThreadID (??)`

### 26.6.19 TProcess.ThreadID

Synopsis: ID of the main process thread

Declaration: `Property ThreadID : Integer`

Visibility: public

Access: Read

Description: `ProcessID` is the ID of the main process thread. It is the same as the handle of the main process thread (or the process itself) on Unix systems, but on Windows it is different from the thread Handle.

The ID is only valid after `TProcess.Execute (??)` has been called. It is not reset after the process stopped.

See also: `TProcess.ProcessID (??)`, `TProcess.Handle (??)`, `TProcess.ThreadHandle (??)`

### 26.6.20 TProcess.Input

Synopsis: Stream connected to standard input of the process.

Declaration: `Property Input : TOutputPipeStream`

Visibility: public

Access: Read

Description: `Input` is a stream which is connected to the process' standard input file handle. Anything written to this stream can be read by the process.

The `Input` stream is only instantiated when the `poUsePipes` flag is used in `Options (??)`.

Note that writing to the stream may cause the calling process to be suspended when the created process is not reading from it's input, or to cause errors when the process has terminated.

See also: `TProcess.OutPut (??)`, `TProcess.StdErr (??)`, `TProcess.Options (??)`, `TProcessOption (525)`

### 26.6.21 TProcess.Output

Synopsis: Stream connected to standard output of the process.

Declaration: `Property Output : TInputPipeStream`

Visibility: public

Access: Read

Description: `Output` is a stream which is connected to the process' standard output file handle. Anything written to standard output by the created process can be read from this stream.

The `Output` stream is only instantiated when the `poUsePipes` flag is used in `Options (??)`.

The `Output` stream also contains any data written to standard diagnostic output (`stderr`) when the `poStdErrToOutPut` flag is used in `Options (??)`.

Note that reading from the stream may cause the calling process to be suspended when the created process is not writing anything to standard output, or to cause errors when the process has terminated.

See also: `TProcess.InPut (??)`, `TProcess.StdErr (??)`, `TProcess.Options (??)`, `TProcessOption (525)`

### 26.6.22 TProcess.Stderr

Synopsis: Stream connected to standard diagnostic output of the process.

Declaration: `Property Stderr : TInputPipeStream`

Visibility: public

Access: Read

Description: `StdErr` is a stream which is connected to the process' standard diagnostic output file handle (`StdErr`). Anything written to standard diagnostic output by the created process can be read from this stream.

The `StdErr` stream is only instantiated when the `poUsePipes` flag is used in `Options` (??).

The Output stream equals the Output (??) when the `poStdErrToOutPut` flag is used in `Options` (??).

Note that reading from the stream may cause the calling process to be suspended when the created process is not writing anything to standard output, or to cause errors when the process has terminated.

See also: `TProcess.InPut` (??), `TProcess.Output` (??), `TProcess.Options` (??), `TProcessOption` ([525](#))

### 26.6.23 TProcess.ExitStatus

Synopsis: Exit status of the process.

Declaration: `Property ExitStatus : Integer`

Visibility: public

Access: Read

Description: `ExitStatus` contains the exit status as reported by the process when it stopped executing. The value of this property is only meaningful when the process is no longer running. If it is not running then the value is zero.

See also: `TProcess.Running` (??), `TProcess.Terminate` (??)

### 26.6.24 TProcess.InheritHandles

Synopsis: Should the created process inherit the open handles of the current process.

Declaration: `Property InheritHandles : Boolean`

Visibility: public

Access: Read,Write

Description: `InheritHandles` determines whether the created process inherits the open handles of the current process (value `True`) or not (`False`).

On Unix, setting this variable has no effect.

See also: `TProcess.InPut` (??), `TProcess.Output` (??), `TProcess.StdErr` (??)



### 26.6.25 TProcess.OnForkEvent

Synopsis: Event triggered after fork occurred on Linux

Declaration: `Property OnForkEvent : TProcessForkEvent`

Visibility: public

Access: Read,Write

Description: `OnForkEvent` is triggered after the `fpFork` (??) call in the child process. It can be used to e.g. close file descriptors and make changes to other resources before the `fpexecv` (??) call. This event is not used on windows.

See also: `Output` (??), `Input` (??), `StdErr` (??), `CloseInput` (??), `CloseStdErr` (??), `TProcessForkEvent` ([524](#))

### 26.6.26 TProcess.PipeBufferSize

Declaration: `Property PipeBufferSize : Cardinal`

Visibility: published

Access: Read,Write

### 26.6.27 TProcess.Active

Synopsis: Start or stop the process.

Declaration: `Property Active : Boolean`

Visibility: published

Access: Read,Write

Description: `Active` starts the process if it is set to `True`, or terminates the process if set to `False`. It's mostly intended for use in an IDE.

See also: `TProcess.Execute` (??), `TProcess.Terminate` (??)

### 26.6.28 TProcess.ApplicationName

Synopsis: Name of the application to start (deprecated)

Declaration: `Property ApplicationName : string; deprecated;`

Visibility: published

Access: Read,Write

Description: `ApplicationName` is an alias for `TProcess.CommandLine` (??). It's mostly for use in the Windows `CreateProcess` call. If `CommandLine` is not set, then `ApplicationName` will be used instead.

`ApplicationName` is deprecated. New code should use `Executable` (??) instead, and leave `ApplicationName` empty.

See also: `TProcess.CommandLine` (??), `TProcess.Executable` (??), `TProcess.Parameters` (??)

### 26.6.29 TProcess.CommandLine

Synopsis: Command-line to execute (deprecated)

Declaration: `Property CommandLine : string; deprecated;`

Visibility: published

Access: Read,Write

Description: `CommandLine` is deprecated. To avoid problems with command-line options with spaces in them and the quoting problems that this entails, it has been superseded by the properties `TProcess.Executable` (??) and `TProcess.Parameters` (??) , which should be used instead of `CommandLine`. New code should leave `CommandLine` empty.

`CommandLine` is the command-line to be executed: this is the name of the program to be executed, followed by any options it should be passed.

If the command to be executed or any of the arguments contains whitespace (space, tab character, linefeed character) it should be enclosed in single or double quotes.

If no absolute pathname is given for the command to be executed, it is searched for in the `PATH` environment variable. On Windows, the current directory always will be searched first. On other platforms, this is not so.

Note that either `CommandLine` or `ApplicationName` must be set prior to calling `Execute`.

See also: `TProcess.ApplicationName` (??), `TProcess.Executable` (??), `TProcess.Parameters` (??)

### 26.6.30 TProcess.Executable

Synopsis: Executable name. Supersedes `CommandLine` and `ApplicationName`.

Declaration: `Property Executable : string`

Visibility: published

Access: Read,Write

Description: `Executable` is the name of the executable to start. It should not contain any command-line arguments. If no path is given, it will be searched in the `PATH` environment variable.

The extension must be given, none will be added by the component itself. It may be that the OS adds the extension, but this behaviour is not guaranteed.

Arguments should be passed in `TProcess.Parameters` (??).

`Executable` supersedes the `TProcess.CommandLine` (??) and `TProcess.ApplicationName` (??) properties, which have been deprecated. However, if either of `CommandLine` or `ApplicationName` is specified, they will be used instead of `Executable`.

See also: `CommandLine` (??), `ApplicationName` (??), `Parameters` (??)

### 26.6.31 TProcess.Parameters

Synopsis: Command-line arguments. Supersedes `CommandLine`.

Declaration: `Property Parameters : TStrings`

Visibility: published

Access: Read,Write

**Description:** `Parameters` contains the command-line arguments that should be passed to the program specified in `Executable` (??).

Commandline arguments should be specified one per item in `Parameters`: each item in `Parameters` will be passed as a separate command-line item. It is therefor not necessary to quote whitespace in the items. As a consequence, it is not allowed to specify multiple command-line parameters in 1 item in the stringlist. If a command needs 2 options `-t` and `-s`, the following is not correct:

```
With Parameters do
begin
  add(' -t -s' );
end;
```

Instead, the code should read:

```
With Parameters do
begin
  add(' -t' );
  Add(' -s' );
end;
```

**Remark:** Note that `Parameters` is ignored if either of `CommandLine` or `ApplicationName` is specified. It can only be used with `Executable`.

**Remark:** The idea of using `Parameters` is that they are passed unmodified to the operating system. On Windows, a single command-line string must be constructed, and each parameter is surrounded by double quote characters if it contains a space. The programmer must not quote parameters with spaces.

See also: `Executable` (??), `CommandLine` (??), `ApplicationName` (??)

### 26.6.32 TProcess.ConsoleTitle

**Synopsis:** Title of the console window

**Declaration:** `Property ConsoleTitle : string`

**Visibility:** published

**Access:** Read, Write

**Description:** `ConsoleTitle` is used on Windows when executing a console application: it specifies the title caption of the console window. On other platforms, this property is currently ignored.

Changing this property after the process was started has no effect.

See also: `TProcess.WindowColumns` (??), `TProcess.WindowRows` (??)

### 26.6.33 TProcess.CurrentDirectory

**Synopsis:** Working directory of the process.

**Declaration:** `Property CurrentDirectory : string`

**Visibility:** published

**Access:** Read, Write

**Description:** `CurrentDirectory` specifies the working directory of the newly started process.

Changing this property after the process was started has no effect.

See also: `TProcess.Environment` (??)

### 26.6.34 TProcess.Desktop

**Synopsis:** Desktop on which to start the process.

**Declaration:** `Property Desktop : string`

**Visibility:** published

**Access:** Read,Write

**Description:** `DeskTop` is used on Windows to determine on which desktop the process' main window should be shown. Leaving this empty means the process is started on the same desktop as the currently running process.

Changing this property after the process was started has no effect.

On unix, this parameter is ignored.

See also: `TProcess.Input` (??), `TProcess.Output` (??), `TProcess.StdErr` (??)

### 26.6.35 TProcess.Environment

**Synopsis:** Environment variables for the new process

**Declaration:** `Property Environment : TStringList`

**Visibility:** published

**Access:** Read,Write

**Description:** `Environment` contains the environment for the new process; it's a list of `Name=Value` pairs, one per line.

If it is empty, the environment of the current process is passed on to the new process.

See also: `TProcess.Options` (??)

### 26.6.36 TProcess.Options

**Synopsis:** Options to be used when starting the process.

**Declaration:** `Property Options : TProcessOptions`

**Visibility:** published

**Access:** Read,Write

**Description:** `Options` determine how the process is started. They should be set before the `Execute` (??) call is made.

Table 26.6:

Option	Meaning
poRunSuspended	Start the process in suspended state.
poWaitOnExit	Wait for the process to terminate before returning.
poUsePipes	Use pipes to redirect standard input and output.
poStderrToOutPut	Redirect standard error to the standard output stream.
poNoConsole	Do not allow access to the console window for the process (Win32 only)
poNewConsole	Start a new console window for the process (Win32 only)
poDefaultErrorMode	Use default error handling.
poNewProcessGroup	Start the process in a new process group (Win32 only)
poDebugProcess	Allow debugging of the process (Win32 only)
poDebugOnlyThisProcess	Do not follow processes started by this process (Win32 only)

See also: `TProcessOption` ([525](#)), `TProcessOptions` ([525](#)), `TProcess.Priority` ([??](#)), `TProcess.StartupOptions` ([??](#))

### 26.6.37 TProcess.Priority

Synopsis: Priority at which the process is running.

Declaration: `Property Priority : TProcessPriority`

Visibility: published

Access: Read,Write

Description: `Priority` determines the priority at which the process is running.

Table 26.7:

Priority	Meaning
ppHigh	The process runs at higher than normal priority.
ppIdle	The process only runs when the system is idle (i.e. has nothing else to do)
ppNormal	The process runs at normal priority.
ppRealTime	The process runs at real-time priority.

Note that not all priorities can be set by any user. Usually, only users with administrative rights (the root user on Unix) can set a higher process priority.

On unix, the process priority is mapped on `Nice` values as follows:

Table 26.8:

Priority	Nice value
ppHigh	20
ppIdle	20
ppNormal	0
ppRealTime	-20

See also: `TProcessPriority` ([525](#))

### 26.6.38 `TProcess.StartupOptions`

Synopsis: Additional (Windows) startup options

Declaration: `Property StartupOptions : TStartupOptions`

Visibility: published

Access: Read,Write

Description: `StartupOptions` contains additional startup options, used mostly on Windows system. They determine which other window layout properties are taken into account when starting the new process.

Table 26.9:

Priority	Meaning
<code>suoUseShowWindow</code>	Use the Show Window options specified in <code>ShowWindow</code> (??)
<code>suoUseSize</code>	Use the specified window sizes
<code>suoUsePosition</code>	Use the specified window sizes.
<code>suoUseCountChars</code>	Use the specified console character width.
<code>suoUseFillAttribute</code>	Use the console fill attribute specified in <code>FillAttribute</code> (??).

See also: `TProcess.ShowWindow` (??), `TProcess.WindowHeight` (??), `TProcess.WindowWidth` (??), `TProcess.WindowLeft` (??), `TProcess.WindowTop` (??), `TProcess.WindowColumns` (??), `TProcess.WindowRows` (??), `TProcess.FillAttribute` (??)

### 26.6.39 `TProcess.Running`

Synopsis: Determines wheter the process is still running.

Declaration: `Property Running : Boolean`

Visibility: published

Access: Read

Description: `Running` can be read to determine whether the process is still running.

See also: `TProcess.Terminate` (??), `TProcess.Active` (??), `TProcess.ExitStatus` (??)

### 26.6.40 `TProcess.ShowWindow`

Synopsis: Determines how the process main window is shown (Windows only)

Declaration: `Property ShowWindow : TShowWindowOptions`

Visibility: published

Access: Read,Write

**Description:** ShowWindow determines how the process' main window is shown. It is useful only on Windows.

Table 26.10:

Option	Meaning
swoNone	Allow system to position the window.
swoHIDE	The main window is hidden.
swoMaximize	The main window is maximized.
swoMinimize	The main window is minimized.
swoRestore	Restore the previous position.
swoShow	Show the main window.
swoShowDefault	When showing Show the main window on a default position
swoShowMaximized	The main window is shown maximized
swoShowMinimized	The main window is shown minimized
swoshowMinNOActive	The main window is shown minimized but not activated
swoShowNA	The main window is shown but not activated
swoShowNoActivate	The main window is shown but not activated
swoShowNormal	The main window is shown normally

### 26.6.41 TProcess.WindowColumns

**Synopsis:** Number of columns in console window (windows only)

**Declaration:** Property WindowColumns : Cardinal

**Visibility:** published

**Access:** Read,Write

**Description:** WindowColumns is the number of columns in the console window, used to run the command in.  
This property is only effective if suoUseCountChars is specified in StartupOptions (??)

**See also:** TProcess.WindowHeight (??), TProcess.WindowWidth (??), TProcess.WindowLeft (??), TProcess.WindowTop (??), TProcess.WindowRows (??), TProcess.FillAttribute (??), TProcess.StartupOptions (??)

### 26.6.42 TProcess.WindowHeight

**Synopsis:** Height of the process main window

**Declaration:** Property WindowHeight : Cardinal

**Visibility:** published

**Access:** Read,Write

**Description:** WindowHeight is the initial height (in pixels) of the process' main window. This property is only effective if suoUseSize is specified in StartupOptions (??)

**See also:** TProcess.WindowWidth (??), TProcess.WindowLeft (??), TProcess.WindowTop (??), TProcess.WindowColumns (??), TProcess.WindowRows (??), TProcess.FillAttribute (??), TProcess.StartupOptions (??)

### 26.6.43 TProcess.WindowLeft

Synopsis: X-coordinate of the initial window (Windows only)

Declaration: `Property WindowLeft : Cardinal`

Visibility: published

Access: Read,Write

Description: `WindowLeft` is the initial X coordinate (in pixels) of the process' main window, relative to the left border of the desktop. This property is only effective if `suoUsePosition` is specified in `StartupOptions` (??)

See also: `TProcess.WindowHeight` (??), `TProcess.WindowWidth` (??), `TProcess.WindowTop` (??), `TProcess.WindowColumns` (??), `TProcess.WindowRows` (??), `TProcess.FillAttribute` (??), `TProcess.StartupOptions` (??)

### 26.6.44 TProcess.WindowRows

Synopsis: Number of rows in console window (Windows only)

Declaration: `Property WindowRows : Cardinal`

Visibility: published

Access: Read,Write

Description: `WindowRows` is the number of rows in the console window, used to run the command in. This property is only effective if `suoUseCountChars` is specified in `StartupOptions` (??)

See also: `TProcess.WindowHeight` (??), `TProcess.WindowWidth` (??), `TProcess.WindowLeft` (??), `TProcess.WindowTop` (??), `TProcess.WindowColumns` (??), `TProcess.FillAttribute` (??), `TProcess.StartupOptions` (??)

### 26.6.45 TProcess.WindowTop

Synopsis: Y-coordinate of the initial window (Windows only)

Declaration: `Property WindowTop : Cardinal`

Visibility: published

Access: Read,Write

Description: `WindowTop` is the initial Y coordinate (in pixels) of the process' main window, relative to the top border of the desktop. This property is only effective if `suoUsePosition` is specified in `StartupOptions` (??)

See also: `TProcess.WindowHeight` (??), `TProcess.WindowWidth` (??), `TProcess.WindowLeft` (??), `TProcess.WindowColumns` (??), `TProcess.WindowRows` (??), `TProcess.FillAttribute` (??), `TProcess.StartupOptions` (??)

### 26.6.46 TProcess.WindowWidth

Synopsis: Height of the process main window (Windows only)

Declaration: `Property WindowWidth : Cardinal`

Visibility: published

Access: Read,Write



**Description:** `WindowWidth` is the initial width (in pixels) of the process' main window. This property is only effective if `suoUseSize` is specified in `StartupOptions` (??)

**See also:** `TProcess.WindowHeight` (??), `TProcess.WindowLeft` (??), `TProcess.WindowTop` (??), `TProcess.WindowColumns` (??), `TProcess.WindowRows` (??), `TProcess.FillAttribute` (??), `TProcess.StartupOptions` (??)

### 26.6.47 TProcess.FillAttribute

**Synopsis:** Color attributes of the characters in the console window (Windows only)

**Declaration:** `Property FillAttribute : Cardinal`

**Visibility:** published

**Access:** Read,Write

**Description:** `FillAttribute` is a WORD value which specifies the background and foreground colors of the console window.

**See also:** `TProcess.WindowHeight` (??), `TProcess.WindowWidth` (??), `TProcess.WindowLeft` (??), `TProcess.WindowTop` (??), `TProcess.WindowColumns` (??), `TProcess.WindowRows` (??), `TProcess.StartupOptions` (??)

### 26.6.48 TProcess.XTermProgram

**Synopsis:** XTerm program to use (unix only)

**Declaration:** `Property XTermProgram : string`

**Visibility:** published

**Access:** Read,Write

**Description:** `XTermProgram` can be used to specify the console program to use when `poConsole` is specified in `TProcess.Options` (??).

If none is specified, `DetectXTerm` (527) is used to detect the terminal program to use. the list specified in `TryTerminals` is tried. If none is found, then the `DESKTOP_SESSION` environment variable is examined:

**kdekonsole** is used if it is found.

**gnome**gnome-terminal is used if it is found

**windowmaker**aterm or xterm are used if found.

If after all this, no terminal is found, then a list of default programs is tested: 'x-terminal-emulator', 'xterm', 'aterm', 'wterm', 'rxvt'

**See also:** `TProcess.Options` (??), `DetectXTerm` (527)

## Chapter 27

# Reference for unit 'rttiutils'

### 27.1 Used units

Table 27.1: Used units by unit 'rttiutils'

Name	Page
Classes	??
StrUtils	??
System	??
sysutils	??
typinfo	??

### 27.2 Overview

The `rttiutils` unit is a unit providing simplified access to the RTTI information from published properties using the `TPropInfoList` (547) class. This access can be used when saving or restoring form properties at runtime, or for persisting other objects whose RTTI is available: the `TPropsStorage` (550) class can be used for this. The implementation is based on the `apputils` unit from `RXLib` by *AO ROSNO* and *Master-Bank*

### 27.3 Constants, types and variables

#### 27.3.1 Constants

```
sPropNameDelimiter : string = '_'
```

Separator used when constructing section/key names

#### 27.3.2 Types

```
TEraseSectEvent = procedure(const ASection: string) of object
```

`TEraseSectEvent` is used by `TPropsStorage` (550) to clear a storage section, in a .ini file like fashion: The call should remove all keys in the section `ASection`, and remove the section from storage.

```
TFindComponentEvent = function(const Name: string) : TComponent
```

`TFindComponentEvent` should return the component instance for the component with name path `Name`. The name path should be relative to the global list of loaded components.

```
TReadStrEvent = function(const ASection: string;const Item: string;
                        const Default: string) : string of object
```

`TReadStrEvent` is used by `TPropsStorage` (550) to read strings from a storage mechanism, in a .ini file like fashion: The call should read the string in `ASection` with key `Item`, and if it does not exist, `Default` should be returned.

```
TWriteStrEvent = procedure(const ASection: string;const Item: string;
                          const Value: string) of object
```

`TWriteStrEvent` is used by `TPropsStorage` (550) to write strings to a storage mechanism, in a .ini file like fashion: The call should write the string `Value` in `ASection` with key `Item`. The section and key should be created if they didn't exist yet.

### 27.3.3 Variables

```
FindGlobalComponentCallBack : TFindComponentEvent
```

`FindGlobalComponentCallBack` is called by `UpdateStoredList` (547) whenever it needs to resolve component references. It should be set to a routine that locates a loaded component in the global list of loaded components.

## 27.4 Procedures and functions

### 27.4.1 CreateStoredItem

**Synopsis:** Concatenates component and property name

**Declaration:** `function CreateStoredItem(const CompName: string;const PropName: string) : string`

**Visibility:** default

**Description:** `CreateStoredItem` concatenates `CompName` and `PropName` if they are both empty. The names are separated by a dot (.) character. If either of the names is empty, an empty string is returned.

This function can be used to create items for the list of properties such as used in `UpdateStoredList` (547), `TPropsStorage.StoreObjectsProps` (??) or `TPropsStorage.LoadObjectsProps` (??).

**See also:** `ParseStoredItem` (547), `UpdateStoredList` (547), `TPropsStorage.StoreObjectsProps` (??), `TPropsStorage.LoadObjectsProps` (??)

### 27.4.2 ParseStoredItem

Synopsis: Split a property reference to component reference and property name

Declaration: `function ParseStoredItem(const Item: string; var CompName: string;  
var PropName: string) : Boolean`

Visibility: default

Description: `ParseStoredItem` parses the property reference `Item` and splits it in a reference to a component (returned in `CompName`) and a name of a property (returned in `PropName`). This function basically does the opposite of `CreateStoredItem` (546). Note that both names should be non-empty, i.e., at least 1 dot character must appear in `Item`.

Errors: If an error occurred during parsing, `False` is returned.

See also: `CreateStoredItem` (546), `UpdateStoredList` (547), `TPropsStorage.StoreObjectsProps` (??), `TPropsStorage.LoadObjectsProps` (??)

### 27.4.3 UpdateStoredList

Synopsis: Update a stringlist with object references

Declaration: `procedure UpdateStoredList (AComponent: TComponent; AStoredList: TStringList;  
FromForm: Boolean)`

Visibility: default

Description: `UpdateStoredList` will parse the strings in `AStoredList` using `ParseStoredItem` (547) and will replace the `Objects` properties with the instance of the object whose name each property path in the list refers to. If `FromForm` is `True`, then all instances are searched relative to `AComponent`, i.e. they must be owned by `AComponent`. If `FromForm` is `False` the instances are searched in the global list of streamed components. (the `FindGlobalComponentCallBack` (546) callback must be set for the search to work correctly in this case)

If a component cannot be found, the reference string to the property is removed from the stringlist.

Errors: If `AComponent` is `Nil`, an exception may be raised.

See also: `ParseStoredItem` (547), `TPropsStorage.StoreObjectsProps` (??), `TPropsStorage.LoadObjectsProps` (??), `FindGlobalComponentCallBack` (546)

## 27.5 TPropInfoList

### 27.5.1 Description

`TPropInfoList` is a class which can be used to maintain a list with information about published properties of a class (or an instance). It is used internally by `TPropsStorage` (550)

See also: `TPropsStorage` (550)

### 27.5.2 Method overview

Page	Property	Description
<a href="#">548</a>	Contains	Check whether a certain property is included
<a href="#">548</a>	Create	Create a new instance of <code>TPropInfoList</code>
<a href="#">549</a>	Delete	Delete property information from the list
<a href="#">548</a>	Destroy	Remove the <code>TPropInfoList</code> instance from memory
<a href="#">549</a>	Find	Retrieve property information based on name
<a href="#">549</a>	Intersect	Intersect 2 property lists

### 27.5.3 Property overview

Page	Property	Access	Description
<a href="#">549</a>	Count	r	Number of items in the list
<a href="#">550</a>	Items	r	Indexed access to the property type pointers

### 27.5.4 TPropInfoList.Create

Synopsis: Create a new instance of `TPropInfoList`

Declaration: constructor `Create(AObject: TObject; Filter: TTypeKinds)`

Visibility: public

Description: `Create` allocates and initializes a new instance of `TPropInfoList` on the heap. It retrieves a list of published properties from `AObject`: if `Filter` is empty, then all properties are retrieved. If it is not empty, then only properties of the kind specified in the set are retrieved. Instance should not be `Nil`

See also: `Destroy` (??)

### 27.5.5 TPropInfoList.Destroy

Synopsis: Remove the `TPropInfoList` instance from memory

Declaration: destructor `Destroy`; Override

Visibility: public

Description: `Destroy` cleans up the internal structures maintained by `TPropInfoList` and then calls the inherited `Destroy`.

See also: `Create` (??)

### 27.5.6 TPropInfoList.Contains

Synopsis: Check whether a certain property is included

Declaration: function `Contains(P: PPropInfo) : Boolean`

Visibility: public

Description: `Contains` checks whether `P` is included in the list of properties, and returns `True` if it does. If `P` cannot be found, `False` is returned.

See also: `Find` (??), `Intersect` (??)

### 27.5.7 TPropInfoList.Find

Synopsis: Retrieve property information based on name

Declaration: `function Find(const AName: string) : PPropInfo`

Visibility: public

Description: `Find` returns a pointer to the type information of the property `AName`. If no such information is available, the function returns `Nil`. The search is performed case insensitive.

See also: `Intersect (??)`, `Contains (??)`

### 27.5.8 TPropInfoList.Delete

Synopsis: Delete property information from the list

Declaration: `procedure Delete(Index: Integer)`

Visibility: public

Description: `Delete` deletes the property information at position `Index` from the list. It's mainly of use in the `Intersect (??)` call.

Errors: No checking on the validity of `Index` is performed.

See also: `Intersect (??)`

### 27.5.9 TPropInfoList.Intersect

Synopsis: Intersect 2 property lists

Declaration: `procedure Intersect(List: TPropInfoList)`

Visibility: public

Description: `Intersect` reduces the list of properties to the ones also contained in `List`, i.e. all properties which are not also present in `List` are removed.

See also: `Delete (??)`, `Contains (??)`

### 27.5.10 TPropInfoList.Count

Synopsis: Number of items in the list

Declaration: `Property Count : Integer`

Visibility: public

Access: Read

Description: `Count` is the number of property type pointers in the list.

See also: `Items (??)`

### 27.5.11 TPropInfoList.Items

Synopsis: Indexed access to the property type pointers

Declaration: `Property Items[Index: Integer]: PPropInfo; default`

Visibility: `public`

Access: `Read`

Description: `Items` provides access to the property type pointers stored in the list. `Index` runs from 0 to `Count-1`.

See also: `Count` (??)

## 27.6 TPropsStorage

### 27.6.1 Description

`TPropsStorage` provides a mechanism to store properties from any class which has published properties (usually a `TPersistent` descendent) in a storage mechanism.

`TPropsStorage` does not handle the storage by itself, instead, the storage is handled through a series of callbacks to read and/or write strings. Conversion of property types to string is handled by `TPropsStorage` itself: all that needs to be done is set the 3 handlers. The storage mechanism is assumed to have the structure of an .ini file : sections with key/value pairs. The three callbacks should take this into account, but they do not need to create an actual .ini file.

See also: `TPropInfoList` ([547](#))

### 27.6.2 Method overview

Page	Property	Description
<a href="#">551</a>	<code>LoadAnyProperty</code>	Load a property value
<a href="#">552</a>	<code>LoadObjectsProps</code>	Load a list of component properties
<a href="#">551</a>	<code>LoadProperties</code>	Load a list of properties
<a href="#">550</a>	<code>StoreAnyProperty</code>	Store a property value
<a href="#">552</a>	<code>StoreObjectsProps</code>	Store a list of component properties
<a href="#">551</a>	<code>StoreProperties</code>	Store a list of properties

### 27.6.3 Property overview

Page	Property	Access	Description
<a href="#">553</a>	<code>AObject</code>	<code>rw</code>	Object to load or store properties from
<a href="#">554</a>	<code>OnEraseSection</code>	<code>rw</code>	Erase a section in storage
<a href="#">554</a>	<code>OnReadString</code>	<code>rw</code>	Read a string value from storage
<a href="#">554</a>	<code>OnWriteString</code>	<code>rw</code>	Write a string value to storage
<a href="#">553</a>	<code>Prefix</code>	<code>rw</code>	Prefix to use in storage
<a href="#">553</a>	<code>Section</code>	<code>rw</code>	Section name for storage

### 27.6.4 TPropsStorage.StoreAnyProperty

Synopsis: Store a property value

Declaration: `procedure StoreAnyProperty(PropInfo: PPropInfo)`

Visibility: public

**Description:** `StoreAnyProperty` stores the property with information specified in `PropInfo` in the storage mechanism. The property value is retrieved from the object instance specified in the `AObject (??)` property of `TPropsStorage`.

**Errors:** If the property pointer is invalid or `AObject` is invalid, an exception will be raised.

**See also:** `AObject (??)`, `LoadAnyProperty (??)`, `LoadProperties (??)`, `StoreProperties (??)`

### 27.6.5 TPropsStorage.LoadAnyProperty

**Synopsis:** Load a property value

**Declaration:** `procedure LoadAnyProperty(PropInfo: PPropInfo)`

Visibility: public

**Description:** `LoadAnyProperty` loads the property with information specified in `PropInfo` from the storage mechanism. The value is then applied to the object instance specified in the `AObject (??)` property of `TPropsStorage`.

**Errors:** If the property pointer is invalid or `AObject` is invalid, an exception will be raised.

**See also:** `AObject (??)`, `StoreAnyProperty (??)`, `LoadProperties (??)`, `StoreProperties (??)`

### 27.6.6 TPropsStorage.StoreProperties

**Synopsis:** Store a list of properties

**Declaration:** `procedure StoreProperties(PropList: TStrings)`

Visibility: public

**Description:** `StoreProperties` stores the values of all properties in `PropList` in the storage mechanism. The list should contain names of published properties of the `AObject (??)` object.

**Errors:** If an invalid property name is specified, an exception will be raised.

**See also:** `AObject (??)`, `StoreAnyProperty (??)`, `LoadProperties (??)`, `LoadAnyProperty (??)`

### 27.6.7 TPropsStorage.LoadProperties

**Synopsis:** Load a list of properties

**Declaration:** `procedure LoadProperties(PropList: TStrings)`

Visibility: public

**Description:** `LoadProperties` loads the values of all properties in `PropList` from the storage mechanism. The list should contain names of published properties of the `AObject (??)` object.

**Errors:** If an invalid property name is specified, an exception will be raised.

**See also:** `AObject (??)`, `StoreAnyProperty (??)`, `StoreProperties (??)`, `LoadAnyProperty (??)`



### 27.6.8 TPropsStorage.LoadObjectsProps

Synopsis: Load a list of component properties

Declaration: `procedure LoadObjectsProps (AComponent: TComponent; StoredList: TStrings)`

Visibility: `public`

Description: `LoadObjectsProps` loads a list of component properties, relative to `AComponent`: the names of the component properties to load are specified as follows:

```
ComponentName1.PropertyName
ComponentName2.Subcomponent1.PropertyName
```

The component instances will be located relative to `AComponent`, and must therefore be names of components owned by `AComponent`, followed by a valid property of these components. If the `componentname` is missing, the property name will be assumed to be a property of `AComponent` itself.

The `Objects` property of the stringlist should be filled with the instances of the components the property references refer to: they can be filled with the `UpdateStoredList` (547) call.

For example, to load the checked state of a checkbox named 'CBCheckMe' and the caption of a button named 'BPressMe', both owned by a form, the following strings should be passed:

```
CBCheckMe.Checked
BPressMe.Caption
```

and the `AComponent` should be the form component that owns the button and checkbox.

Note that this call removes the value of the `AObject (??)` property.

Errors: If an invalid component is specified, an exception will be raised.

See also: `UpdateStoredList` (547), `StoreObjectsProps (??)`, `LoadProperties (??)`, `LoadAnyProperty (??)`

### 27.6.9 TPropsStorage.StoreObjectsProps

Synopsis: Store a list of component properties

Declaration: `procedure StoreObjectsProps (AComponent: TComponent; StoredList: TStrings)`

Visibility: `public`

Description: `StoreObjectsProps` stores a list of component properties, relative to `AComponent`: the names of the component properties to store are specified as follows:

```
ComponentName1.PropertyName
ComponentName2.Subcomponent1.PropertyName
```

The component instances will be located relative to `AComponent`, and must therefore be names of components owned by `AComponent`, followed by a valid property of these components. If the `componentname` is missing, the property name will be assumed to be a property of `AComponent` itself.

The `Objects` property of the stringlist should be filled with the instances of the components the property references refer to: they can be filled with the `UpdateStoredList` (547) call.

For example, to store the checked state of a checkbox named 'CBCheckMe' and the caption of a button named 'BPressMe', both owned by a form, the following strings should be passed:

`CBCheckMe.Checked`  
`BPressMe.Caption`

and the `AComponent` should be the form component that owns the button and checkbox.

Note that this call removes the value of the `AObject` (??) property.

See also: `UpdateStoredList` (547), `LoadObjectsProps` (??), `LoadProperties` (??), `LoadAnyProperty` (??)

### 27.6.10 TPropsStorage.AObject

Synopsis: Object to load or store properties from

Declaration: `Property AObject : TObject`

Visibility: `public`

Access: `Read,Write`

Description: `AObject` is the object instance whose properties will be loaded or stored with any of the methods in the `TPropsStorage` class. Note that a call to `StoreObjectProps` (??) or `LoadObjectProps` (??) will destroy any value that this property might have.

See also: `LoadProperties` (??), `LoadAnyProperty` (??), `StoreProperties` (??), `StoreAnyProperty` (??), `StoreObjectProps` (??), `LoadObjectProps` (??)

### 27.6.11 TPropsStorage.Prefix

Synopsis: Prefix to use in storage

Declaration: `Property Prefix : string`

Visibility: `public`

Access: `Read,Write`

Description: `Prefix` is prepended to all property names to form the key name when writing a property to storage, or when reading a value from storage. This is useful when storing properties of multiple forms in a single section.

See also: `TPropsStorage.Section` (??)

### 27.6.12 TPropsStorage.Section

Synopsis: Section name for storage

Declaration: `Property Section : string`

Visibility: `public`

Access: `Read,Write`

Description: `Section` is used as the section name when writing values to storage. Note that when writing properties of subcomponents, their names will be appended to the value specified here.

See also: `TPropsStorage.Section` (??)

### 27.6.13 TPropsStorage.OnReadString

Synopsis: Read a string value from storage

Declaration: `Property OnReadString : TReadStrEvent`

Visibility: `public`

Access: `Read,Write`

Description: `OnReadString` is the event handler called whenever `TPropsStorage` needs to read a string from storage. It should be set whenever properties need to be loaded, or an exception will be raised.

See also: `OnWriteString` (??), `OnEraseSection` (??), `TReadStrEvent` ([546](#))

### 27.6.14 TPropsStorage.OnWriteString

Synopsis: Write a string value to storage

Declaration: `Property OnWriteString : TWriteStrEvent`

Visibility: `public`

Access: `Read,Write`

Description: `OnWriteString` is the event handler called whenever `TPropsStorage` needs to write a string to storage. It should be set whenever properties need to be stored, or an exception will be raised.

See also: `OnReadString` (??), `OnEraseSection` (??), `TWriteStrEvent` ([546](#))

### 27.6.15 TPropsStorage.OnEraseSection

Synopsis: Erase a section in storage

Declaration: `Property OnEraseSection : TEraseSectEvent`

Visibility: `public`

Access: `Read,Write`

Description: `OnEraseSection` is the event handler called whenever `TPropsStorage` needs to clear a complete storage section. It should be set whenever stringlist properties need to be stored, or an exception will be raised.

See also: `OnReadString` (??), `OnWriteString` (??), `TEraseSectEvent` ([545](#))

## Chapter 28

# Reference for unit 'simpleipc'

### 28.1 Used units

Table 28.1: Used units by unit 'simpleipc'

Name	Page
Classes	??
System	??
sysutils	??

### 28.2 Overview

The SimpleIPC unit provides classes to implement a simple, one-way IPC mechanism using string messages. It provides a TSimpleIPCTServer (566) component for the server, and a TSimpleIPCClient (563) component for the client. The components are cross-platform, and should work both on Windows and unix-like systems.

The Unix implementation of the SimpleIPC unit uses file-based sockets. It will attempt to clean up any registered server socket files that were not removed cleanly.

It does this in the unit finalization code. It does not install a signal handler by itself, that is the task of the programmer. But program crashes (access violations and such) that are handled by the RTL will be handled gracefully.

This also means that if the process is killed with the KILL signal, it has no chance of removing the files (KILL signals cannot be caught), in which case socket files may remain in the filesystem.

### 28.3 Constants, types and variables

#### 28.3.1 Resource strings

```
SErrActive = 'This operation is illegal when the server is active.'
```

Error message if client/server is active.

```
SErrInactive = 'This operation is illegal when the server is inactive.'
```

Error message if client/server is not active.

```
SErrServerNotActive = 'Server with ID %s is not active.'
```

Error message if server is not active

### 28.3.2 Constants

```
MsgVersion = 1
```

Current version of the messaging protocol

```
mtString = 1
```

String message type

```
mtUnknown = 0
```

Unknown message type

### 28.3.3 Types

```
TIPCCClientCommClass = Class of TIPCCClientComm
```

`TIPCCClientCommClass` is used by `TSimpleIPCClient` ([563](#)) to decide which kind of communication channel to set up.

```
TIPCServerCommClass = Class of TIPCServerComm
```

`TIPCServerCommClass` is used by `TSimpleIPCServer` ([566](#)) to decide which kind of communication channel to set up.

```
TMessageType = LongInt
```

`TMessageType` is provided for backward compatibility with earlier versions of the `simpleipc` unit.

```
TMsgHeader = packed record
  Version : Byte;
  MsgType : TMessageType;
  MsgLen  : Integer;
end
```

`TMsgHeader` is used internally by the IPC client and server components to transmit data. The `Version` field denotes the protocol version. The `MsgType` field denotes the type of data (`mtString` for string messages), and `MsgLen` is the length of the message which will follow.

### 28.3.4 Variables

```
DefaultIPCClientClass : TIPCCClientCommClass = nil
```

DefaultIPCClientClass is filled with a class pointer indicating which kind of communication protocol class should be instantiated by the TSimpleIPCCClient (563) class. It is set to a default value by the default implementation in the SimpleIPC unit, but can be set to another class if another method of transport is desired. (it should match the communication protocol used by the server, obviously).

```
DefaultIPCServerClass : TIPCServerCommClass = nil
```

DefaultIPCServerClass is filled with a class pointer indicating which kind of communication protocol class should be instantiated by the TSimpleIPCServer (566) class. It is set to a default value by the default implementation in the SimpleIPC unit, but can be set to another class if another method of transport is desired.

## 28.4 EIPCErrors

### 28.4.1 Description

EIPCErrors is the exception used by the various classes in the SimpleIPC unit to report errors.

## 28.5 TIPCCClientComm

### 28.5.1 Description

TIPCCClientComm is an abstract component which implements the client-side communication protocol. The behaviour expected of this class must be implemented in a platform-dependent descendent class.

The TSimpleIPCCClient (563) class does not implement the messaging protocol by itself. Instead, it creates an instance of a (platform dependent) descendent of TIPCCClientComm which handles the internals of the communication protocol.

The server side of the messaging protocol is handled by the TIPCServerComm (559) component. The descendent components must always be implemented in pairs.

See also: TSimpleIPCCClient (563), TIPCServerComm (559), TSimpleIPCServer (566)

### 28.5.2 Method overview

Page	Property	Description
558	Connect	Connect to the server
558	Create	Create a new instance of the TIPCCClientComm
558	Disconnect	Disconnect from the server
559	SendMessage	Send a message
559	ServerRunning	Check if the server is running.

### 28.5.3 Property overview

Page	Property	Access	Description
559	Owner	r	TSimpleIPCCClient instance for which communication must be handled.

### 28.5.4 TIPCCliantComm.Create

Synopsis: Create a new instance of the `TIPCCliantComm`

Declaration: `constructor Create(AOwner: TSimpleIPCCliant); Virtual`

Visibility: `public`

Description: `Create` instantiates a new instance of the `TIPCCliantComm` class, and stores the `AOwner` reference to the `TSimpleIPCCliant` (563) instance for which it will handle communication. It can be retrieved later using the `Owner` (??) property.

See also: `Owner` (??), `TSimpleIPCCliant` (563)

### 28.5.5 TIPCCliantComm.Connect

Synopsis: Connect to the server

Declaration: `procedure Connect; Virtual; Abstract`

Visibility: `public`

Description: `Connect` must establish a communication channel with the server. The server endpoint must be constructed from the `ServerID` (??) and `ServerInstance` (??) properties of the owning `TSimpleIPCCliant` (563) instance.

`Connect` is called by the `TSimpleIPCCliant.Connect` (??) call or when the `Active` (??) property is set to `True`

Messages can be sent only after `Connect` was called successfully.

Errors: If the connection setup fails, or the connection was already set up, then an exception may be raised.

See also: `TSimpleIPCCliant.Connect` (??), `Active` (??), `Disconnect` (??)

### 28.5.6 TIPCCliantComm.Disconnect

Synopsis: Disconnect from the server

Declaration: `procedure Disconnect; Virtual; Abstract`

Visibility: `public`

Description: `Disconnect` closes the communication channel with the server. Any calls to `SendMessage` are invalid after `Disconnect` was called.

`Disconnect` is called by the `TSimpleIPCCliant.Disconnect` (??) call or when the `Active` (??) property is set to `False`.

Messages can no longer be sent after `Disconnect` was called.

Errors: If the connection shutdown fails, or the connection was already shut down, then an exception may be raised.

See also: `TSimpleIPCCliant.Disconnect` (??), `Active` (??), `Connect` (??)

### 28.5.7 TIPCCliantComm.ServerRunning

Synopsis: Check if the server is running.

Declaration: `function ServerRunning : Boolean; Virtual; Abstract`

Visibility: public

Description: `ServerRunning` returns `True` if the server endpoint of the communication channel can be found, or `False` if not. The server endpoint should be obtained from the `ServerID` and `InstanceID` properties of the owning `TSimpleIPCCliant` (563) component.

See also: `TSimpleIPCCliant.InstanceID` (??), `TSimpleIPCCliant.ServerID` (??)

### 28.5.8 TIPCCliantComm.SendMessage

Synopsis: Send a message

Declaration: `procedure SendMessage (MsgType: TMessageType; Stream: TStream); Virtual; Abstract`

Visibility: public

Description: `SendMessage` should deliver the message with type `MsgType` and data in `Stream` to the server. It should not return until the message was delivered.

Errors: If the delivery of the message fails, an exception will be raised.

### 28.5.9 TIPCCliantComm.Owner

Synopsis: `TSimpleIPCCliant` instance for which communication must be handled.

Declaration: `Property Owner : TSimpleIPCCliant`

Visibility: public

Access: Read

Description: `Owner` is the `TSimpleIPCCliant` (563) instance for which the communication must be handled. It cannot be changed, and must be specified when the `TIPCCliantComm` instance is created.

See also: `TSimpleIPCCliant` (563), `TIPCCliantComm.Create` (??)

## 28.6 TIPCTServerComm

### 28.6.1 Description

`TIPCTServerComm` is an abstract component which implements the server-side communication protocol. The behaviour expected of this class must be implemented in a platform-dependent descendent class.

The `TSimpleIPCTServer` (566) class does not implement the messaging protocol by itself. Instead, it creates an instance of a (platform dependent) descendent of `TIPCTServerComm` which handles the internals of the communication protocol.

The client side of the messaging protocol is handled by the `TIPCCliantComm` (557) component. The descendent components must always be implemented in pairs.

See also: `TSimpleIPCTServer` (566), `TIPCCliantComm` (557)



### 28.6.2 Method overview

Page	Property	Description
<a href="#">560</a>	Create	Create a new instance of the communication handler
<a href="#">561</a>	PeekMessage	See if a message is available.
<a href="#">561</a>	ReadMessage	Read message from the channel.
<a href="#">560</a>	StartServer	Start the server-side of the communication channel
<a href="#">560</a>	StopServer	Stop the server side of the communication channel.

### 28.6.3 Property overview

Page	Property	Access	Description
<a href="#">562</a>	InstanceID	r	Unique identifier for the communication channel.
<a href="#">561</a>	Owner	r	TSimpleIPCServer instance for which to handle transport

### 28.6.4 TIPCServerComm.Create

Synopsis: Create a new instance of the communication handler

Declaration: `constructor Create(AOwner: TSimpleIPCServer); Virtual`

Visibility: public

Description: `Create` initializes a new instance of the communication handler. It simply saves the `AOwner` parameter in the `Owner` (??) property.

See also: `Owner` (??)

### 28.6.5 TIPCServerComm.StartServer

Synopsis: Start the server-side of the communication channel

Declaration: `procedure StartServer; Virtual; Abstract`

Visibility: public

Description: `StartServer` sets up the server-side of the communication channel. After `StartServer` was called, a client can connect to the communication channel, and send messages to the server.

It is called when the `TSimpleIPC.Active` (??) property of the `TSimpleIPCServer` ([566](#)) instance is set to `True`.

Errors: In case of an error, an `EIPCError` ([557](#)) exception is raised.

See also: `TSimpleIPCServer` ([566](#)), `TSimpleIPC.Active` (??)

### 28.6.6 TIPCServerComm.StopServer

Synopsis: Stop the server side of the communication channel.

Declaration: `procedure StopServer; Virtual; Abstract`

Visibility: public

**Description:** `StartServer` closes down the server-side of the communication channel. After `StartServer` was called, a client can no longer connect to the communication channel, or even send messages to the server if it was previously connected (i.e. it will be disconnected).

It is called when the `TSimpleIPC.Active (??)` property of the `TSimpleIPCServer (566)` instance is set to `False`.

**Errors:** In case of an error, an `EIPCError (557)` exception is raised.

**See also:** `TSimpleIPCServer (566)`, `TSimpleIPC.Active (??)`

### 28.6.7 TIPCServerComm.PeekMessage

**Synopsis:** See if a message is available.

**Declaration:** `function PeekMessage (TimeOut: Integer) : Boolean; Virtual; Abstract`

**Visibility:** `public`

**Description:** `PeekMessage` can be used to see if a message is available: it returns `True` if a message is available. It will wait maximum `TimeOut` milliseconds for a message to arrive. If no message was available after this time, it will return `False`.

If a message was available, it can be read with the `ReadMessage (??)` call.

**See also:** `ReadMessage (??)`

### 28.6.8 TIPCServerComm.ReadMessage

**Synopsis:** Read message from the channel.

**Declaration:** `procedure ReadMessage; Virtual; Abstract`

**Visibility:** `public`

**Description:** `ReadMessage` reads the message for the channel, and stores the information in the data structures in the `Owner` class.

`ReadMessage` is a blocking call: if no message is available, the program will wait till a message arrives. Use `PeekMessage (??)` to see if a message is available.

**See also:** `TSimpleIPCServer (566)`

### 28.6.9 TIPCServerComm.Owner

**Synopsis:** `TSimpleIPCServer` instance for which to handle transport

**Declaration:** `Property Owner : TSimpleIPCServer`

**Visibility:** `public`

**Access:** `Read`

**Description:** `Owner` refers to the `TSimpleIPCServer (566)` instance for which this instance of `TSimpleIPCServer` handles the transport. It is specified when the `TIPCServerComm` is created.

**See also:** `TSimpleIPCServer (566)`

### 28.6.10 TIPServerComm.InstanceID

Synopsis: Unique identifier for the communication channel.

Declaration: `Property InstanceID : string`

Visibility: `public`

Access: `Read`

Description: `InstanceID` returns a textual representation which uniquely identifies the communication channel on the server. The value is system dependent, and should be usable by the client-side to establish a communication channel with this instance.

## 28.7 TSimpleIPC

### 28.7.1 Description

`TSimpleIPC` is the common ancestor for the `TSimpleIPCServer` (566) and `TSimpleIPCClient` (563) classes. It implements some common properties between client and server.

See also: `TSimpleIPCServer` (566), `TSimpleIPCClient` (563)

### 28.7.2 Property overview

Page	Property	Access	Description
<a href="#">562</a>	<code>Active</code>	<code>rw</code>	Communication channel active
<a href="#">562</a>	<code>ServerID</code>	<code>rw</code>	Unique server identification

### 28.7.3 TSimpleIPC.Active

Synopsis: Communication channel active

Declaration: `Property Active : Boolean`

Visibility: `published`

Access: `Read,Write`

Description: `Active` can be set to `True` to set up the client or server end of the communication channel. For the server this means that the server end is set up, for the client it means that the client tries to connect to the server with `ServerID` (??) identification.

See also: `ServerID` (??)

### 28.7.4 TSimpleIPC.ServerID

Synopsis: Unique server identification

Declaration: `Property ServerID : string`

Visibility: `published`

Access: `Read,Write`

Description: `ServerID` is the unique server identification: on the server, it determines how the server channel is set up, on the client it determines the server with which to connect.

See also: `Active` (??)

## 28.8 TSimpleIPCClient

### 28.8.1 Description

`TSimpleIPCClient` is the client side of the simple IPC communication protocol. The client program should create a `TSimpleIPCClient` instance, set its `ServerID` (??) property to the unique name for the server it wants to send messages to, and then set the `Active` (??) property to `True` (or call `Connect` (??)).

After the connection with the server was established, messages can be sent to the server with the `SendMessage` (??) or `SendStringMessage` (??) calls.

See also: `TSimpleIPCServer` (566), `TSimpleIPC` (562), `TIPCClientComm` (557)

### 28.8.2 Method overview

Page	Property	Description
<a href="#">564</a>	<code>Connect</code>	Connect to the server
<a href="#">563</a>	<code>Create</code>	Create a new instance of <code>TSimpleIPCClient</code>
<a href="#">563</a>	<code>Destroy</code>	Remove the <code>TSimpleIPCClient</code> instance from memory
<a href="#">564</a>	<code>Disconnect</code>	Disconnect from the server
<a href="#">565</a>	<code>SendMessage</code>	Send a message to the server
<a href="#">565</a>	<code>SendStringMessage</code>	Send a string message to the server
<a href="#">565</a>	<code>SendStringMessageFmt</code>	Send a formatted string message
<a href="#">564</a>	<code>ServerRunning</code>	Check if the server is running.

### 28.8.3 Property overview

Page	Property	Access	Description
<a href="#">565</a>	<code>ServerInstance</code>	rw	Server instance identification

### 28.8.4 TSimpleIPCClient.Create

Synopsis: Create a new instance of `TSimpleIPCClient`

Declaration: `constructor Create(AOwner: TComponent); Override`

Visibility: `public`

Description: `Create` instantiates a new instance of the `TSimpleIPCClient` class. It initializes the data structures needed to handle the client side of the communication.

See also: `Destroy` (??)

### 28.8.5 TSimpleIPCClient.Destroy

Synopsis: Remove the `TSimpleIPCClient` instance from memory

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` disconnects the client from the server if need be, and cleans up the internal data structures maintained by `TSimpleIPCClient` and then calls the inherited `Destroy`, which will remove the instance from memory.

Never call `Destroy` directly, use the `Free` method instead or the `FreeAndNil` procedure in `SysUtils`.

See also: `Create` (??)

### 28.8.6 `TSimpleIPClient.Connect`

Synopsis: Connect to the server

Declaration: `procedure Connect`

Visibility: `public`

Description: `Connect` connects to the server indicated in the `ServerID` (??) and `InstanceID` (??) properties. `Connect` is called automatically if the `Active` (??) property is set to `True`.

After a successful call to `Connect`, messages can be sent to the server using `SendMessage` (??) or `SendStringMessage` (??).

Calling `Connect` if the connection is already open has no effect.

Errors: If creating the connection fails, an `EIPError` (557) exception may be raised.

See also: `ServerID` (??), `InstanceID` (??), `Active` (??), `SendMessage` (??), `SendStringMessage` (??), `Disconnect` (??)

### 28.8.7 `TSimpleIPClient.Disconnect`

Synopsis: Disconnect from the server

Declaration: `procedure Disconnect`

Visibility: `public`

Description: `Disconnect` shuts down the connection with the server as previously set up with `Connect` (??). `Disconnect` is called automatically if the `Active` (??) property is set to `False`.

After a successful call to `Disconnect`, messages can no longer be sent to the server. Attempting to do so will result in an exception.

Calling `Disconnect` if there is no connection has no effect.

Errors: If creating the connection fails, an `EIPError` (557) exception may be raised.

See also: `Active` (??), `Connect` (??)

### 28.8.8 `TSimpleIPClient.ServerRunning`

Synopsis: Check if the server is running.

Declaration: `function ServerRunning : Boolean`

Visibility: `public`

Description: `ServerRunning` verifies if the server indicated in the `ServerID` (??) and `InstanceID` (??) properties is running. It returns `True` if the server communication endpoint can be reached, `False` otherwise. This function can be called before a connection is made.

See also: `Connect` (??)

### 28.8.9 TSimpleIPCClient.SendMessage

Synopsis: Send a message to the server

Declaration: `procedure SendMessage(MsgType: TMessageType; Stream: TStream)`

Visibility: public

Description: `SendMessage` sends a message of type `MsgType` and data from `stream` to the server. The client must be connected for this call to work.

Errors: In case an error occurs, or there is no connection to the server, an `EIPCErr` (557) exception is raised.

See also: `Connect` (??), `SendStringMessage` (??)

### 28.8.10 TSimpleIPCClient.SendStringMessage

Synopsis: Send a string message to the server

Declaration: `procedure SendStringMessage(const Msg: string)`  
`procedure SendStringMessage(MsgType: TMessageType; const Msg: string)`

Visibility: default

Description: `SendStringMessage` sends a string message with type `MsgTyp` and data `Msg` to the server. This is a convenience function: a small wrapper around the `SendMessage` (??) method

Errors: Same as for `SendMessage`.

See also: `SendMessage` (??), `Connect` (??), `SendStringMessageFmt` (??)

### 28.8.11 TSimpleIPCClient.SendStringMessageFmt

Synopsis: Send a formatted string message

Declaration: `procedure SendStringMessageFmt(const Msg: string; Args: Array of const)`  
`procedure SendStringMessageFmt(MsgType: TMessageType; const Msg: string; Args: Array of const)`

Visibility: default

Description: `SendStringMessageFmt` sends a string message with type `MsgTyp` and message formatted from `Msg` and `Args` to the server. This is a convenience function: a small wrapper around the `SendStringMessage` (??) method

Errors: Same as for `SendMessage`.

See also: `SendMessage` (??), `Connect` (??), `SendStringMessage` (??)

### 28.8.12 TSimpleIPCClient.ServerInstance

Synopsis: Server instance identification

Declaration: `Property ServerInstance : string`

Visibility: public

Access: Read, Write

**Description:** `ServerInstance` should be used in case a particular instance of the server identified with `ServerID` should be contacted. This must be used if the server has its `Global (??)` property set to `False`, and should match the server's `InstanceID (??)` property.

See also: `ServerID (??)`, `Global (??)`, `InstanceID (??)`

## 28.9 TSimpleIPCServer

### 28.9.1 Description

`TSimpleIPCServer` is the server side of the simple IPC communication protocol. The server program should create a `TSimpleIPCServer` instance, set its `ServerID (??)` property to a unique name for the system, and then set the `Active (??)` property to `True` (or call `StartServer (??)`).

After the server was started, it can check for availability of messages with the `PeekMessage (??)` call, and read the message with `ReadMessage (??)`.

See also: `TSimpleIPCClient` (563), `TSimpleIPC` (562), `TIPCServerComm` (559)

### 28.9.2 Method overview

Page	Property	Description
<a href="#">566</a>	Create	Create a new instance of <code>TSimpleIPCServer</code>
<a href="#">567</a>	Destroy	Remove the <code>TSimpleIPCServer</code> instance from memory
<a href="#">568</a>	GetMessageData	Read the data of the last message in a stream
<a href="#">567</a>	PeekMessage	Check if a client message is available.
<a href="#">567</a>	StartServer	Start the server
<a href="#">567</a>	StopServer	Stop the server

### 28.9.3 Property overview

Page	Property	Access	Description
<a href="#">569</a>	Global	rw	Is the server reachable to all users or not
<a href="#">569</a>	InstanceID	r	Instance ID
<a href="#">569</a>	MsgData	r	Last message data
<a href="#">568</a>	MsgType	r	Last message type
<a href="#">569</a>	OnMessage	rw	Event triggered when a message arrives
<a href="#">568</a>	StringMessage	r	Last message as a string.

### 28.9.4 TSimpleIPCServer.Create

**Synopsis:** Create a new instance of `TSimpleIPCServer`

**Declaration:** `constructor Create(AOwner: TComponent); Override`

**Visibility:** `public`

**Description:** `Create` instantiates a new instance of the `TSimpleIPCServer` class. It initializes the data structures needed to handle the server side of the communication.

See also: `Destroy (??)`

### 28.9.5 TSimpleIPCTServer.Destroy

Synopsis: Remove the TSimpleIPCTServer instance from memory

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` stops the server, cleans up the internal data structures maintained by TSimpleIPCTServer and then calls the inherited `Destroy`, which will remove the instance from memory.

Never call `Destroy` directly, use the `Free` method instead or the `FreeAndNil` procedure in `SysUtils`.

See also: `Create` (??)

### 28.9.6 TSimpleIPCTServer.StartServer

Synopsis: Start the server

Declaration: `procedure StartServer`

Visibility: `public`

Description: `StartServer` starts the server side of the communication channel. It is called automatically when the `Active` property is set to `True`. It creates the internal communication object (a `TIPCTServerComm` (559) descendent) and activates the communication channel.

After this method was called, clients can connect and send messages.

Prior to calling this method, the `ServerID` (??) property must be set.

Errors: If an error occurs a `EIPCTError` (557) exception may be raised.

See also: `TIPCTServerComm` (559), `Active` (??), `ServerID` (??), `StopServer` (??)

### 28.9.7 TSimpleIPCTServer.StopServer

Synopsis: Stop the server

Declaration: `procedure StopServer`

Visibility: `public`

Description: `StopServer` stops the server side of the communication channel. It is called automatically when the `Active` property is set to `False`. It deactivates the communication channel and frees the internal communication object (a `TIPCTServerComm` (559) descendent).

See also: `TIPCTServerComm` (559), `Active` (??), `ServerID` (??), `StartServer` (??)

### 28.9.8 TSimpleIPCTServer.PeekMessage

Synopsis: Check if a client message is available.

Declaration: `function PeekMessage (TimeOut: Integer; DoReadMessage: Boolean) : Boolean`

Visibility: `public`



**Description:** `PeekMessage` checks if a message from a client is available. It will return `True` if a message is available. The call will wait for `Timeout` milliseconds for a message to arrive: if after `Timeout` milliseconds, no message is available, the function will return `False`.

If `DoReadMessage` is `True` then `PeekMessage` will read the message. If it is `False`, it does not read the message. The message should then be read manually with `ReadMessage (??)`.

See also: `ReadMessage (??)`

### 28.9.9 TSimpleIPCServer.GetMessageData

**Synopsis:** Read the data of the last message in a stream

**Declaration:** `procedure GetMessageData(Stream: TStream)`

**Visibility:** `public`

**Description:** `GetMessageData` reads the data of the last message from `TSimpleIPCServer.MsgData (??)` and stores it in stream `Stream`. If no data was available, the stream will be cleared.

This function will return valid data only after a succesful call to `ReadMessage (??)`. It will also not clear the data buffer.

See also: `StringMessage (??)`, `MsgData (??)`, `MsgType (??)`

### 28.9.10 TSimpleIPCServer.StringMessage

**Synopsis:** Last message as a string.

**Declaration:** `Property StringMessage : string`

**Visibility:** `public`

**Access:** `Read`

**Description:** `StringMessage` is the content of the last message as a string.

This property will contain valid data only after a succesful call to `ReadMessage (??)`.

See also: `GetMessageData (??)`

### 28.9.11 TSimpleIPCServer.MsgType

**Synopsis:** Last message type

**Declaration:** `Property MsgType : TMessageType`

**Visibility:** `public`

**Access:** `Read`

**Description:** `MsgType` contains the message type of the last message.

This property will contain valid data only after a succesful call to `ReadMessage (??)`.

See also: `ReadMessage (??)`

### 28.9.12 TSimpleIPCServer.MsgData

Synopsis: Last message data

Declaration: `Property MsgData : TStream`

Visibility: public

Access: Read

Description: `MsgData` contains the actual data from the last read message. If the data is a string, then `StringMessage (??)` is better suited to read the data.

This property will contain valid data only after a succesful call to `ReadMessage (??)`.

See also: `StringMessage (??)`, `ReadMessage (??)`

### 28.9.13 TSimpleIPCServer.InstanceID

Synopsis: Instance ID

Declaration: `Property InstanceID : string`

Visibility: public

Access: Read

Description: `InstanceID` is the unique identifier for this server communication channel endpoint, and will be appended to the `ServerID (??)` property to form the unique server endpoint which a client should use.

See also: `ServerID (??)`, `Global (??)`

### 28.9.14 TSimpleIPCServer.Global

Synopsis: Is the server reachable to all users or not

Declaration: `Property Global : Boolean`

Visibility: published

Access: Read,Write

Description: `Global` indicates whether the server is reachable to all users (`True`) or if it is private to the current process (`False`). In the latter case, the unique channel endpoint identification may change: a unique identification of the current process is appended to the `ServerID` name.

See also: `ServerID (??)`, `InstanceID (??)`

### 28.9.15 TSimpleIPCServer.OnMessage

Synopsis: Event triggered when a pessage arrives

Declaration: `Property OnMessage : TNotifyEvent`

Visibility: published

Access: Read,Write

Description: `OnMessage` is called by `ReadMessage (??)` when a message has been read. The actual message data can be retrieved with one of the `StringMessage (??)`, `MsgData (??)` or `MsgType (??)` properties.

See also: `StringMessage (??)`, `MsgData (??)`, `MsgType (??)`

## Chapter 29

# Reference for unit 'sqldb'

### 29.1 Used units

Table 29.1: Used units by unit 'sqldb'

Name	Page
bufdataset	??
Classes	??
db	<a href="#">226</a>
sqlscript	??
System	??
sysutils	??

### 29.2 Overview

The SQLDB unit defines three main classes to handle data in SQL based databases.

1. TSQLConnection ([584](#)) represents the connection to the database. Here, properties pertaining to the connection (machine, database, user password) must be set. This is an abstract class, which should not be used directly. Per database type (mysql, firebird, postgres, oracle, sqlite) a descendent should be made and used.
2. TSQLQuery ([595](#)) is a `#fcl.db.TDataset` ([276](#)) descendent which can be used to view and manipulate the result of an SQL select query. It can also be used to execute all kinds of SQL statements.
3. TSQLTransaction ([612](#)) represents the transaction in which an SQL command is running. SQLDB supports multiple simultaneous transactions in a database connection. For databases that do not support this functionality natively, it is simulated by maintaining multiple connections to the database.

There is also a unified way to retrieve schema information, and a registration for connector types.

## 29.3 Using the universal TSQLConnector type

See also: TSQLConnector ([593](#))

## 29.4 Retrieving Schema Information

Schema Information (lists of available database objects) can be retrieved using some specialized calls in TSQLConnection ([584](#)):

- TSQLConnection.GetTableNames (??) retrieves a list of available tables. The system tables can be requested.
- TSQLConnection.GetProcedureNames (??) retrieves a list of available stored procedures.
- TSQLConnection.GetFieldNames (??) retrieves a list of fields for a given table.

These calls are pretty straightforward and need little explanation. A more versatile system is the schema info query: the TCustomSQLQuery.SetSchemaInfo (??) method can be used to create a result set (dataset) with schema information. The parameter `SchemaType` determines the resulting information when the dataset is opened. The following information can be requested:

**stTables** Retrieves the list of user Tables in database. This is used internally by TSQLConnection.GetTableNames (??).

**dtSysTables** Retrieves the list of system Tables in database. This is used internally by TSQLConnection.GetTableNames (??) when the system tables are requested

**stProcedures** Retrieves a list of stored procedures in database. This is used internally by TSQLConnection.GetProcedureNames (??).

**stColumns** Retrieves the list of columns (fields) in a table. This is used internally by TSQLConnection.GetFieldNames (??).

**stProcedureParams** This retrieves the parameters for a stored procedure.

**stIndexes** Retrieves the indexes for one or more tables. (currently not implemented)

**stPackages** Retrieves packages for databases that support them. (currently not implemented).

## 29.5 Automatic generation of update SQL statements

SQLDB (more in particular, TSQLQuery ([595](#))) can automatically generate update statements for the data it fetches. To this end, it will scan the SQL statement and determine the main table in the query: this is the first table encountered in the FROM part of the SELECT statement.

For INSERT and UPDATE operations, the SQL statement will update/insert all fields that have `pfInUpdate` in their `ProviderFlags` property. Read-only fields will not be added to the SQL statement. Fields that are NULL will not be added to an insert query, which means that the database server will insert whatever is in the DEFAULT clause of the corresponding field definition.

The WHERE clause for update and delete statements consists of all fields with `pfInKey` in their `ProviderFlags` property. Depending on the value of the `UpdateMode` (??) property, additional fields may be added to the WHERE clause:

**upWhereKeyOnly** No additional fields are added: only fields marked with `pfInKey` are used in the WHERE clause

**upWhereChanged** All fields whose value changed are added to the WHERE clause, using their old value.

**upWhereAll** All fields are added to the WHERE clause, using their old value.

In order to let SQLDB generate correct statements, it is important to set the `ProviderFlags` (345) properties correct for all fields.

In many cases, for example when only a single table is queried, and no AS field aliases are used, setting `TSQLQuery.UsePrimaryKeyAsKey` (??) combined with `UpdateMode` equal to `upWhereKeyOnly` is sufficient.

If the automatically generated queries are not correct, it is possible to specify the SQL statements to be used in the `UpdateSQL` (??), `InsertSQL` (??) and `DeleteSQL` (??) properties. The new field values should be specified using params with the same name as the field. The old field values should be specified using the `OLD_` prefix to the field name. The following example demonstrates this:

```
INSERT INTO MYTABLE
  (MYFIELD,MYFIELD2)
VALUES
  (:MYFIELD, :MYFIELD2);

UPDATE MYTABLE SET
  MYFIELD=:MYFIELD
  MYFIELD2=:MYFIELD2
WHERE
  (MYFIELD=:OLD_MYFIELD);

DELETE FROM MYTABLE WHERE (MyField=:OLD_MYFIELD);
```

See also: `UsingParams` (572), `TSQLQuery` (595), `UpdateSQL` (??), `InsertSQL` (??), `DeleteSQL` (??)

## 29.6 Using parameters

SQLDB implements parametrized queries, simulating them if the native SQL client does not support parametrized queries. A parametrized query means that the SQL statement contains placeholders for actual values. The following is a typical example:

```
SELECT * FROM MyTable WHERE (id=:id)
```

The `:id` is a parameter with the name `id`. It does not contain a value yet. The value of the parameter will be specified separately. In SQLDB this happens through the `TParams` collection, where each element of the collection is a named parameter, specified in the SQL statement. The value can be specified as follows:

```
Params.ParamByname('id').AsInteger:=123;
```

This will tell SQLDB that the parameter `id` is of type integer, and has value 123.

SQLDB uses parameters for 3 purposes:

1. When executing a query multiple times, simply with different values, this helps increase the speed if the server supports parametrized queries: the query must be prepared only once.
2. Master-Detail relationships between datasets can be established based on a parametrized detail query: the value of the parameters in the detail query is automatically obtained from fields with the same names in the master dataset. As the user scrolls through the master dataset, the detail dataset is refreshed with the new values of the params.
3. Updating of data in the database happens through parametrized update/delete/insert statements: the `TSQLQuery.UpdateSQL (??)`, `TSQLQuery.DeleteSQL (??)`, `TSQLQuery.InsertSQL (??)` properties of `TSQLQuery` (595) must contain parametrized queries.

An additional advantage of using parameters is that they help to avoid SQL injection: by specifying a parameter type and value, SQLDB will automatically check whether the value is of the correct type, and will apply proper quoting when the native engine does not support parameters directly.

See also: `TSQLQuery.Params (??)`, `UpdateSQLs` (571)

## 29.7 Constants, types and variables

### 29.7.1 Constants

```
DefaultSQLFormatSettings : TFormatSettings = (CurrencyFormat: 1; NegCurrFormat: 5; T
```

`DefaultSQLFormatSettings` contains the default settings used when formatting date/time and other special values in Update SQL statements generated by the various `TSQLConnection` (584) descendents.

```
DoubleQuotes : TQuoteChars = ('"', '"')
```

`DoubleQuotes` is the set of delimiters used when using double quotes for string literals.

```
LogAllEvents = [detCustom, detPrepare, detExecute, detFetch, detCommit, detRollBack]
```

`LogAllEvents` is a constant that contains the full set of available event types. It can be used to set `TSQLConnection.LogEvents (??)`.

```
SingleQuotes : TQuoteChars = (''', ''')
```

`SingleQuotes` is the set of delimiters used when using single quotes for string literals.

```
StatementTokens : Array[TStatementType] of = ('(unknown)', 'select', 'insert', 'upd
```

`StatementTokens` contains an array of string tokens that are used to detect the type of statement, usually the first SQL keyword of the token. The presence of this token in the SQL statement determines the kind of token.

### 29.7.2 Types

```
TCommitRollbackAction = (caNone, caCommit, caCommitRetaining, caRollback,
                          caRollbackRetaining)
```

Table 29.2: Enumeration values for type TCommitRollbackAction

Value	Explanation
caCommit	Commit transaction
caCommitRetaining	Commit transaction, retaining transaction context
caNone	Do nothing
caRollback	Rollback transaction
caRollbackRetaining	Rollback transaction, retaining transaction context

TCommitRollbackAction is currently unused in SQLDB.

TConnectionDefClass = Class of TConnectionDef

TConnectionDefClass is used in the RegisterConnection (577) call to register a new TConnectionDef (578) instance.

TConnOption = (sqSupportParams, sqEscapeSlash, sqEscapeRepeat)

Table 29.3: Enumeration values for type TConnOption

Value	Explanation
sqEscapeRepeat	Escapes in string literals are done by repeating the character.
sqEscapeSlash	Escapes in string literals are done with backslash characters.
sqSupportParams	The connection type has native support for parameters.

This type describes some of the option that a particular connection type supports.

TConnOptions = Set of TConnOption

TConnOptions describes the full set of options defined by a database.

TDBEventType = (detCustom, detPrepare, detExecute, detFetch, detCommit, detRollBack)

Table 29.4: Enumeration values for type TDBEventType

Value	Explanation
detCommit	Transaction Commit message
detCustom	Custom event message
detExecute	SQLExecute message
detFetch	Fetch data message
detPrepare	SQL prepare message
detRollBack	Transaction rollback message

TDBEventType describes the type of a database event message as generated by TSQLConnection (584) through the TSQLConnection.OnLog (??) event.

TDBEventTypes = Set of TDBEventType

TDBEventTypes is a set of TDBEventType (574) values, which is used to filter the set of event messages that should be sent. The TSQLConnection.LogEvents (??) property determines which events a particular connection will send.

```
TDBLogNotifyEvent = procedure(Sender: TSQLConnection;
                               EventType: TDBEventType; const Msg: string)
                               of object
```

TDBLogNotifyEvent is the prototype for the TSQLConnection.OnLog (??) event handler and for the global GlobalDBLogHook (576) event handling hook. Sender will contain the TSQLConnection (584) instance that caused the event, EventType will contain the event type, and Msg will contain the actual message: the content depends on the type of the message.

```
TLibraryLoadFunction = function(const S: ShortString) : Integer
```

TLibraryLoadFunction is the function prototype for dynamically loading a library when the universal connection component is used. It receives the name of the library to load (S), and should return True if the library was successfully loaded. It is used in the connection definition.

```
TLibraryUnloadFunction = procedure
```

TLibraryUnloadFunction is the function prototype for dynamically unloading a library when the universal connection component is used. It has no parameters, and should simply unload the library loaded with TLibraryLoadFunction (575)

```
TQuoteChars = Array[0..1] of Char
```

TQuoteChars is an array of characters that describes the used delimiters for string values.

```
TRowCount = LargeInt
```

A type to contain a result row count.

```
TSchemaType = (stNoSchema, stTables, stSysTables, stProcedures, stColumns,
                stProcedureParams, stIndexes, stPackages)
```

Table 29.5: Enumeration values for type TSchemaType

Value	Explanation
stColumns	Columns in a table
stIndexes	Indexes for a table
stNoSchema	No schema
stPackages	Packages (for databases that support them)
stProcedureParams	Parameters for a stored procedure
stProcedures	Stored procedures in database
stSysTables	System tables in database
stTables	User Tables in database

TSchemaType describes which schema information to retrieve in the TCustomSQLQuery.SetSchemaInfo (??) call. Depending on its value, the result set of the dataset will have different fields, describing the requested schema data. The result data will always have the same structure.



```
TSQLConnectionClass = Class of TSQLConnection
```

TSQLConnectionClass is used when registering a new connection type for use in the universal connector TSQLConnector.ConnectorType (??)

```
TStatementType = (stUnknown, stSelect, stInsert, stUpdate, stDelete, stDDL,
                  stGetSegment, stPutSegment, stExecProcedure,
                  stStartTrans, stCommit, stRollback, stSelectForUpd)
```

Table 29.6: Enumeration values for type TStatementType

Value	Explanation
stCommit	The statement commits a transaction
stDDL	The statement is a SQL DDL (Data Definition Language) statement
stDelete	The statement is a SQL DELETE statement
stExecProcedure	The statement executes a stored procedure
stGetSegment	The statement is a SQL get segment statement
stInsert	The statement is a SQL INSERT statement
stPutSegment	The statement is a SQL put segment statement
stRollback	The statement rolls back a transaction
stSelect	The statement is a SQL SELECT statement
stSelectForUpd	The statement selects data for update
stStartTrans	The statement starts a transaction
stUnknown	Unknown (other) information
stUpdate	The statement is a SQL UPDATE statement

TStatementType describes the kind of SQL statement that was entered in the SQL property of a TSQLQuery (595) component.

### 29.7.3 Variables

```
GlobalDBLogHook : TDBLogNotifyEvent
```

GlobalDBLogHook can be set in addition to local TSQLConnection.Onlog (??) event handlers. All connections will report events through this global event handler in addition to their OnLog event handlers. The global log event handler can be set only once, so when setting the handler, it is important to set up chaining: saving the previous value, and calling the old handler (if it was set) in the new handler.

## 29.8 Procedures and functions

### 29.8.1 GetConnectionDef

Synopsis: Search for a connection definition by name

Declaration: `function GetConnectionDef (ConnectorName: string) : TConnectionDef`

Visibility: default

**Description:** `GetConnectionDef` will search in the list of connection type definitions, and will return the one definition with the name that matches `ConnectorName`. The search is case insensitive.

If no definition is found, `Nil` is returned.

See also: `RegisterConnection` (577), `TConnectionDef` (578), `TConnectionDef.TypeName` (??)

### 29.8.2 GetConnectionList

**Synopsis:** Return a list of connection definition names.

**Declaration:** `procedure GetConnectionList (List: TStrings)`

**Visibility:** default

**Description:** `GetConnectionList` clears `List` and fills it with the list of currently known connection type names, as registered with `RegisterConnection` (577). The names are the names as returned by `TConnectionDef.TypeName` (??)

See also: `RegisterConnection` (577), `TConnectionDef.TypeName` (??)

### 29.8.3 RegisterConnection

**Synopsis:** Register a new connection type for use in the universal connector

**Declaration:** `procedure RegisterConnection (Def: TConnectionDefClass)`

**Visibility:** default

**Description:** `RegisterConnection` must be called with a class pointer to a `TConnectionDef` (578) descendent to register the connection type described in the `TConnectionDef` (578) descendent. The connection type is registered with the name as returned by `TConnectionDef.TypeName` (??).

The various connection types distributed by Free Pascal automatically call `RegisterConnection` from the `initialization` section of their unit, so simply including the unit with a particular connection type is enough to register it.

Connection types registered with this call can be unregistered with `UnRegisterConnection` (577).

**Errors:** if `Def` is `Nil`, access violations will occur.

See also: `TConnectionDef` (578), `UnRegisterConnection` (577)

### 29.8.4 UnRegisterConnection

**Synopsis:** Unregister a registered connection type

**Declaration:** `procedure UnRegisterConnection (Def: TConnectionDefClass)`  
`procedure UnRegisterConnection (ConnectionName: string)`

**Visibility:** default

**Description:** `UnRegisterConnection` will unregister the connection `Def`. If a connection with `ConnectionName` or with name as returned by the `TypeName` (??) method from `Def` was previously registered, it will be removed from the list of registered connection types.

**Errors:** if `Def` is `Nil`, access violations will occur.

See also: `TConnectionDef` (578), `RegisterConnection` (577)

## 29.9 TConnectionDef

### 29.9.1 Description

TConnectionDef is an abstract class. When registering a new connection type for use in the universal connector, a descendent of this class must be made and registered using RegisterConnection (577). A descendent class should override at least the TConnectionDef.TypeName (??) and TConnectionDef.ConnectionClass (??) methods to return the specific name and connection class to use.

See also: TConnectionDef.TypeName (??), TConnectionDef.ConnectionClass (??), RegisterConnection (577)

### 29.9.2 Method overview

Page	Property	Description
<a href="#">580</a>	ApplyParams	Apply parameters to an instance of TSQLConnection
<a href="#">578</a>	ConnectionClass	Class to instantiate when this connection is requested
<a href="#">579</a>	DefaultLibraryName	Default library name
<a href="#">579</a>	Description	A descriptive text for this connection type
<a href="#">579</a>	LoadFunction	Return a function to call when the client library must be loaded
<a href="#">578</a>	TypeName	Name of the connection type
<a href="#">579</a>	UnLoadFunction	Return a function to call when the client library must be unloaded

### 29.9.3 TConnectionDef.TypeName

Synopsis: Name of the connection type

Declaration: `class function TypeName; Virtual`

Visibility: default

Description: TypeName is overridden by descendent classes to return the unique name for this connection type. It is what the TSQLConnector.ConnectorType (??) property should be set to select this connection type for the universal connection, and is the name that the GetConnectionDef (576) call will use when looking for a connection type. It must be overridden by descendents of TConnectionDef.

This name is also returned in the list returned by GetConnectionList (577)

This name can be an arbitrary name, no restrictions on the allowed characters exist.

See also: TSQLConnector.ConnectorType (??), GetConnectionDef (576), GetConnectionList (577), TConnectionDef.ConnectionClass (??)

### 29.9.4 TConnectionDef.ConnectionClass

Synopsis: Class to instantiate when this connection is requested

Declaration: `class function ConnectionClass; Virtual`

Visibility: default

Description: ConnectionClass should return the connection class to use when a connection of this type is requested. It must be overridden by descendents of TConnectionDef.

It may not be Nil.

See also: TConnectionDef.TypeName (??)

### 29.9.5 TConnectionDef.Description

Synopsis: A descriptive text for this connection type

Declaration: `class function Description; Virtual`

Visibility: default

Description: `Description` should return a descriptive text for this connection type. It is used for display purposes only, so ideally it should be a one-liner. It can be used to provide more information about the particulars of the connection type.

See also: `TConnectionDef.TypeName` (??)

### 29.9.6 TConnectionDef.DefaultLibraryName

Synopsis: Default library name

Declaration: `class function DefaultLibraryName; Virtual`

Visibility: default

Description: `DefaultLibraryName` should be set to the default library name for the connection. This can be used to let `SQLDB` automatically load the library needed when a connection of this type is requested.

See also: `TLibraryLoadFunction` (575), `TConnectionDef` (578), `TLibraryUnLoadFunction` (575)

### 29.9.7 TConnectionDef.LoadFunction

Synopsis: Return a function to call when the client library must be loaded

Declaration: `class function LoadFunction; Virtual`

Visibility: default

Description: `LoadFunction` must return the function that will be called when the client library for this connection type must be loaded. This method must be overridden by descendent classes to return a function that will correctly load the client library when a connection of this type is used.

See also: `TLibraryLoadFunction` (575), `TConnectionDef.UnLoadFunction` (??), `TConnectionDef.DefaultLibraryName` (??), `TConnectionDef.LoadedLibraryName` (??)

### 29.9.8 TConnectionDef.UnLoadFunction

Synopsis: Return a function to call when the client library must be unloaded

Declaration: `class function UnLoadFunction; Virtual`

Visibility: default

Description: `UnLoadFunction` must return the function that will be called when the client library for this connection type must be unloaded. This method must be overridden by descendent classes to return a function that will correctly unload the client library when a connection of this type is no longer used.

See also: `TLibraryUnLoadFunction` (575), `TConnectionDef.LoadFunction` (??), `TConnectionDef.DefaultLibraryName` (??), `TConnectionDef.LoadedLibraryName` (??)

### 29.9.9 TConnectionDef.ApplyParams

Synopsis: Apply parameters to an instance of `TSQLConnection`

Declaration: `procedure ApplyParams (Params: TStrings; AConnection: TSQLConnection)  
; Virtual`

Visibility: default

Description: `ApplyParams` must be overridden to apply any params specified in the `Params` argument to the `TSQLConnection` (584) descendent in `AConnection`. It can be used to convert `Name=Value` pairs to properties of the actual connection instance.

When called, `AConnection` is guaranteed to be of the same type as returned by `TConnectionDef.ConnectionClass` (??). `Params` contains the contents of the `TSQLConnection.Params` (??) property of the connector.

See also: `TSQLConnection.Params` (??)

## 29.10 TCustomSQLQuery

### 29.10.1 Description

`TCustomSQLQuery` encapsulates a SQL statement: it implements all the necessary `#fcl.db.TDataset` (276) functionality to be able to handle a result set. It can also be used to execute SQL statements that do not return data, using the `ExecSQL` (??) method.

Do not instantiate a `TCustomSQLQuery` class directly, instead use the `TSQLQuery` (595) descendent.

See also: `TSQLQuery` (595)

### 29.10.2 Method overview

Page	Property	Description
582	Create	Create a new instance of <code>TCustomSQLQuery</code> .
582	Destroy	Destroy instance of <code>TCustomSQLQuery</code>
581	ExecSQL	Execute a SQL statement that does not return a result set
582	Notification	
583	ParamByName	Return parameter by name
580	Prepare	Prepare a query for execution.
583	RowsAffected	Return the number of rows (records) affected by the last DML/DDDL statement
582	SetSchemaInfo	<code>SetSchemaInfo</code> prepares the dataset to retrieve schema info.
581	UnPrepare	Unprepare a prepared query

### 29.10.3 Property overview

Page	Property	Access	Description
583	Prepared	r	Is the query prepared ?

### 29.10.4 TCustomSQLQuery.Prepare

Synopsis: Prepare a query for execution.

**Declaration:** `procedure Prepare; Virtual`

**Visibility:** `public`

**Description:** `Prepare` will prepare the SQL for execution. It will open the database connection if it was not yet open, and will start a transaction if none was started yet. It will then determine the statement type. Finally, it will pass the statement on to the database engine if it supports preparing of queries.

Strictly speaking, it is not necessary to call `prepare`, the component will prepare the statement whenever it is necessary. If a query will be executed repeatedly, it is good practice to prepare it once before starting to execute it. This will speed up execution, since resources must be allocated only once.

**Errors:** If the SQL server cannot prepare the statement, an exception will be raised.

**See also:** `TSQLQuery.StatementType (??)`, `TCustomSQLQuery.UnPrepare (??)`, `TCustomSQLQuery.ExecSQL (??)`

### 29.10.5 TCustomSQLQuery.UnPrepare

**Synopsis:** Unprepare a prepared query

**Declaration:** `procedure UnPrepare; Virtual`

**Visibility:** `public`

**Description:** `Unprepare` will unprepare a prepared query. This means that server resources for this statement are deallocated. After a query was unprepared, any `ExecSQL` or `Open` command will prepare the SQL statement again.

Several actions will unprepare the statement: Setting the `TSQLQuery.SQL (??)` property, setting the `Transaction` property or setting the `Database` property will automatically call `UnPrepare`. Closing the dataset will also unprepare the query.

**Errors:** If the SQL server cannot unprepare the statement, an exception may be raised.

**See also:** `TSQLQuery.StatementType (??)`, `TCustomSQLQuery.Prepare (??)`, `TCustomSQLQuery.ExecSQL (??)`

### 29.10.6 TCustomSQLQuery.ExecSQL

**Synopsis:** Execute a SQL statement that does not return a result set

**Declaration:** `procedure ExecSQL; Virtual`

**Visibility:** `public`

**Description:** `ExecSQL` will execute the statement in `TSQLQuery.SQL (??)`, preparing the statement if necessary. It cannot be used to get results from the database (such as returned by a `SELECT` statement): for this, the `Open (293)` method must be used.

The `SQL` property should be a single SQL command. To execute multiple SQL statements, use the `TSQLScript (606)` component instead.

If the statement is a DML statement, the number of deleted/updated/inserted rows can be determined using `TCustomSQLQuery.RowsAffected (??)`.

The `Database` and `Transaction` properties must be assigned before calling `ExecSQL`. Executing an empty SQL statement is also an error.

**Errors:** If the server reports an error, an exception will be raised.

**See also:** `TCustomSQLQuery.RowsAffected (??)`, `TDataset.Open (293)`

### 29.10.7 TCustomSQLQuery.Create

Synopsis: Create a new instance of TCustomSQLQuery.

Declaration: constructor Create(AOwner: TComponent); Override

Visibility: public

Description: Create allocates a new instance on the heap and will allocate all resources for the SQL statement. After this it calls the inherited constructor.

Errors: If not enough memory is available, an exception will be raised.

See also: TCustomSQLQuery.Destroy (??)

### 29.10.8 TCustomSQLQuery.Destroy

Synopsis: Destroy instance of TCustomSQLQuery

Declaration: destructor Destroy; Override

Visibility: public

Description: Destroy cleans up the instance, closing the dataset and freeing all allocated resources.

See also: TCustomSQLQuery.Create (??)

### 29.10.9 TCustomSQLQuery.SetSchemaInfo

Synopsis: SetSchemaInfo prepares the dataset to retrieve schema info.

Declaration: procedure SetSchemaInfo(ASchemaType: TSchemaType;  
ASchemaObjectName: string;ASchemaPattern: string)  
; Virtual

Visibility: public

Description: SetSchemaInfo will prepare the dataset to retrieve schema information from the connection, and represents the schema info as a dataset.

SetSchemaInfo is used internally to prepare a query to retrieve schema information from a connection. It will store the 3 passed parameters, which are then used in the ParseSQL and Prepare stages to optimize the allocated resources. setting the schema type to anything other than stNoSchema will also set (or mimic) the SQL statement as soon as the query is prepared. For connection types that support this, the SQL statement is then set to whatever statement the database connection supports to retrieve schema information.

This is used internally by TSQLConnection.GetTableNames (??) and TSQLConnection.GetProcedureNames (??) to get the necessary schema information from the database.

See also: TSQLConnection.GetTableNames (??), TSQLConnection.GetProcedureNames (??), RetrievingSchemaInformation ([571](#))

### 29.10.10 TCustomSQLQuery.Notification

Declaration: procedure Notification(AComponent: TComponent;Operation: TOperation)  
; Override

Visibility: public

### 29.10.11 TCustomSQLQuery.RowsAffected

Synopsis: Return the number of rows (records) affected by the last DML/DDI statement

Declaration: `function RowsAffected : TRowCount; Virtual`

Visibility: public

Description: `RowsAffected` returns the number of rows affected by the last statement executed using `ExecSQL` (??).

Errors: If the connection or database type does not support returning this number, -1 is returned. If the query is not connected to a database, -1 is returned.

See also: `TCustomSQLQuery.ExecSQL` (??), `TSQLConnection` (584)

### 29.10.12 TCustomSQLQuery.ParamByName

Synopsis: Return parameter by name

Declaration: `function ParamByName(const AParamName: string) : TParam`

Visibility: public

Description: `ParamByName` is a shortcut for `Params.ParamByName` (399). The 2 following pieces of code are completely equivalent:

```
Qry.ParamByName('id').AsInteger:=123;
```

and

```
Qry.Params.ParamByName('id').AsInteger:=123;
```

See also: `Params.ParamByName` (399), `TSQLQuery.Params` (??)

### 29.10.13 TCustomSQLQuery.Prepared

Synopsis: Is the query prepared ?

Declaration: `Property Prepared : Boolean`

Visibility: public

Access: Read

Description: `Prepared` is true if `Prepare` (??) was called for this query, and an `UnPrepare` (??) was not done after that (take care: several actions call `UnPrepare` implicitly). Initially, `Prepared` will be `False`. Calling `Prepare` if the query was already prepared has no effect.

See also: `TCustomSQLQuery.Prepare` (??), `TCustomSQLQuery.UnPrepare` (??)

## 29.11 TServerIndexDefs

### 29.11.1 Description

`TServerIndexDefs` is a simple descendent of `TIndexDefs` (369) that implements the necessary methods to update the list of definitions using the `TSQLConnection` (584). It should not be used directly.

See also: `TSQLConnection` (584)



### 29.11.2 Method overview

Page	Property	Description
<a href="#">584</a>	Create	Create a new instance of TServerIndexDefs
<a href="#">584</a>	Update	Updates the list of indexes

### 29.11.3 TServerIndexDefs.Create

Synopsis: Create a new instance of TServerIndexDefs

Declaration: `constructor Create(ADataset: TDataSet); Override`

Visibility: public

Description: Create will rais an exception if ADataset is not a TCustomSQLQuery ([580](#)) descendent.

Errors: An EDatabaseError exception will be raised if ADataset is not a TCustomSQLQuery ([580](#)) descendent.

### 29.11.4 TServerIndexDefs.Update

Synopsis: Updates the list of indexes

Declaration: `procedure Update; Override`

Visibility: public

Description: Update updates the list of indexes, it uses the TSQLConnection ([584](#)) methods for this.

## 29.12 TSQLConnection

### 29.12.1 Description

TSQLConnection is an abstract class for making a connection to a SQL Database. This class will never be instantiated directly, for each database type a descendent class specific for this database type must be created.

Most of common properties to SQL databases are implemented in this class.

See also: TSQLQuery ([595](#)), TSQLTransaction ([612](#))

### 29.12.2 Method overview

Page	Property	Description
<a href="#">585</a>	Create	Create a new instance of TSQLConnection
<a href="#">587</a>	CreateDB	Create a new Database on the server
<a href="#">585</a>	Destroy	Destroys the instance of the connection.
<a href="#">588</a>	DropDB	Procedure to drop or remove a Database
<a href="#">586</a>	EndTransaction	End the Transaction associated with this connection
<a href="#">586</a>	ExecuteDirect	Execute a piece of SQL code directly, using a Transaction if specified
<a href="#">585</a>	GetAsSQLText	
<a href="#">587</a>	GetFieldNames	Gets a list of the field names in the specified table
<a href="#">587</a>	GetProcedureNames	Gets a list of Stored Procedures in the Database
<a href="#">587</a>	GetTableNames	Get a list of the tables in the specified database
<a href="#">586</a>	StartTransaction	Start the Transaction associated with this Connection

### 29.12.3 Property overview

Page	Property	Access	Description
<a href="#">590</a>	CharSet	rw	The character set to be used in this database
<a href="#">591</a>	Connected		Is a connection to the server active or not
<a href="#">589</a>	ConnOptions	r	The set of Connection options being used in the Connection
<a href="#">592</a>	DatabaseName		The name of the database to which connection is required.
<a href="#">588</a>	FieldNameQuoteChars	rw	Characters used to quote field names.
<a href="#">588</a>	Handle	r	Low level handle used by the connection.
<a href="#">590</a>	HostName	rw	The name of the host computer where the database resides
<a href="#">592</a>	KeepConnection		Attempt to keep the connection open once it is established.
<a href="#">591</a>	LogEvents	rw	Filter for events to log
<a href="#">592</a>	LoginPrompt		Should SQLDB prompt for user credentials when a connection is activated.
<a href="#">590</a>	OnLog	rw	Event handler for logging events
<a href="#">593</a>	OnLogin		Event handler for login process
<a href="#">593</a>	Params		Extra connection parameters
<a href="#">589</a>	Password	rw	Password used when authenticating on the database server
<a href="#">591</a>	Role	rw	Role in which the user is connecting to the database
<a href="#">589</a>	Transaction	rw	Default transaction to be used for this connection
<a href="#">589</a>	UserName	rw	The username for authentication on the database server

### 29.12.4 TSQLConnection.GetAsSQLText

**Declaration:** `function GetAsSQLText(Field: TField) : string; Virtual; Overload`  
`function GetAsSQLText(Param: TParam) : string; Virtual; Overload`

**Visibility:** default

### 29.12.5 TSQLConnection.Create

**Synopsis:** Create a new instance of `TSQLConnection`

**Declaration:** `constructor Create(AOwner: TComponent); Override`

**Visibility:** public

**Description:** `Create` initialized a new instance of `TSQLConnection` ([584](#)). After calling the inherited constructor, it will initialize the `FieldNameQuoteChars` (??) property and some other fields for internal use.

**See also:** `FieldNameQuoteChars` (??)

### 29.12.6 TSQLConnection.Destroy

**Synopsis:** Destroys the instance of the connection.

**Declaration:** `destructor Destroy; Override`

**Visibility:** public

**Description:** `Destroy` removes the connection from memory. When a connection is removed, all datasets are closed, and all transactions too.

### 29.12.7 TSQLConnection.StartTransaction

**Synopsis:** Start the Transaction associated with this Connection

**Declaration:** `procedure StartTransaction; Override`

**Visibility:** `public`

**Description:** `StartTransaction` is a convenience method which starts the default transaction (`Transaction` (??)). It is equivalent to

```
Connection.Transaction.StartTransaction
```

**Errors:** If no transaction is assigned, an exception will be raised.

**See also:** `EndTransaction` (??)

### 29.12.8 TSQLConnection.EndTransaction

**Synopsis:** End the Transaction associated with this connection

**Declaration:** `procedure EndTransaction; Override`

**Visibility:** `public`

**Description:** `StartTransaction` is a convenience method which ends the default transaction (`TSQLConnection.Transaction` (??)). It is equivalent to

```
Connection.Transaction.EndTransaction
```

**Errors:** If no transaction is assigned, an exception will be raised.

**See also:** `StartTransaction` (??)

### 29.12.9 TSQLConnection.ExecuteDirect

**Synopsis:** Execute a piece of SQL code directly, using a Transaction if specified

**Declaration:** `procedure ExecuteDirect(SQL: string); Virtual; Overload`  
`procedure ExecuteDirect(SQL: string; ATransaction: TSQLTransaction)`  
`; Virtual; Overload`

**Visibility:** `default`

**Description:** `ExecuteDirect` executes an SQL statement directly. If `ATransaction` is `Nil` then the default transaction is used, otherwise the specified transaction is used.

`ExecuteDirect` does not offer support for parameters, so only statements that do not need parsing and parameters substitution can be handled. If parameter substitution is required, use a `TSQLQuery` (595) component and its `ExecSQL` (??) method.

**Errors:** If no transaction is assigned, and no transaction is passed, an exception will be raised.

**See also:** `TSQLQuery` (595), `ExecSQL` (??)

### 29.12.10 TSQLConnection.GetTableNames

**Synopsis:** Get a list of the tables in the specified database

**Declaration:** `procedure GetTableNames(List: TStrings; SystemTables: Boolean); Virtual`

**Visibility:** public

**Description:** `GetTableNames` will return the names of the tables in the database in `List`. If `SystemTables` is `True` then the names of system tables will also be returned.

`List` is cleared before adding the names.

**Remark:** Note that the list may depend on the access rights of the user.

See also: `TSQLConnection.GetProcedureNames` (??), `TSQLConnection.GetFieldNames` (??)

### 29.12.11 TSQLConnection.GetProcedureNames

**Synopsis:** Gets a list of Stored Procedures in the Database

**Declaration:** `procedure GetProcedureNames(List: TStrings); Virtual`

**Visibility:** public

**Description:** `GetProcedureNames` will return the names of the stored procedures in the database in `List`.

`List` is cleared before adding the names.

See also: `TSQLConnection.GetTableNames` (??), `TSQLConnection.GetFieldNames` (??)

### 29.12.12 TSQLConnection.GetFieldNames

**Synopsis:** Gets a list of the field names in the specified table

**Declaration:** `procedure GetFieldNames(const TableName: string; List: TStrings)  
; Virtual`

**Visibility:** public

**Description:** `GetFieldNames` will return the names of the fields in `TableName` in `list`

`List` is cleared before adding the names.

**Errors:** If a non-existing tablename is passed, no error will be raised.

See also: `TSQLConnection.GetTableNames` (??), `TSQLConnection.GetProcedureNames` (??)

### 29.12.13 TSQLConnection.CreateDB

**Synopsis:** Create a new Database on the server

**Declaration:** `procedure CreateDB; Virtual`

**Visibility:** public

**Description:** `CreateDB` will create a new database on the server. Whether or not this functionality is present depends on the type of the connection. The name for the new database is taken from the `TSQLConnection.DatabaseName` (??) property, the user credentials are taken from the `TSQLConnection.UserName` (??) and `TSQLConnection.Password` (??) properties.

**Errors:** If the connection type does not support creating a database, then an `EDatabaseError` exception is raised. Other exceptions may be raised if the operation fails, e.g. when the user does not have the necessary access rights.

See also: `TSQLConnection.DropDB` (??)

### 29.12.14 TSQLConnection.DropDB

**Synopsis:** Procedure to drop or remove a Database

**Declaration:** `procedure DropDB; Virtual`

**Visibility:** `public`

**Description:** `DropDB` does the opposite of `CreateDB` (??). It removes the database from the server. The database must be connected before this command may be used. Whether or not this functionality is present depends on the type of the connection.

**Errors:** If the connection type does not support creating a database, then an `EDatabaseError` exception is raised. Other exceptions may be raised if the operation fails, e.g. when the user does not have the necessary access rights.

See also: `TSQLConnection.CreateDB` (??)

### 29.12.15 TSQLConnection.Handle

**Synopsis:** Low level handle used by the connection.

**Declaration:** `Property Handle : Pointer`

**Visibility:** `public`

**Access:** `Read`

**Description:** `Handle` represents the low-level handle that the `TSQLConnection` component has received from the client library of the database. Under normal circumstances, this property must not be used.

### 29.12.16 TSQLConnection.FieldNameQuoteChars

**Synopsis:** Characters used to quote field names.

**Declaration:** `Property FieldNameQuoteChars : TQuoteChars`

**Visibility:** `public`

**Access:** `Read,Write`

**Description:** `FieldNameQuoteChars` can be set to specify the characters that should be used to delimit field names in SQL statements generated by `SQLDB`. It is normally initialized correctly by the `TSQLConnection` (584) descendent to the default for that particular connection type.

See also: `TSQLConnection` (584)

### 29.12.17 TSQLConnection.ConnOptions

Synopsis: The set of Connection options being used in the Connection

Declaration: `Property ConnOptions : TConnOptions`

Visibility: public

Access: Read

Description: `ConnOptions` is the set of options used by this connection component. It is normally the same value for all connections of the same type

See also: `TConnOption` ([574](#))

### 29.12.18 TSQLConnection.Password

Synopsis: Password used when authenticating on the database server

Declaration: `Property Password : string`

Visibility: published

Access: Read,Write

Description: `Password` is used when authenticating the user specified in `UserName` (??) when connecting to the database server

This property must be set prior to activating the connection. Changing it while the connection is active has no effect.

See also: `TSQLConnection.UserName` (??), `TSQLConnection.HostName` (??)

### 29.12.19 TSQLConnection.Transaction

Synopsis: Default transaction to be used for this connection

Declaration: `Property Transaction : TSQLTransaction`

Visibility: published

Access: Read,Write

Description: `Transaction` should be set to a `TSQLTransaction` ([612](#)) instance. It is set as the default transaction when a query is connected to the database, and is used in several metadata operations such as `TSQLConnection.GetTableNames` (??)

See also: `TSQLTransaction` ([612](#))

### 29.12.20 TSQLConnection.UserName

Synopsis: The username for authentication on the database server

Declaration: `Property UserName : string`

Visibility: published

Access: Read,Write

**Description:** `UserName` is used to to authenticate on the database server when the connection to the database is established.

This property must be set prior to activating the connection. Changing it while the connection is active has no effect.

See also: `TSQLConnection.Password` (??), `TSQLConnection.HostName` (??), `TSQLConnection.Role` (??), `TSQLConnection.Charset` (??)

### 29.12.21 TSQLConnection.CharSet

**Synopsis:** The character set to be used in this database

**Declaration:** `Property CharSet : string`

**Visibility:** published

**Access:** Read,Write

**Description:** `Charset` can be used to tell the user in which character set the data will be sent to the server, and in which character set the results should be sent to the client. Some connection types will ignore this property, and the data will be sent to the client in the encoding used on the server.

This property must be set prior to activating the connection. Changing it while the connection is active has no effect.

**Remark:** `SQLDB` will not do anything with this setting except pass it on to the server if a specific connection type supports it. It does not perform any conversions by itself based on the value of this setting.

See also: `TSQLConnection.Password` (??), `TSQLConnection.HostName` (??), `TSQLConnection.UserName` (??), `TSQLConnection.Role` (??)

### 29.12.22 TSQLConnection.HostName

**Synopsis:** The name of the host computer where the database resides

**Declaration:** `Property HostName : string`

**Visibility:** published

**Access:** Read,Write

**Description:** `HostName` is the the name of the host computer where the database server is listening for connection. An empty value means the local machine is used.

This property must be set prior to activating the connection. Changing it while the connection is active has no effect.

See also: `TSQLConnection.Role` (??), `TSQLConnection.Password` (??), `TSQLConnection.UserName` (??), `TSQLConnection.DatabaseName` (??), `TSQLConnection.Charset` (??)

### 29.12.23 TSQLConnection.OnLog

**Synopsis:** Event handler for logging events

**Declaration:** `Property OnLog : TDBLogNotifyEvent`

**Visibility:** published

**Access:** Read,Write

**Description:** `TSQLConnection` can send events for all the actions that it performs: executing SQL statements, committ and rollback of transactions etc. This event handler must be set to react on these events: they can for example be written to a log file. Only events specified in the `LogEvents` (??) property will be logged.

The events received by this event handler are specific for this connection. To receive events from all active connections in the application, set the global `GlobalDBLogHook` (576) event handler.

See also: `GlobalDBLogHook` (576), `TSQLConnection.LogEvents` (??)

### 29.12.24 `TSQLConnection.LogEvents`

**Synopsis:** Filter for events to log

**Declaration:** `Property LogEvents : TDBEventTypes`

**Visibility:** published

**Access:** Read,Write

**Description:** `LogEvents` can be used to filter the events which should be sent to the `OnLog` (??) and `GlobalDBLogHook` (576) event handlers. Only event types that are listed in this property will be sent.

See also: `GlobalDBLogHook` (576), `TSQLConnection.OnLog` (??)

### 29.12.25 `TSQLConnection.Connected`

**Synopsis:** Is a connection to the server active or not

**Declaration:** `Property Connected :`

**Visibility:** published

**Access:**

**Description:** `Connected` indicates whether a connection to the server is active or not. No queries to this server can be activated as long as the value is `False`

Setting the property to `True` will attempt a connection to the database `DatabaseName` (??) on host `HostName` (??) using the credentials specified in `UserName` (??) and `Password` (??). If the connection or authentication fails, an exception is raised. This has the same effect as calling `Open` (263).

Setting the property to `False` will close the connection to the database. All datasets connected to the database will be closed, all transactions will be closed as well. This has the same effect as calling `Close` (??)

See also: `TSQLConnection.Password` (??), `TSQLConnection.UserName` (??), `TSQLConnection.DatabaseName` (??), `TSQLConnection.Role` (??)

### 29.12.26 `TSQLConnection.Role`

**Synopsis:** Role in which the user is connecting to the database

**Declaration:** `Property Role : string`

**Visibility:** published

**Access:** Read,Write



**Description:** `Role` is used to specify the user's role when connecting to the database user. Not all connection types support roles, for those that do not, this property is ignored.

This property must be set prior to activating the connection. Changing it while the connection is active has no effect.

See also: `TSQLConnection.Password (??)`, `TSQLConnection.UserName (??)`, `TSQLConnection.DatabaseName (??)`, `TSQLConnection.Hostname (??)`

### 29.12.27 TSQLConnection.DatabaseName

**Synopsis:** The name of the database to which connection is required.

**Declaration:** `Property DatabaseName :`

**Visibility:** published

**Access:**

**Description:** `DatabaseName` is the name of the database to which a connection must be made. Some servers need a complete path to a file, others need a symbolic name (an alias): the interpretation of this name depends on the connection type.

This property must be set prior to activating the connection. Changing it while the connection is active has no effect.

See also: `TSQLConnection.Password (??)`, `TSQLConnection.UserName (??)`, `TSQLConnection.Charset (??)`, `TSQLConnection.Hostname (??)`

### 29.12.28 TSQLConnection.KeepConnection

**Synopsis:** Attempt to keep the connection open once it is established.

**Declaration:** `Property KeepConnection :`

**Visibility:** published

**Access:**

**Description:** `KeepConnection` can be used to attempt to keep the connection open once it is established. This property is currently not implemented.

### 29.12.29 TSQLConnection.LoginPrompt

**Synopsis:** Should SQLDB prompt for user credentials when a connection is activated.

**Declaration:** `Property LoginPrompt :`

**Visibility:** published

**Access:**

**Description:** `LoginPrompt` can be set to `True` to force the system to get a username/password pair from the user. How these data are fetched from the user depends on the `OnLogin (??)` event handler. The `UserName (??)` and `Password (??)` properties are ignored in this case.

See also: `TSQLConnection.Password (??)`, `TSQLConnection.UserName (??)`, `OnLogin (??)`

### 29.12.30 TSQLConnection.Params

Synopsis: Extra connection parameters

Declaration: `Property Params :`

Visibility: published

Access:

Description: `Params` can be used to specify extra parameters to use when establishing a connection to the database. Which parameters can be specified depends on the connection type.

See also: `TSQLConnection.Password (??)`, `TSQLConnection.UserName (??)`, `TSQLConnection.Hostname (??)`, `TSQLConnection.DatabaseName (??)`

### 29.12.31 TSQLConnection.OnLogin

Synopsis: Event handler for login process

Declaration: `Property OnLogin :`

Visibility: published

Access:

Description: `OnLogin` will be used when `loginPrompt (??)` is `True`. It will be called, and can be used to present a user with a dialog in which the username and password can be asked.

See also: `TSQLConnection.LoginPrompt (??)`

## 29.13 TSQLConnector

### 29.13.1 Description

`TSQLConnector` implements a general connection type. When switching database backends, the normal procedure is to replace one instance of `TSQLConnection` (584) descendent with another, and connect all instances of `TSQLQuery` (595) and `TSQLTransaction` (612) to the new connection.

Using `TSQLConnector` avoids this: the type of connection can be set using the `ConnectorType (??)` property, which is a string property. The `TSQLConnector` class will (in the background) create the correct `TSQLConnection` (584) descendent to handle all actual operations on the database.

In all other respects, `TSQLConnector` acts like a regular `TSQLConnection` instance. Since no access to the actually used `TSQLConnection` descendent is available, connection-specific calls are not available.

See also: `TSQLConnector.ConnectorType (??)`, `UniversalConnectors` (571)

### 29.13.2 Method overview

Page	Property	Description
594	<code>GetAsSQLText</code>	

### 29.13.3 Property overview

Page	Property	Access	Description
594	<code>ConnectorType</code>	rw	Name of the connection type to use

### 29.13.4 TSQLConnector.GetAsSQLText

**Declaration:** `function GetAsSQLText(Field: TField) : string; Override; Overload`  
`function GetAsSQLText(Param: TParam) : string; Override; Overload`

**Visibility:** default

### 29.13.5 TSQLConnector.ConnectorType

**Synopsis:** Name of the connection type to use

**Declaration:** `Property ConnectorType : string`

**Visibility:** published

**Access:** Read,Write

**Description:** `ConnectorType` should be set to one of the available connector types in the application. The list of possible connector types can be retrieved using `GetConnectionList` ([577](#)) call. The `ConnectorType` property can only be set when the connection is not active.

**Errors:** Attempting to change the `ConnectorType` property while the connection is active will result in an exception.

See also: `GetConnectionList` ([577](#))

## 29.14 TSQLCursor

### 29.14.1 Description

`TSQLCursor` is an abstract internal object representing a result set returned by a single SQL select statement (`TSQLHandle` ([594](#))). statement. It is used by the `TSQLQuery` ([595](#)) component to handle result sets returned by SQL statements.

This object must not be used directly.

See also: `TSQLQuery` ([595](#)), `TSQLHandle` ([594](#))

## 29.15 TSQLHandle

### 29.15.1 Description

`TSQLHandle` is an abstract internal object representing a database client handle. It is used by the various connections to implement the connection-specific functionality, and usually represents a low-level handle. It is used by the `TSQLQuery` ([595](#)) component to communicate with the `TSQL-Connection` ([584](#)) descendent.

This object must not be used directly.

See also: `TSQLQuery` ([595](#)), `TSQLCursor` ([594](#))

## 29.16 TSQLQuery

### 29.16.1 Description

`TSQLQuery` exposes the properties and some methods introduced in `TCustomSQLQuery` (580). It encapsulates a single SQL statement: it implements all the necessary `#fcl.db.TDataset` (276) functionality to be able to handle a result set. It can also be used to execute a single SQL statement that does not return data, using the `TCustomSQLQuery.ExecSQL` (??) method.

Typically, the `TSQLQuery.Database` (??) property must be set once, the `TSQLQuery.Transaction` (??) property as well. Then the `TSQLQuery.SQL` (??) property can be set. Depending on the kind of SQL statement, the `Open` (293) method can be used to retrieve data, or the `ExecSQL` method can be used to execute the SQL statement (this can be used for DDL statements, or update statements).

See also: `TSQLTransaction` (612), `TSQLConnection` (584), `TCustomSQLQuery.ExecSQL` (??), `TSQLQuery.SQL` (??)

**29.16.2 Property overview**

Page	Property	Access	Description
597	Active		
598	AfterCancel		
598	AfterClose		
598	AfterDelete		
598	AfterEdit		
598	AfterInsert		
599	AfterOpen		
599	AfterPost		
599	AfterScroll		
597	AutoCalcFields		
599	BeforeCancel		
599	BeforeClose		
599	BeforeDelete		
599	BeforeEdit		
600	BeforeInsert		
600	BeforeOpen		
600	BeforePost		
600	BeforeScroll		
601	Database		The <code>TSQLConnection</code> instance on which to execute SQL Statements
605	DataSource		Source for parameter values for unbound parameters
603	DeleteSQL		Statement to be used when inserting a new row in the database
597	FieldDefs		List of field definitions.
598	Filter		
598	Filtered		
603	IndexDefs		List of local index Definitions
603	InsertSQL		Statement to be used when inserting a new row in the database
597	MaxIndexesCount		Maximum allowed number of indexes.
600	OnCalcFields		
600	OnDeleteError		
600	OnEditError		
601	OnFilterRecord		
601	OnNewRecord		
601	OnPostError		
604	Params		Parameters detected in the SQL statement.
605	ParseSQL		Should the SQL statement be parsed or not
602	ReadOnly		
597	SchemaType		Schema type
605	ServerFilter		Append server-side filter to SQL statement
606	ServerFiltered		Should server-side filter be applied
606	ServerIndexDefs		List of indexes on the primary table of the query
602	SQL		The SQL statement to execute
601	Transaction		Transaction in which to execute SQL statements
604	UpdateMode		How to create update SQL statements.
602	UpdateSQL		Statement to be used when updating an existing row in the database
604	UsePrimaryKeyAsKey		Should primary key fields be marked <code>pfInKey</code>

### 29.16.3 TSQLQuery.SchemaType

Synopsis: Schema type

Declaration: `Property SchemaType :`

Visibility: public

Access:

Description: `SchemaType` is the schema type set by `TCustomSQLQuery.SetSchemaInfo (??)`. It determines what kind of schema information will be returned by the `TSQLQuery` instance.

See also: `TCustomSQLQuery.SetSchemaInfo (??)`, `RetrievingSchemaInformation` ([571](#))

### 29.16.4 TSQLQuery.MaxIndexesCount

Synopsis: Maximum allowed number of indexes.

Declaration: `Property MaxIndexesCount :`

Visibility: published

Access:

Description: `MaxIndexesCount` determines the number of index entries that the dataset will reserve for indexes. No more indexes than indicated here can be used. The property must be set before the dataset is opened. The minimum value for this property is 1. The default value is 2.

If an index is added and the current index count equals `MaxIndexesCount`, an exception will be raised.

Errors: Attempting to set this property while the dataset is active will raise an exception.

### 29.16.5 TSQLQuery.FieldDefs

Synopsis: List of field definitions.

Declaration: `Property FieldDefs :`

Visibility: published

Access:

### 29.16.6 TSQLQuery.Active

Declaration: `Property Active :`

Visibility: published

Access:

### 29.16.7 TSQLQuery.AutoCalcFields

Declaration: `Property AutoCalcFields :`

Visibility: published

Access:

### **29.16.8 TSQLQuery.Filter**

Declaration: `Property Filter` :

Visibility: published

Access:

### **29.16.9 TSQLQuery.Filtered**

Declaration: `Property Filtered` :

Visibility: published

Access:

### **29.16.10 TSQLQuery.AfterCancel**

Declaration: `Property AfterCancel` :

Visibility: published

Access:

### **29.16.11 TSQLQuery.AfterClose**

Declaration: `Property AfterClose` :

Visibility: published

Access:

### **29.16.12 TSQLQuery.AfterDelete**

Declaration: `Property AfterDelete` :

Visibility: published

Access:

### **29.16.13 TSQLQuery.AfterEdit**

Declaration: `Property AfterEdit` :

Visibility: published

Access:

### **29.16.14 TSQLQuery.AfterInsert**

Declaration: `Property AfterInsert` :

Visibility: published

Access:

### **29.16.15 TSQLQuery.AfterOpen**

Declaration: `Property AfterOpen :`

Visibility: published

Access:

### **29.16.16 TSQLQuery.AfterPost**

Declaration: `Property AfterPost :`

Visibility: published

Access:

### **29.16.17 TSQLQuery.AfterScroll**

Declaration: `Property AfterScroll :`

Visibility: published

Access:

### **29.16.18 TSQLQuery.BeforeCancel**

Declaration: `Property BeforeCancel :`

Visibility: published

Access:

### **29.16.19 TSQLQuery.BeforeClose**

Declaration: `Property BeforeClose :`

Visibility: published

Access:

### **29.16.20 TSQLQuery.BeforeDelete**

Declaration: `Property BeforeDelete :`

Visibility: published

Access:

### **29.16.21 TSQLQuery.BeforeEdit**

Declaration: `Property BeforeEdit :`

Visibility: published

Access:



### **29.16.22 TSQLQuery.BeforeInsert**

Declaration: `Property BeforeInsert` :

Visibility: published

Access:

### **29.16.23 TSQLQuery.BeforeOpen**

Declaration: `Property BeforeOpen` :

Visibility: published

Access:

### **29.16.24 TSQLQuery.BeforePost**

Declaration: `Property BeforePost` :

Visibility: published

Access:

### **29.16.25 TSQLQuery.BeforeScroll**

Declaration: `Property BeforeScroll` :

Visibility: published

Access:

### **29.16.26 TSQLQuery.OnCalcFields**

Declaration: `Property OnCalcFields` :

Visibility: published

Access:

### **29.16.27 TSQLQuery.OnDeleteError**

Declaration: `Property OnDeleteError` :

Visibility: published

Access:

### **29.16.28 TSQLQuery.OnEditError**

Declaration: `Property OnEditError` :

Visibility: published

Access:

### 29.16.29 TSQLQuery.OnFilterRecord

Declaration: `Property OnFilterRecord :`

Visibility: published

Access:

### 29.16.30 TSQLQuery.OnNewRecord

Declaration: `Property OnNewRecord :`

Visibility: published

Access:

### 29.16.31 TSQLQuery.OnPostError

Declaration: `Property OnPostError :`

Visibility: published

Access:

### 29.16.32 TSQLQuery.Database

Synopsis: The `TSQLConnection` instance on which to execute SQL Statements

Declaration: `Property Database :`

Visibility: published

Access:

Description: `Database` is the SQL connection (of type `TSQLConnection` ([584](#))) on which SQL statements will be executed, and from which result sets will be retrieved. This property must be set before any form of SQL command can be executed, just like the `Transaction` (??) property must be set.

Multiple `TSQLQuery` instances can be connected to a database at the same time.

See also: `TSQLQuery.Transaction` (??), `TSQLConnection` ([584](#)), `TSQLTransaction` ([612](#))

### 29.16.33 TSQLQuery.Transaction

Synopsis: Transaction in which to execute SQL statements

Declaration: `Property Transaction :`

Visibility: published

Access:

Description: `Transaction` must be set to a SQL transaction (of type `TSQLTransaction` ([612](#))) component. All SQL statements (`SQL / InsertSQL / updateSQL / DeleteSQL` etc.) will be executed in the context of this transaction.

The transaction must be connected to the same database instance as the query itself.

Multiple `TSQLQuery` instances can be connected to a transaction at the same time. If the transaction is rolled back, all changes done by all `TSQLQuery` instances will be rolled back.

See also: `TSQLQuery.Database` (??), `TSQLConnection` ([584](#)), `TSQLTransaction` ([612](#))

**29.16.34 TSQLQuery.ReadOnly**

Declaration: `Property ReadOnly :`

Visibility: published

Access:

**29.16.35 TSQLQuery.SQL**

Synopsis: The SQL statement to execute

Declaration: `Property SQL :`

Visibility: published

Access:

Description: `SQL` is the SQL statement that will be executed when `ExecSQL (??)` is called, or `Open (293)` is called. It should contain a valid SQL statement for the connection to which the `TSQLQuery (595)` component is connected. `SQLDB` will not attempt to modify the SQL statement so it is accepted by the SQL engine.

Setting or modifying the SQL statement will call `UnPrepare (??)`

If `ParseSQL (??)` is `True`, the SQL statement will be parsed and the `Params (??)` property will be updated with the names of the parameters found in the SQL statement.

See also `Using parameters`

See also: `TSQLQuery.ParseSQL (??)`, `TSQLQuery.Params (??)`, `TCustomSQLQuery.ExecSQL (??)`, `TDataset.Open (293)`

**29.16.36 TSQLQuery.UpdateSQL**

Synopsis: Statement to be used when updating an existing row in the database

Declaration: `Property UpdateSQL :`

Visibility: published

Access:

Description: `UpdateSQL` can be used to specify an SQL `UPDATE` statement, which is used when an existing record was modified in the dataset, and the changes must be written to the database. `TSQLQuery` can generate an update statement by itself for many cases, but in case it fails, the statement to be used for the update can be specified here.

The SQL statement should be parametrized according to the conventions for specifying parameters.

Note that old field values can be specified as `:OLD_FIELDNAME`

See also: `TSQLQuery.SQL (??)`, `TSQLQuery.InsertSQL (??)`, `TSQLQuery.DeleteSQL (??)`, `TSQLQuery.UpdateMode (??)`, `UsingParams (572)`, `UpdateSQLS (571)`

### 29.16.37 TSQLQuery.InsertSQL

Synopsis: Statement to be used when inserting a new row in the database

Declaration: `Property InsertSQL :`

Visibility: published

Access:

Description: `InsertSQL` can be used to specify an SQL `INSERT` statement, which is used when a new record was appended to the dataset, and the changes must be written to the database. `TSQLQuery` can generate an insert statement by itself for many cases, but in case it fails, the statement to be used for the insert can be specified here.

The SQL statement should be parametrized according to the conventions for specifying parameters.

Note that old field values can be specified as `:OLD_FIELDNAME`

See also: `TSQLQuery.SQL (??)`, `TSQLQuery.UpdateSQL (??)`, `TSQLQuery.DeleteSQL (??)`, `TSQLQuery.UpdateMode (??)`, `UsingParams (572)`, `UpdateSQLS (571)`

### 29.16.38 TSQLQuery.DeleteSQL

Synopsis: Statement to be used when inserting a new row in the database

Declaration: `Property DeleteSQL :`

Visibility: published

Access:

Description: `DeleteSQL` can be used to specify an SQL `DELETE` statement, which is used when an existing record was deleted from the dataset, and the changes must be written to the database. `TSQLQuery` can generate a delete statement by itself for many cases, but in case it fails, the statement to be used for the insert can be specified here.

The SQL statement should be parametrized according to the conventions for specifying parameters.

Note that old field values can be specified as `:OLD_FIELDNAME`

See also: `TSQLQuery.SQL (??)`, `TSQLQuery.UpdateSQL (??)`, `TSQLQuery.DeleteSQL (??)`, `TSQLQuery.UpdateMode (??)`, `UsingParams (572)`, `UpdateSQLS (571)`

### 29.16.39 TSQLQuery.IndexDefs

Synopsis: List of local index Definitions

Declaration: `Property IndexDefs :`

Visibility: published

Access:

Description: List of local index Definitions

See also: `TCustomBufDataset.IndexDefs (??)`

### 29.16.40 TSQLQuery.Params

Synopsis: Parameters detected in the SQL statement.

Declaration: Property Params :

Visibility: published

Access:

Description: Params contains the parameters used in the SQL statement. This collection is only updated when ParseSQL (??) is True. For each named parameter in the SQL (??) property, a named item will appear in the collection, and the collection will be used to retrieve values from.

When Open (293) or ExecSQL (??) is called, and the Datasource (??) property is not Nil, then for each parameter for which no value was explicitly set (its Bound (392) property is False), the value will be retrieved from the dataset connected to the datasource.

For each parameter, a field with the same name will be searched, and its value and type will be copied to the (unbound) parameter. The parameter remains unbound.

The Update, delete and insert SQL statements are not scanned for parameters.

See also: TSQLQuery.SQL (??), TSQLQuery.ParseSQL (??), TParam.Bound (392), UsingParams (572), UpdateSQLs (571)

### 29.16.41 TSQLQuery.UpdateMode

Synopsis: How to create update SQL statements.

Declaration: Property UpdateMode :

Visibility: published

Access:

Description: UpdateMode determines how the WHERE clause of the UpdateSQL (??) and DeleteSQL (??) statements are auto-generated.

**upWhereAll** Use all old field values

**upWhereChanged** Use only old field values of modified fields

**upWhereKeyOnly** Only use key fields in the where clause.

See also: TSQLQuery.UpdateSQL (??), TSQLQuery.InsertSQL (??)

### 29.16.42 TSQLQuery.UsePrimaryKeyAsKey

Synopsis: Should primary key fields be marked pfInKey

Declaration: Property UsePrimaryKeyAsKey :

Visibility: published

Access:

Description: UsePrimaryKeyAsKey can be set to True to let TSQLQuery fetch all server indexes and if there is a primary key, update the ProviderFlags (345) of the fields in the primary key with pfInKey (238).

The effect of this is that when UpdateMode (??) equals upWhereKeyOnly, then only the fields that are part of the primary key of the table will be used in the update statements. For more information, see UpdateSQLs (571).

See also: [TSQLQuery.UpdateMode \(??\)](#), [TCustomBufDataset.Unidirectional \(??\)](#), [TField.ProviderFlags \(345\)](#), [pfInKey \(238\)](#), [UpdateSQLs \(571\)](#)

### 29.16.43 TSQLQuery.ParseSQL

Synopsis: Should the SQL statement be parsed or not

Declaration: `Property ParseSQL :`

Visibility: published

Access:

Description: `ParseSQL` can be set to `False` to prevent `TSQLQuery` from parsing the `SQL (??)` property and attempting to detect the statement type or updating the `Params (??)` or `StatementType (??)` properties.

This can be used when `SQLDB` has problems parsing the SQL statement, or when the SQL statement contains parameters that are part of a DDL statement such as a `CREATE PROCEDURE` statement to create a stored procedure.

Note that in this case the statement will be passed as-is to the SQL engine, no parameter values will be passed on.

See also: [TSQLQuery.SQL \(??\)](#), [TSQLQuery.Params \(??\)](#)

### 29.16.44 TSQLQuery.DataSource

Synopsis: Source for parameter values for unbound parameters

Declaration: `Property DataSource :`

Visibility: published

Access:

Description: `Datasource` can be set to a dataset which will be used to retrieve values for the parameters if they were not explicitly specified.

When [Open \(293\)](#) or [ExecSQL \(??\)](#) is called, and the `Datasource` property is not `Nil` then for each parameter for which no value was explicitly set (its [Bound \(392\)](#) property is `False`), the value will be retrieved from the dataset connected to the `datasource`.

For each parameter, a field with the same name will be searched, and its value and type will be copied to the (unbound) parameter. The parameter remains unbound.

See also: [Params \(??\)](#), [ExecSQL \(??\)](#), [UsingParams \(572\)](#), [TParam.Bound \(392\)](#)

### 29.16.45 TSQLQuery.ServerFilter

Synopsis: Append server-side filter to SQL statement

Declaration: `Property ServerFilter :`

Visibility: published

Access:

**Description:** `ServerFilter` can be set to a valid `WHERE` clause (without the `WHERE` keyword). It will be appended to the `select` statement in `SQL (??)`, when `ServerFiltered (??)` is set to `True`. if `ServerFiltered (??)` is set to `False`, `ServerFilter` is ignored.

If the dataset is active and `ServerFiltered (??)` is set to `true`, then changing this property will re-fetch the data from the server.

This property cannot be used when `ParseSQL (??)` is `False`, because the statement must be parsed in order to know where the `WHERE` clause must be inserted: the `TSQLQuery` class will intelligently insert the clause in an `SQL select` statement.

**Errors:** Setting this property when `ParseSQL (??)` is `False` will result in an exception.

See also: `ServerFiltered (??)`

### 29.16.46 TSQLQuery.ServerFiltered

**Synopsis:** Should server-side filter be applied

**Declaration:** `Property ServerFiltered :`

**Visibility:** published

**Access:**

**Description:** `ServerFiltered` can be set to `True` to apply `ServerFilter (??)`. A change in the value for this property will re-fetch the query results if the dataset is active.

**Errors:** Setting this property to `True` when `ParseSQL (??)` is `False` will result in an exception.

See also: `ParseSQL (??)`, `ServerFilter (??)`

### 29.16.47 TSQLQuery.ServerIndexDefs

**Synopsis:** List of indexes on the primary table of the query

**Declaration:** `Property ServerIndexDefs :`

**Visibility:** published

**Access:**

**Description:** `ServerIndexDefs` will be filled - during the `Prepare` call - with the list of indexes defined on the primary table in the query if `UsePrimaryKeyAsKey (??)` is `True`. If a primary key is found, then the fields in it will be marked

See also: `UsePrimaryKeyAsKey (??)`, `Prepare (??)`

## 29.17 TSQLScript

### 29.17.1 Description

`TSQLScript` is a component that can be used to execute many `SQL` statements using a `TSQLQuery (595)` component. The `SQL` statements are specified in a script `TSQLScript.Script (??)` separated by a terminator character (typically a semicolon `(;)`).

See also: `TSQLTransaction (612)`, `TSQLConnection (584)`, `TCustomSQLQuery.ExecSQL (??)`, `TSQLQuery.SQL (??)`

### 29.17.2 Method overview

Page	Property	Description
<a href="#">607</a>	Create	Create a new <code>TSQLScript</code> instance.
<a href="#">607</a>	Destroy	Remove the <code>TSQLScript</code> instance from memory.
<a href="#">607</a>	Execute	Execute the script.
<a href="#">608</a>	ExecuteScript	Convenience function, simply calls <code>Execute</code>

### 29.17.3 Property overview

Page	Property	Access	Description
<a href="#">610</a>	CommentsinSQL		Should comments be passed to the SQL engine ?
<a href="#">608</a>	DataBase	rw	Database on which to execute the script
<a href="#">609</a>	Defines		Defined macros
<a href="#">609</a>	Directives		List of directives
<a href="#">609</a>	OnDirective	rw	Event handler if a directive is encountered
<a href="#">612</a>	OnException		Exception handling event
<a href="#">609</a>	Script		The script to execute
<a href="#">610</a>	Terminator		Terminator character.
<a href="#">608</a>	Transaction	rw	Transaction to use in the script
<a href="#">611</a>	UseCommit		Control automatic handling of the <code>COMMIT</code> command.
<a href="#">611</a>	UseDefines		Automatically handle pre-processor defines
<a href="#">610</a>	UseSetTerm		Should the <code>SET TERM</code> directive be recognized

### 29.17.4 TSQLScript.Create

Synopsis: Create a new `TSQLScript` instance.

Declaration: `constructor Create(AOwner: TComponent);` Override

Visibility: `public`

Description: `Create` instantiates a `TSQLQuery` ([595](#)) instance which will be used to execute the queries, and then calls the inherited constructor.

See also: `TSQLScript.Destroy` (??)

### 29.17.5 TSQLScript.Destroy

Synopsis: Remove the `TSQLScript` instance from memory.

Declaration: `destructor Destroy;` Override

Visibility: `public`

Description: `Destroy` frees the `TSQLQuery` ([595](#)) instance that was created during the `Create` constructor from memory and then calls the inherited destructor.

See also: `TSQLScript.Create` (??)

### 29.17.6 TSQLScript.Execute

Synopsis: Execute the script.

Declaration: `procedure Execute;` Override



Visibility: public

**Description:** `Execute` will execute the statements specified in `Script` (??) one by one, till the last statement is processed or an exception is raised.

If an error occurs during execution, normally an exception is raised. If the `TSQLScript.OnException` (??) event handler is set, it may stop the event handler.

**Errors:** Handle errors using `TSQLScript.OnException` (??).

**See also:** `Script` (??), `TSQLScript.OnException` (??)

### 29.17.7 TSQLScript.ExecuteScript

**Synopsis:** Convenience function, simply calls `Execute`

**Declaration:** `procedure ExecuteScript`

Visibility: public

**Description:** `ExecuteScript` is a convenience function, it simply calls `Execute`. The statements in the script will be executed one by one.

### 29.17.8 TSQLScript.Database

**Synopsis:** Database on which to execute the script

**Declaration:** `Property DataBase : TDatabase`

Visibility: published

Access: Read,Write

**Description:** `Database` should be set to the `TSQLConnection` (584) descendent. All SQL statements in the `Script` (??) property will be executed on this database.

**See also:** `TSQLConnection` (584), `TSQLScript.Transaction` (??), `TSQLScript.Script` (??)

### 29.17.9 TSQLScript.Transaction

**Synopsis:** Transaction to use in the script

**Declaration:** `Property Transaction : TDBTransaction`

Visibility: published

Access: Read,Write

**Description:** `Transaction` is the transaction instance to use when executing statements. If the SQL script contains any `COMMIT` statements, they will be handled using the `TSQLTransaction.CommitRetaining` (??) method.

**See also:** `TSQLTransaction` (612), `TSQLTransaction.CommitRetaining` (??), `TSQLScript.Database` (??)

### 29.17.10 TSQLScript.OnDirective

Synopsis: Event handler if a directive is encountered

Declaration: `Property OnDirective : TSQLScriptDirectiveEvent`

Visibility: published

Access: Read,Write

Description: `OnDirective` is called when a directive is encountered. When parsing the script, the script engine checks the first word of the statement. If it matches one of the words in `Directives (??)` property then the `OnDirective` event handler is called with the name of the directive and the rest of the statement as parameters. This can be used to handle all kind of pre-processing actions such as `Set term \;`

See also: `Directives (??)`

### 29.17.11 TSQLScript.Directives

Synopsis: List of directives

Declaration: `Property Directives :`

Visibility: published

Access:

Description: `Directives` is a stringlist with words that should be recognized as directives. They will be handled using the `OnDirective (??)` event handler. The list should contain one word per line, no spaces allowed.

See also: `OnDirective (??)`

### 29.17.12 TSQLScript.Defines

Synopsis: Defined macros

Declaration: `Property Defines :`

Visibility: published

Access:

Description: `Defines` contains the list of defined macros for use with the `TSQLScript.UseDefines (??)` property. Each line should contain a macro name. The names of the macros are case insensitive. The `#DEFINE` and `#UNDEFINE` directives will add or remove macro names from this list.

See also: `TSQLScript.UseDefines (??)`

### 29.17.13 TSQLScript.Script

Synopsis: The script to execute

Declaration: `Property Script :`

Visibility: published

Access:

**Description:** `Script` contains the list of SQL statements to be executed. The statements should be separated by the character specified in the `Terminator (??)` property. Each of the statement will be executed on the database specified in `Database (??)`. using the equivalent of the `TCustomSQLQuery.ExecSQL (??)` statement. The statements should not return result sets, but other than that all kind of statements are allowed.

Comments will be conserved and passed on in the statements to be executed, depending on the value of the `TSQLScript.CommentsinSQL (??)` property. If that property is `False`, comments will be stripped prior to executing the SQL statements.

See also: `TSQLScript.CommentsinSQL (??)`, `TSQLScript.Terminator (??)`, `TSQLScript.DataBase (??)`

#### 29.17.14 TSQLScript.Terminator

**Synopsis:** Terminator character.

**Declaration:** `Property Terminator :`

**Visibility:** published

**Access:**

**Description:** `Terminator` is the character used by `TSQLScript` to delimit SQL statements. By default it equals the semicolon (;), which is the customary SQL command terminating character. By itself `TSQLScript` does not recognize complex statements such as `Create Procedure` which can contain terminator characters such as ";". Instead, `TSQLScript` will scan the script for the `Terminator` character. Using directives such as `SET TERM` the terminator character may be changed in the script.

See also: `OnDirective (??)`, `Directives (??)`

#### 29.17.15 TSQLScript.CommentsinSQL

**Synopsis:** Should comments be passed to the SQL engine ?

**Declaration:** `Property CommentsinSQL :`

**Visibility:** published

**Access:**

**Description:** `CommentsInSQL` can be set to `True` to let `TSQLScript` preserve any comments it finds in the script. The comments will be passed to the `SQLConnection` as part of the commands. If the property is set to `False` the comments are discarded.

By default, `TSQLScript` discards comments.

See also: `TSQLScript.Script (??)`

#### 29.17.16 TSQLScript.UseSetTerm

**Synopsis:** Should the `SET TERM` directive be recognized

**Declaration:** `Property UseSetTerm :`

**Visibility:** published

**Access:**

**Description:** `UseSetTerm` can be set to `True` to let `TSQLScript` automatically handle the `SET TERM` directive and set the `TSQLScript.Terminator (??)` character based on the value specified in the `SET TERM` directive. This means that the following directive:

```
SET TERM ^ ;
```

will set the terminator to the caret character. Conversely, the

```
SET TERM ; ^
```

will then switch the terminator character back to the commonly used semicolon (;).

See also: `TSQLScript.Terminator (??)`, `TSQLScript.Script (??)`, `TSQLScript.Directives (??)`

### 29.17.17 TSQLScript.UseCommit

**Synopsis:** Control automatic handling of the `COMMIT` command.

**Declaration:** `Property UseCommit :`

**Visibility:** `published`

**Access:**

**Description:** `UseCommit` can be set to `True` to let `TSQLScript` automatically handle the `commit` command as a directive. If it is set, the `COMMIT` command is registered as a directive, and the `TSQLScript.Transaction (??)` will be committed and restarted at once whenever the `COMMIT` directive appears in the script.

If this property is set to `False` then the `commit` command will be passed on to the SQL engine like any other SQL command in the script.

See also: `TSQLScript.Transaction (??)`, `TSQLScript.Directives (??)`

### 29.17.18 TSQLScript.UseDefines

**Synopsis:** Automatically handle pre-processor defines

**Declaration:** `Property UseDefines :`

**Visibility:** `published`

**Access:**

**Description:** `UseDefines` will automatically register the following pre-processing directives:

```
#IFDEF
#IFNDEF
#ELSE
#ENDIF
#DEFINE
#UNDEF
#UNDEFINE
```

Additionally, these directives will be automatically handled by the `TSQLScript` component. This can be used to add conditional execution of the SQL script: they are treated as the conditional compilation statements found in the C macro preprocessor or the FPC conditional compilation features. The initial list of defined macros can be specified in the `Defines (??)` property, where one define per line can be specified.

In the following example, the correct statement to create a sequence is selected based on the presence of the macro `FIREBIRD` in the list of defines:

```
#IFDEF FIREBIRD
CREATE GENERATOR GEN_MYID;
#else
CREATE SEQUENCE GEN_MYID;
#endif
```

See also: `TSQLScript.Script (??)`, `TSQLScript.Defines (??)`

### 29.17.19 TSQLScript.OnException

Synopsis: Exception handling event

Declaration: `Property OnException :`

Visibility: `published`

Access:

Description: `OnException` can be set to handle an exception during the execution of a statement or directive when the script is executed. The exception is passed to the handler in the `TheException` parameter. On return, the value of the `Continue` parameter is checked: if it is set to `True`, then the exception is ignored. If it is set to `False` (the default), then the exception is re-raised, and script execution will stop.

See also: `TSQLScript.Execute (??)`

## 29.18 TSQLTransaction

### 29.18.1 Description

`TSQLTransaction` represents the transaction in which one or more `TSQLQuery` ([595](#)) instances are doing their work. It contains the methods for committing or doing a rollback of the results of query. At least one `TSQLTransaction` must be used for each `TSQLConnection` ([584](#)) used in an application.

See also: `TSQLQuery` ([595](#)), `TSQLConnection` ([584](#))

### 29.18.2 Method overview

Page	Property	Description
<a href="#">613</a>	Commit	Commit the transaction, end transaction context.
<a href="#">613</a>	CommitRetaining	Commit the transaction, retain transaction context.
<a href="#">615</a>	Create	Create a new transaction
<a href="#">615</a>	Destroy	Destroy transaction component
<a href="#">615</a>	EndTransaction	End the transaction
<a href="#">614</a>	Rollback	Roll back all changes made in the current transaction.
<a href="#">614</a>	RollbackRetaining	Roll back changes made in the transaction, keep transaction context.
<a href="#">614</a>	StartTransaction	Start a new transaction

### 29.18.3 Property overview

Page	Property	Access	Description
<a href="#">615</a>	Action	rw	Currently unused in SQLDB
<a href="#">616</a>	Database		Database for which this component is handling connections
<a href="#">615</a>	Handle	r	Low-level transaction handle
<a href="#">616</a>	Params	rw	Transaction parameters

### 29.18.4 TSQLTransaction.Commit

**Synopsis:** Commit the transaction, end transaction context.

**Declaration:** `procedure Commit; Virtual`

**Visibility:** public

**Description:** `Commit` commits an active transaction. The changes will be irreversably written to the database.

After this, the transaction is deactivated and must be reactivated with the `StartTransaction (??)` method. To commit data while retaining an active transaction, execute `CommitRetaining (??)` instead.

**Errors:** Executing `Commit` when no transaction is active will result in an exception. A transaction must be started by calling `StartTransaction (??)`. If the database backend reports an error, an exception is raised as well.

**See also:** `StartTransaction (??)`, `CommitRetaining (??)`, `Rollback (??)`, `RollbackRetaining (??)`

### 29.18.5 TSQLTransaction.CommitRetaining

**Synopsis:** Commit the transaction, retain transaction context.

**Declaration:** `procedure CommitRetaining; Virtual`

**Visibility:** public

**Description:** `CommitRetaining` commits an active transaction. The changes will be irreversably written to the database.

After this, the transaction is still active. To commit data and deactivate the transaction, execute `Commit (??)` instead.

**Errors:** Executing `CommitRetaining` when no transaction is active will result in an exception. A transaction must be started by calling `StartTransaction (??)`. If the database backend reports an error, an exception is raised as well.

**See also:** `StartTransaction (??)`, `Retaining (??)`, `Rollback (??)`, `RollbackRetaining (??)`

### 29.18.6 TSQLTransaction.Rollback

**Synopsis:** Roll back all changes made in the current transaction.

**Declaration:** `procedure Rollback; Virtual`

**Visibility:** public

**Description:** `Rollback` undoes all changes in the databack since the start of the transaction. It can only be executed in an active transaction.

After this, the transaction is no longer active. To undo changes but keep an active transaction, execute `RollbackRetaining (??)` instead.

**Remark:** Changes posted in datasets that are coupled to this transaction will not be undone in memory: these datasets must be reloaded from the database (using `Close` and `Open` to reload the data as it is in the database).

**Errors:** Executing `Rollback` when no transaction is active will result in an exception. A transaction must be started by calling `StartTransaction (??)`. If the database backend reports an error, an exception is raised as well.

See also: `StartTransaction (??)`, `CommitRetaining (??)`, `Commit (??)`, `RollbackRetaining (??)`

### 29.18.7 TSQLTransaction.RollbackRetaining

**Synopsis:** Roll back changes made in the transaction, keep transaction context.

**Declaration:** `procedure RollbackRetaining; Virtual`

**Visibility:** public

**Description:** `RollbackRetaining` undoes all changes in the databack since the start of the transaction. It can only be executed in an active transaction.

After this, the transaction is kept in an active state. To undo changes and close the transaction, execute `Rollback (??)` instead.

**Remark:** Changes posted in datasets that are coupled to this transaction will not be undone in memory: these datasets must be reloaded from the database (using `Close` and `Open` to reload the data as it is in the database).

**Errors:** Executing `RollbackRetaining` when no transaction is active will result in an exception. A transaction must be started by calling `StartTransaction (??)`. If the database backend reports an error, an exception is raised as well.

See also: `StartTransaction (??)`, `Commit (??)`, `Rollback (??)`, `CommitRetaining (??)`

### 29.18.8 TSQLTransaction.StartTransaction

**Synopsis:** Start a new transaction

**Declaration:** `procedure StartTransaction; Override`

**Visibility:** public

**Description:** `StartTransaction` starts a new transaction context. All changes written to the database must be confirmed with a `Commit (??)` or can be undone with a `Rollback (??)` call.

Calling `StartTransaction` is equivalent to setting `Active` to `True`.

**Errors:** If `StartTransaction` is called while the transaction is still active, an exception will be raised.

See also: `StartTransaction (??)`, `Commit (??)`, `Rollback (??)`, `CommitRetaining (??)`, `EndTransaction (??)`

### 29.18.9 TSQLTransaction.Create

Synopsis: Create a new transaction

Declaration: constructor `Create(AOwner: TComponent);` Override

Visibility: public

Description: `Create` creates a new `TSQLTransaction` instance, but does not yet start a transaction context.

### 29.18.10 TSQLTransaction.Destroy

Synopsis: Destroy transaction component

Declaration: destructor `Destroy;` Override

Visibility: public

Description: `Destroy` will close all datasets connected to it, prior to removing the object from memory.

### 29.18.11 TSQLTransaction.EndTransaction

Synopsis: End the transaction

Declaration: procedure `EndTransaction;` Override

Visibility: public

Description: `EndTransaction` is equivalent to `RollBack` (??).

See also: `RollBack` (??)

### 29.18.12 TSQLTransaction.Handle

Synopsis: Low-level transaction handle

Declaration: Property `Handle : Pointer`

Visibility: public

Access: Read

Description: `Handle` is the low-level transaction handle object. It must not be used in application code. The actual type of this object depends on the type of `TSQLConnection` ([584](#)) descendent.

### 29.18.13 TSQLTransaction.Action

Synopsis: Currently unused in SQLDB

Declaration: Property `Action : TCommitRollbackAction`

Visibility: published

Access: Read,Write

Description: `Action` is currently unused in SQLDB.



#### 29.18.14 TSQLTransaction.Database

Synopsis: Database for which this component is handling connections

Declaration: `Property Database :`

Visibility: published

Access:

Description: `Database` should be set to the particular `TSQLConnection` ([584](#)) instance this transaction is handling transactions in. All datasets connected to this transaction component must have the same value for their `Database` (??) property.

See also: `TSQLQuery.Database` (??), `TSQLConnection` ([584](#))

#### 29.18.15 TSQLTransaction.Params

Synopsis: Transaction parameters

Declaration: `Property Params : TStringList`

Visibility: published

Access: Read,Write

Description: `Params` can be used to set connection-specific parameters in the form of `Key=Value` pairs. The contents of this property therefor depends on the type of connection.

See also: `TSQLConnection` ([584](#))

## Chapter 30

# Reference for unit 'streamcoll'

### 30.1 Used units

Table 30.1: Used units by unit 'streamcoll'

Name	Page
Classes	??
System	??
sysutils	??

### 30.2 Overview

The `streamcoll` unit contains the implementation of a collection (and corresponding collection item) which implements routines for saving or loading the collection to/from a stream. The collection item should implement 2 routines to implement the streaming; the streaming itself is not performed by the `TStreamCollection` (620) collection item.

The streaming performed here is not compatible with the streaming implemented in the `Classes` unit for components. It is independent of the latter and can be used without a component to hold the collection.

The collection item introduces mostly protected methods, and the unit contains a lot of auxiliary routines which aid in streaming.

### 30.3 Procedures and functions

#### 30.3.1 ColReadBoolean

Synopsis: Read a boolean value from a stream

Declaration: `function ColReadBoolean(S: TStream) : Boolean`

Visibility: default

Description: `ColReadBoolean` reads a boolean from the stream `S` as it was written by `ColWriteBoolean` (619) and returns the read value. The value cannot be read and written across systems that have different endian values.

See also: [ColReadDateTime \(618\)](#), [ColWriteBoolean \(619\)](#), [ColReadString \(619\)](#), [ColReadInteger \(618\)](#), [ColReadFloat \(618\)](#), [ColReadCurrency \(618\)](#)

### 30.3.2 ColReadCurrency

Synopsis: Read a currency value from the stream

Declaration: `function ColReadCurrency(S: TStream) : Currency`

Visibility: default

Description: `ColReadCurrency` reads a currency value from the stream `S` as it was written by `ColWriteCurrency (619)` and returns the read value. The value cannot be read and written across systems that have different endian values.

See also: [ColReadDateTime \(618\)](#), [ColReadBoolean \(617\)](#), [ColReadString \(619\)](#), [ColReadInteger \(618\)](#), [ColReadFloat \(618\)](#), [ColWriteCurrency \(619\)](#)

### 30.3.3 ColReadDateTime

Synopsis: Read a `TDateTime` value from a stream

Declaration: `function ColReadDateTime(S: TStream) : TDateTime`

Visibility: default

Description: `ColReadDateTime` reads a currency value from the stream `S` as it was written by `ColWriteDateTime (619)` and returns the read value. The value cannot be read and written across systems that have different endian values.

See also: [ColWriteDateTime \(619\)](#), [ColReadBoolean \(617\)](#), [ColReadString \(619\)](#), [ColReadInteger \(618\)](#), [ColReadFloat \(618\)](#), [ColReadCurrency \(618\)](#)

### 30.3.4 ColReadFloat

Synopsis: Read a floating point value from a stream

Declaration: `function ColReadFloat(S: TStream) : Double`

Visibility: default

Description: `ColReadFloat` reads a double value from the stream `S` as it was written by `ColWriteFloat (620)` and returns the read value. The value cannot be read and written across systems that have different endian values.

See also: [ColReadDateTime \(618\)](#), [ColReadBoolean \(617\)](#), [ColReadString \(619\)](#), [ColReadInteger \(618\)](#), [ColWriteFloat \(620\)](#), [ColReadCurrency \(618\)](#)

### 30.3.5 ColReadInteger

Synopsis: Read a 32-bit integer from a stream.

Declaration: `function ColReadInteger(S: TStream) : Integer`

Visibility: default

**Description:** `ColReadInteger` reads a 32-bit integer from the stream `S` as it was written by `ColWriteInteger` (620) and returns the read value. The value cannot be read and written across systems that have different endian values.

See also: `ColReadDateTime` (618), `ColReadBoolean` (617), `ColReadString` (619), `ColWriteInteger` (620), `ColReadFloat` (618), `ColReadCurrency` (618)

### 30.3.6 ColReadString

**Synopsis:** Read a string from a stream

**Declaration:** `function ColReadString(S: TStream) : string`

**Visibility:** default

**Description:** `ColReadStream` reads a string value from the stream `S` as it was written by `ColWriteString` (620) and returns the read value. The value cannot be read and written across systems that have different endian values.

See also: `ColReadDateTime` (618), `ColReadBoolean` (617), `ColWriteString` (620), `ColReadInteger` (618), `ColReadFloat` (618), `ColReadCurrency` (618)

### 30.3.7 ColWriteBoolean

**Synopsis:** Write a boolean to a stream

**Declaration:** `procedure ColWriteBoolean(S: TStream; AValue: Boolean)`

**Visibility:** default

**Description:** `ColWriteBoolean` writes the boolean `AValue` to the stream. `S`.

See also: `ColReadBoolean` (617), `ColWriteString` (620), `ColWriteInteger` (620), `ColWriteCurrency` (619), `ColWriteDateTime` (619), `ColWriteFloat` (620)

### 30.3.8 ColWriteCurrency

**Synopsis:** Write a currency value to stream

**Declaration:** `procedure ColWriteCurrency(S: TStream; AValue: Currency)`

**Visibility:** default

**Description:** `ColWriteCurrency` writes the currency `AValue` to the stream `S`.

See also: `ColWriteBoolean` (619), `ColWriteString` (620), `ColWriteInteger` (620), `ColWriteDateTime` (619), `ColWriteFloat` (620), `ColReadCurrency` (618)

### 30.3.9 ColWriteDateTime

**Synopsis:** Write a `TDateTime` value to stream

**Declaration:** `procedure ColWriteDateTime(S: TStream; AValue: TDateTime)`

**Visibility:** default

**Description:** `ColWriteDateTime` writes the `TDateTime` `AValue` to the stream `S`.

See also: `ColReadDateTime` (618), `ColWriteBoolean` (619), `ColWriteString` (620), `ColWriteInteger` (620), `ColWriteFloat` (620), `ColWriteCurrency` (619)

### 30.3.10 ColWriteFloat

Synopsis: Write floating point value to stream

Declaration: `procedure ColWriteFloat (S: TStream; AValue: Double)`

Visibility: default

Description: `ColWriteFloat` writes the double `AValue` to the stream `S`.

See also: `ColWriteDateTime` (619), `ColWriteBoolean` (619), `ColWriteString` (620), `ColWriteInteger` (620), `ColReadFloat` (618), `ColWriteCurrency` (619)

### 30.3.11 ColWriteInteger

Synopsis: Write a 32-bit integer to a stream

Declaration: `procedure ColWriteInteger (S: TStream; AValue: Integer)`

Visibility: default

Description: `ColWriteInteger` writes the 32-bit integer `AValue` to the stream `S`. No endianness is observed.

See also: `ColWriteBoolean` (619), `ColWriteString` (620), `ColReadInteger` (618), `ColWriteCurrency` (619), `ColWriteDateTime` (619)

### 30.3.12 ColWriteString

Synopsis: Write a string value to the stream

Declaration: `procedure ColWriteString (S: TStream; AValue: string)`

Visibility: default

Description: `ColWriteString` writes the string value `AValue` to the stream `S`.

See also: `ColWriteBoolean` (619), `ColReadStream` (619), `ColWriteInteger` (620), `ColWriteCurrency` (619), `ColWriteDateTime` (619), `ColWriteFloat` (620)

## 30.4 EStreamColl

### 30.4.1 Description

Exception raised when an error occurs when streaming the collection.

## 30.5 TStreamCollection

### 30.5.1 Description

`TStreamCollection` is a `TCollection` (??) descendent which implements 2 calls `LoadFromStream` (??) and `SaveToStream` (??) which load and save the contents of the collection to a stream.

The collection items must be descendents of the `TStreamCollectionItem` (622) class for the streaming to work correctly.

Note that the stream must be used to load collections of the same type.

See also: `TStreamCollectionItem` (622)

### 30.5.2 Method overview

Page	Property	Description
<a href="#">621</a>	LoadFromStream	Load the collection from a stream
<a href="#">621</a>	SaveToStream	Load the collection from the stream.

### 30.5.3 Property overview

Page	Property	Access	Description
<a href="#">621</a>	Streaming	r	Indicates whether the collection is currently being written to stream

### 30.5.4 TStreamCollection.LoadFromStream

Synopsis: Load the collection from a stream

Declaration: `procedure LoadFromStream(S: TStream)`

Visibility: public

Description: `LoadFromStream` loads the collection from the stream `S`, if the collection was saved using `SaveToStream` (??). It reads the number of items in the collection, and then creates and loads the items one by one from the stream.

Errors: An exception may be raised if the stream contains invalid data.

See also: `TStreamCollection.SaveToStream` (??)

### 30.5.5 TStreamCollection.SaveToStream

Synopsis: Load the collection from the stream.

Declaration: `procedure SaveToStream(S: TStream)`

Visibility: public

Description: `SaveToStream` saves the collection to the stream `S` so it can be read from the stream with `LoadFromStream` (??). It does this by writing the number of collection items to the stream, and then streaming all items in the collection by calling their `SaveToStream` method.

Errors: None.

See also: `TStreamCollection.LoadFromStream` (??)

### 30.5.6 TStreamCollection.Streaming

Synopsis: Indicates whether the collection is currently being written to stream

Declaration: `Property Streaming : Boolean`

Visibility: public

Access: Read

Description: `Streaming` is set to `True` if the collection is written to or loaded from stream, and is set again to `False` if the streaming process is finished.

See also: `TStreamCollection.LoadFromStream` (??), `TStreamCollection.SaveToStream` (??)

## 30.6 TStreamCollectionItem

### 30.6.1 Description

TStreamCollectionItem is a TCollectionItem (??) descendent which implements 2 abstract routines: LoadFromStream and SaveToStream which must be overridden in a descendent class.

These 2 routines will be called by the TStreamCollection ([620](#)) to save or load the item from the stream.

See also: TStreamCollection ([620](#))

# Chapter 31

## Reference for unit 'streamex'

### 31.1 Used units

Table 31.1: Used units by unit 'streamex'

Name	Page
Classes	??
System	??

### 31.2 Overview

streamex implements some extensions to be used together with streams from the classes unit.

### 31.3 TBidirBinaryObjectReader

#### 31.3.1 Description

TBidirBinaryObjectReader is a class descendent from TBinaryObjectReader (??), which implements the necessary support for BiDi data: the position in the stream (not available in the standard streaming) is emulated.

See also: TBidirBinaryObjectWriter ([624](#)), TDelphiReader ([624](#))

#### 31.3.2 Property overview

Page	Property	Access	Description
<a href="#">623</a>	Position	rw	Position in the stream

#### 31.3.3 TBidirBinaryObjectReader.Position

Synopsis: Position in the stream

Declaration: `Property Position : LongInt`



Visibility: public

Access: Read,Write

Description: `Position` exposes the position of the stream in the reader for use in the `TDelphiReader` (624) class.

See also: `TDelphiReader` (624)

## 31.4 TBidirBinaryObjectWriter

### 31.4.1 Description

`TBidirBinaryObjectReader` is a class descendent from `TBinaryObjectWriter` (??), which implements the necessary support for BiDi data.

See also: `TBidirBinaryObjectWriter` (624), `TDelphiWriter` (626)

### 31.4.2 Property overview

Page	Property	Access	Description
624	<code>Position</code>	rw	Position in the stream

### 31.4.3 TBidirBinaryObjectWriter.Position

Synopsis: Position in the stream

Declaration: `Property Position : LongInt`

Visibility: public

Access: Read,Write

Description: `Position` exposes the position of the stream in the writer for use in the `TDelphiWriter` (626) class.

See also: `TDelphiWriter` (626)

## 31.5 TDelphiReader

### 31.5.1 Description

`TDelphiReader` is a descendent of `TReader` which has support for BiDi Streaming. It overrides the stream reading methods for strings, and makes sure the stream can be positioned in the case of strings. For this purpose, it makes use of the `TBidirBinaryObjectReader` (623) driver class.

See also: `TDelphiWriter` (626), `TBidirBinaryObjectReader` (623)

### 31.5.2 Method overview

Page	Property	Description
625	<code>GetDriver</code>	Return the driver class as a <code>TBidirBinaryObjectReader</code> (623) class
625	<code>Read</code>	Read data from stream
625	<code>ReadStr</code>	Overrides the standard <code>ReadStr</code> method

### 31.5.3 Property overview

Page	Property	Access	Description
<a href="#">625</a>	Position	rw	Position in the stream

### 31.5.4 TDelphiReader.GetDriver

Synopsis: Return the driver class as a `TBidirBinaryObjectReader` ([623](#)) class

Declaration: `function GetDriver : TBidirBinaryObjectReader`

Visibility: public

Description: `GetDriver` simply returns the used driver and typecasts it as `TBidirBinaryObjectReader` ([623](#)) class.

See also: `TBidirBinaryObjectReader` ([623](#))

### 31.5.5 TDelphiReader.ReadStr

Synopsis: Overrides the standard `ReadStr` method

Declaration: `function ReadStr : string`

Visibility: public

Description: `ReadStr` makes sure the `TBidirBinaryObjectReader` ([623](#)) methods are used, to store additional information about the stream position when reading the strings.

See also: `TBidirBinaryObjectReader` ([623](#))

### 31.5.6 TDelphiReader.Read

Synopsis: Read data from stream

Declaration: `procedure Read(var Buf; Count: LongInt);` Override

Visibility: public

Description: `Read` reads raw data from the stream. It reads `Count` bytes from the stream and places them in `Buf`. It forces the use of the `TBidirBinaryObjectReader` ([623](#)) class when reading.

See also: `TBidirBinaryObjectReader` ([623](#)), `TDelphiReader.Position` (??)

### 31.5.7 TDelphiReader.Position

Synopsis: Position in the stream

Declaration: `Property Position : LongInt`

Visibility: public

Access: Read, Write

Description: Position in the stream.

See also: `TDelphiReader.Read` (??)

## 31.6 TDelphiWriter

### 31.6.1 Description

`TDelphiWriter` is a descendent of `TWriter` which has support for BiDi Streaming. It overrides the stream writing methods for strings, and makes sure the stream can be positioned in the case of strings. For this purpose, it makes use of the `TBidirBinaryObjectWriter` (624) driver class.

See also: `TDelphiReader` (624), `TBidirBinaryObjectWriter` (624)

### 31.6.2 Method overview

Page	Property	Description
626	<code>FlushBuffer</code>	Flushes the stream buffer
626	<code>GetDriver</code>	Return the driver class as a <code>TBidirBinaryObjectWriter</code> (624) class
626	<code>Write</code>	Write raw data to the stream
627	<code>WriteStr</code>	Write a string to the stream
627	<code>WriteValue</code>	Write value type

### 31.6.3 Property overview

Page	Property	Access	Description
627	<code>Position</code>	rw	Position in the stream

### 31.6.4 TDelphiWriter.GetDriver

Synopsis: Return the driver class as a `TBidirBinaryObjectWriter` (624) class

Declaration: `function GetDriver : TBidirBinaryObjectWriter`

Visibility: public

Description: `GetDriver` simply returns the used driver and typecasts it as `TBidirBinaryObjectWriter` (624) class.

See also: `TBidirBinaryObjectWriter` (624)

### 31.6.5 TDelphiWriter.FlushBuffer

Synopsis: Flushes the stream buffer

Declaration: `procedure FlushBuffer`

Visibility: public

Description: `FlushBuffer` flushes the internal buffer of the writer. It simply calls the `FlushBuffer` method of the driver class.

### 31.6.6 TDelphiWriter.Write

Synopsis: Write raw data to the stream

Declaration: `procedure Write(const Buf; Count: LongInt); Override`

Visibility: public

Description: `Write` writes `Count` bytes from `Buf` to the buffer, updating the position as needed.

### 31.6.7 TDelphiWriter.WriteString

Synopsis: Write a string to the stream

Declaration: `procedure WriteStr(const Value: string)`

Visibility: public

Description: `WriteStr` writes a string to the stream, forcing the use of the `TBidirBinaryObjectWriter` (624) class methods, which update the position of the stream.

See also: `TBidirBinaryObjectWriter` (624)

### 31.6.8 TDelphiWriter.WriteValue

Synopsis: Write value type

Declaration: `procedure WriteValue(Value: TValueType)`

Visibility: public

Description: `WriteValue` overrides the same method in `TWriter` to force the use of the `TBidirBinaryObjectWriter` (624) methods, which update the position of the stream.

See also: `TBidirBinaryObjectWriter` (624)

### 31.6.9 TDelphiWriter.Position

Synopsis: Position in the stream

Declaration: `Property Position : LongInt`

Visibility: public

Access: Read,Write

Description: `Position` exposes the position in the stream as exposed by the `TBidirBinaryObjectWriter` (624) instance used when streaming.

See also: `TBidirBinaryObjectWriter` (624)

## Chapter 32

# Reference for unit 'StreamIO'

### 32.1 Used units

Table 32.1: Used units by unit 'StreamIO'

Name	Page
Classes	??
System	??
sysutils	??

### 32.2 Overview

The `StreamIO` unit implements a call to reroute the input or output of a text file to a descendent of `TStream` (??).

This allows to use the standard pascal `Read` (??) and `Write` (??) functions (with all their possibilities), on streams.

### 32.3 Procedures and functions

#### 32.3.1 AssignStream

**Synopsis:** Assign a text file to a stream.

**Declaration:** `procedure AssignStream(var F: Textfile; Stream: TStream)`

**Visibility:** default

**Description:** `AssignStream` assigns the stream `Stream` to file `F`. The file can subsequently be used to write to the stream, using the standard `Write` (??) calls.

Before writing, call `Rewrite` (??) on the stream. Before reading, call `Reset` (??).

**Errors:** if `Stream` is `Nil`, an exception will be raised.

**See also:** `TStream` (??), `GetStream` ([629](#))

### 32.3.2 GetStream

Synopsis: Return the stream, associated with a file.

Declaration: `function GetStream(var F: TTextRec) : TStream`

Visibility: default

Description: `GetStream` returns the instance of the stream that was associated with the file `F` using `AssignStream` ([628](#)).

Errors: An invalid class reference will be returned if the file was not associated with a stream.

See also: `AssignStream` ([628](#)), `TStream` (??)

## Chapter 33

# Reference for unit 'syncobjs'

### 33.1 Used units

Table 33.1: Used units by unit 'syncobjs'

Name	Page
System	??
sysutils	??

### 33.2 Overview

The `syncobjs` unit implements some classes which can be used when synchronizing threads in routines or classes that are used in multiple threads at once. The `TCriticalSection` ([631](#)) class is a wrapper around low-level critical section routines (semaphores or mutexes). The `TEventObject` ([633](#)) class can be used to send messages between threads (also known as conditional variables in Posix threads).

### 33.3 Constants, types and variables

#### 33.3.1 Constants

`INFINITE = (-1)`

Constant denoting an infinite timeout.

#### 33.3.2 Types

`PSecurityAttributes = Pointer`

`PSecurityAttributes` is a dummy type used in non-windows implementations, so the calls remain Delphi compatible.

`TEvent = TEventObject`

`TEvent` is a simple alias for the `TEventObject` ([633](#)) class.

`TEventHandle = Pointer`

`TEventHandle` is an opaque type and should not be used in user code.

`TWaitResult = (wrSignaled, wrTimeout, wrAbandoned, wrError)`

Table 33.2: Enumeration values for type `TWaitResult`

Value	Explanation
<code>wrAbandoned</code>	Wait operation was abandoned.
<code>wrError</code>	An error occurred during the wait operation.
<code>wrSignaled</code>	Event was signaled (triggered)
<code>wrTimeout</code>	Time-out period expired

`TWaitResult` is used to report the result of a wait operation.

## 33.4 TCriticalSection

### 33.4.1 Description

`TCriticalSection` is a class wrapper around the low-level `TRTLCriticalSection` routines. It simply calls the RTL routines in the system unit for critical section support.

A critical section is a resource which can be owned by only 1 caller: it can be used to make sure that in a multithreaded application only 1 thread enters pieces of code protected by the critical section.

Typical usage is to protect a piece of code with the following code (`MySection` is a `TCriticalSection` instance):

```
// Previous code
MySection.Acquire;
Try
  // Protected code
Finally
  MySection.Release;
end;
// Other code.
```

The protected code can be executed by only 1 thread at a time. This is useful for instance for list operations in multithreaded environments.

See also: `Acquire (??)`, `Release (??)`

### 33.4.2 Method overview

Page	Property	Description
<a href="#">632</a>	<code>Acquire</code>	Enter the critical section
<a href="#">633</a>	<code>Create</code>	Create a new critical section.
<a href="#">633</a>	<code>Destroy</code>	Destroy the criticalsection instance
<a href="#">632</a>	<code>Enter</code>	Alias for <code>Acquire</code>
<a href="#">633</a>	<code>Leave</code>	Alias for <code>Release</code>
<a href="#">632</a>	<code>Release</code>	Leave the critical section
<a href="#">632</a>	<code>TryEnter</code>	Try and obtain the critical section



### 33.4.3 TCriticalSection.Acquire

Synopsis: Enter the critical section

Declaration: `procedure Acquire; Override`

Visibility: `public`

Description: `Acquire` attempts to enter the critical section. It will suspend the calling thread if the critical section is in use by another thread, and will resume as soon as the other thread has released the critical section.

See also: `Release` (??)

### 33.4.4 TCriticalSection.Release

Synopsis: Leave the critical section

Declaration: `procedure Release; Override`

Visibility: `public`

Description: `Release` leaves the critical section. It will free the critical section so another thread waiting to enter the critical section will be awakened, and will enter the critical section. This call always returns immediately.

See also: `Acquire` (??)

### 33.4.5 TCriticalSection.Enter

Synopsis: Alias for `Acquire`

Declaration: `procedure Enter`

Visibility: `public`

Description: `Enter` just calls `Acquire` (??).

See also: `Leave` (??), `Acquire` (??)

### 33.4.6 TCriticalSection.TryEnter

Synopsis: Try and obtain the critical section

Declaration: `function TryEnter : Boolean`

Visibility: `public`

Description: `TryEnter` tries to enter the critical section: it returns at once and does not wait if the critical section is owned by another thread; if the current thread owns the critical section or the critical section was obtained successfully, `true` is returned. If the critical section is currently owned by another thread, `False` is returned.

Errors: None.

See also: `TCriticalSection.Enter` (??)

### 33.4.7 TCriticalSection.Leave

Synopsis: Alias for `Release`

Declaration: `procedure Leave`

Visibility: `public`

Description: `Leave` just calls `Release` (??)

See also: `Release` (??), `Enter` (??)

### 33.4.8 TCriticalSection.Create

Synopsis: Create a new critical section.

Declaration: `constructor Create`

Visibility: `public`

Description: `Create` initializes a new critical section, and initializes the system objects for the critical section. It should be created only once for all threads, all threads should use the same critical section instance.

See also: `Destroy` (??)

### 33.4.9 TCriticalSection.Destroy

Synopsis: Destroy the criticalsection instance

Declaration: `destructor Destroy; Override`

Visibility: `public`

Description: `Destroy` releases the system critical section resources, and removes the `TCriticalSection` instance from memory.

Errors: Any threads trying to enter the critical section when it is destroyed, will start running with an error (an exception should be raised).

See also: `Create` (??), `Acquire` (??)

## 33.5 TEventObject

### 33.5.1 Description

`TEventObject` encapsulates the `BasicEvent` implementation of the system unit in a class. The event can be used to notify other threads of a change in conditions. (in POSIX terms, this is a conditional variable). A thread that wishes to notify other threads creates an instance of `TEventObject` with a certain name, and posts events to it. Other threads that wish to be notified of these events should create their own instances of `TEventObject` with the same name, and wait for events to arrive.

See also: `TCriticalSection` ([631](#))

### 33.5.2 Method overview

Page	Property	Description
<a href="#">634</a>	Create	Create a new event object
<a href="#">634</a>	destroy	Clean up the event and release from memory
<a href="#">634</a>	ResetEvent	Reset the event
<a href="#">635</a>	SetEvent	Set the event
<a href="#">635</a>	WaitFor	Wait for the event to be set.

### 33.5.3 Property overview

Page	Property	Access	Description
<a href="#">635</a>	ManualReset	r	Should the event be reset manually

### 33.5.4 TEventObject.Create

Synopsis: Create a new event object

Declaration: `constructor Create(EventAttributes: PSecurityAttributes;  
                                  AManualReset: Boolean;InitialState: Boolean;  
                                  const Name: string)`

Visibility: public

Description: `Create` creates a new event object with unique name `AName`. The object will be created security attributes `EventAttributes` (windows only).

The `AManualReset` indicates whether the event must be reset manually (if it is `False`, the event is reset immediatly after the first thread waiting for it is notified). `InitialState` determines whether the event is initially set or not.

See also: `ManualReset` (??), `ResetEvent` (??)

### 33.5.5 TEventObject.destroy

Synopsis: Clean up the event and release from memory

Declaration: `destructor destroy; Override`

Visibility: public

Description: `Destroy` cleans up the low-level resources allocated for this event and releases the event instance from memory.

See also: `Create` (??)

### 33.5.6 TEventObject.ResetEvent

Synopsis: Reset the event

Declaration: `procedure ResetEvent`

Visibility: public

Description: `ResetEvent` turns off the event. Any `WaitFor` (??) operation will suspend the calling thread.

See also: `SetEvent` (??), `WaitFor` (??)

### 33.5.7 TEventObject.SetEvent

Synopsis: Set the event

Declaration: `procedure SetEvent`

Visibility: `public`

Description: `SetEvent` sets the event. If the `ManualReset (??)` is `True` any thread that was waiting for the event to be set (using `WaitFor (??)`) will resume it's operation. After the event was set, any thread that executes `WaitFor` will return at once. If `ManualReset` is `False`, only one thread will be notified that the event was set, and the event will be immediatly reset after that.

See also: `WaitFor (??)`, `ManualReset (??)`

### 33.5.8 TEventObject.WaitFor

Synopsis: Wait for the event to be set.

Declaration: `function WaitFor (Timeout: Cardinal) : TWaitResult`

Visibility: `public`

Description: `WaitFor` should be used in threads that should be notified when the event is set. When `WaitFor` is called, and the event is not set, the thread will be suspended. As soon as the event is set by some other thread (using `SetEvent (??)`) or the timeout period (`TimeOut`) has expired, the `WaitFor` function returns. The return value depends on the condition that caused the `WaitFor` function to return.

The calling thread will wait indefinitely when the constant `INFINITE` is specified for the `TimeOut` parameter.

See also: `TEventObject.SetEvent (??)`

### 33.5.9 TEventObject.ManualReset

Synopsis: Should the event be reset manually

Declaration: `Property ManualReset : Boolean`

Visibility: `public`

Access: `Read`

Description: Should the event be reset manually

## 33.6 THandleObject

### 33.6.1 Description

`THandleObject` is a parent class for synchronization classes that need to store an operating system handle. It introduces a property `Handle (??)` which can be used to store the operating system handle. The handle is in no way manipulated by `THandleObject`, only storage is provided.

See also: `Handle (??)`

### 33.6.2 Method overview

Page	Property	Description
<a href="#">636</a>	destroy	Free the instance

### 33.6.3 Property overview

Page	Property	Access	Description
<a href="#">636</a>	Handle	r	Handle for this object
<a href="#">636</a>	LastError	r	Last operating system error

### 33.6.4 THandleObject.destroy

Synopsis: Free the instance

Declaration: `destructor destroy; Override`

Visibility: `public`

Description: `Destroy` does nothing in the Free Pascal implementation of `THandleObject`.

### 33.6.5 THandleObject.Handle

Synopsis: Handle for this object

Declaration: `Property Handle : TEventHandle`

Visibility: `public`

Access: Read

Description: `Handle` provides read-only access to the operating system handle of this instance. The public access is read-only, descendent classes should set the handle by accessing it's protected field `FHandle` directly.

### 33.6.6 THandleObject.LastError

Synopsis: Last operating system error

Declaration: `Property LastError : Integer`

Visibility: `public`

Access: Read

Description: `LastError` provides read-only access to the last operating system error code for operations on `Handle` (??).

See also: `Handle` (??)

## 33.7 TSimpleEvent

### 33.7.1 Description

`TSimpleEvent` is a simple descendent of the `TEventObject` ([633](#)) class. It creates an event with no name, which must be reset manually, and which is initially not set.

See also: `TEventObject` ([633](#)), `TSimpleEvent.Create` (??)

### 33.7.2 Method overview

Page	Property	Description
<a href="#">637</a>	Create	Creates a new <code>TSimpleEvent</code> instance

### 33.7.3 `TSimpleEvent.Create`

Synopsis: Creates a new `TSimpleEvent` instance

Declaration: `constructor Create`

Visibility: default

Description: `Create` instantiates a new `TSimpleEvent` instance. It simply calls the inherited `Create (??)` with `Nil` for the security attributes, an empty name, `AManualReset` set to `True`, and `InitialState` to `False`.

See also: `TEventObject.Create (??)`

## 33.8 `TSynchroObject`

### 33.8.1 Description

`TSynchroObject` is an abstract synchronization resource object. It implements 2 virtual methods `Acquire (??)` which can be used to acquire the resource, and `Release (??)` to release the resource.

See also: `Acquire (??)`, `Release (??)`

### 33.8.2 Method overview

Page	Property	Description
<a href="#">637</a>	Acquire	Acquire synchronization resource
<a href="#">637</a>	Release	Release previously acquired synchronization resource

### 33.8.3 `TSynchroObject.Acquire`

Synopsis: Acquire synchronization resource

Declaration: `procedure Acquire; Virtual`

Visibility: default

Description: `Acquire` does nothing in `TSynchroObject`. Descendent classes must override this method to acquire the resource they manage.

See also: `Release (??)`

### 33.8.4 `TSynchroObject.Release`

Synopsis: Release previously acquired synchronization resource

Declaration: `procedure Release; Virtual`

Visibility: default

**Description:** `Release` does nothing in `TSynchroObject`. Descendent classes must override this method to release the resource they acquired through the `Acquire (??)` call.

See also: `Acquire (??)`

## Chapter 34

# Reference for unit 'URIParser'

### 34.1 Overview

The `URIParser` unit contains a basic type (`TURI` ([639](#))) and some routines for the parsing (`ParseURI` ([640](#))) and construction (`EncodeURI` ([639](#))) of Uniform Resource Indicators, commonly referred to as URL: Uniform Resource Location. It is used in various other units, and in itself contains no classes. It supports all protocols, username/password/port specification, query parameters and bookmarks etc..

### 34.2 Constants, types and variables

#### 34.2.1 Types

```
TURI = record
  Protocol : string;
  Username : string;
  Password : string;
  Host : string;
  Port : Word;
  Path : string;
  Document : string;
  Params : string;
  Bookmark : string;
  HasAuthority : Boolean;
end
```

`TURI` is the basic record that can be filled by the `ParseURI` ([640](#)) call. It contains the contents of a URI, parsed out in it's various pieces.

### 34.3 Procedures and functions

#### 34.3.1 EncodeURI

Synopsis: Form a string representation of the URI

Declaration: `function EncodeURI(const URI: TURI) : string`



Visibility: default

Description: `EncodeURI` will return a valid text representation of the URI in the URI record.

See also: `ParseURI` ([640](#))

### 34.3.2 FilenameToURI

Synopsis: Construct a URI from a filename

Declaration: `function FilenameToURI(const Filename: string) : string`

Visibility: default

Description: `FilenameToURI` takes `Filename` and constructs a `file: protocol` URI from it.

Errors: None.

See also: `URIToFilename` ([641](#))

### 34.3.3 IsAbsoluteURI

Synopsis: Check whether a URI is absolute.

Declaration: `function IsAbsoluteURI(const UriReference: string) : Boolean`

Visibility: default

Description: `IsAbsoluteURI` returns `True` if the URI in `UriReference` is absolute, i.e. contains a protocol part.

Errors: None.

See also: `FilenameToURI` ([640](#)), `URIToFileName` ([641](#))

### 34.3.4 ParseURI

Synopsis: Parse a URI and split it into its constituent parts

Declaration: `function ParseURI(const URI: string; Decode: Boolean) : TURI; Overload`  
`function ParseURI(const URI: string; const DefaultProtocol: string;`  
`DefaultPort: Word; Decode: Boolean) : TURI; Overload`

Visibility: default

Description: `ParseURI` decodes URI and returns the various parts of the URI in the result record.

The function accepts the most general URI scheme:

```
proto://user:pwd@host:port/path/document?params#bookmark
```

Missing (optional) parts in the URI will be left blank in the result record. If a default protocol and port are specified, they will be used in the record if the corresponding part is not present in the URI.

See also: `EncodeURI` ([639](#))

### 34.3.5 ResolveRelativeURI

Synopsis: Return a relative link

Declaration: 

```
function ResolveRelativeURI(const BaseUri: WideString;
                           const RelUri: WideString;
                           out ResultUri: WideString) : Boolean
; Overload
function ResolveRelativeURI(const BaseUri: UTF8String;
                           const RelUri: UTF8String;
                           out ResultUri: UTF8String) : Boolean
; Overload
```

Visibility: default

Description: `ResolveRelativeURI` returns in `ResultUri` an absolute link constructed from a base URI `BaseURI` and a relative link `RelURI`. One of the two URI names must have a protocol specified. If the `RelURI` argument contains a protocol, it is considered a complete (absolute) URI and is returned as the result.

The function returns `True` if a link was successfully returned.

Errors: If no protocols are specified, the function returns `False`

### 34.3.6 URIToFilename

Synopsis: Convert a URI to a filename

Declaration: 

```
function URIToFilename(const URI: string; out Filename: string) : Boolean
```

Visibility: default

Description: `URIToFilename` returns a filename (using the correct Path Delimiter character) from URI. The URI must be of protocol `File` or have no protocol.

Errors: If the URI contains an unsupported protocol, `False` is returned.

See also: `ResolveRelativeURI` ([641](#)), `FilenameToURI` ([640](#))

## Chapter 35

# Reference for unit 'zipper'

### 35.1 Used units

Table 35.1: Used units by unit 'zipper'

Name	Page
BaseUnix	??
Classes	??
System	??
sysutils	??
zstream	664

### 35.2 Overview

zipper implements zip compression/decompression compatible with the popular .ZIP format. The zip file format is documented at <http://www.pkware.com/documents/casestudies/APPNOTE.TXT>. The Pascal conversion of the standard zlib library was implemented by Jacques Nomssi Nzali. It is used in the FCL to implement the (??) class.

### 35.3 Constants, types and variables

#### 35.3.1 Constants

CENTRAL\_FILE\_HEADER\_SIGNATURE = \$02014B50

Denotes beginning of a file entry inside the zip directory. A file header follows this marker.

Crc\_32\_Tab : Array[0..255] of LongWord = (\$00000000, \$77073096, \$ee0e612c, \$990951ba

Table used in determining CRC-32 values. There are various CRC-32 algorithms in use; please refer to the ZIP file format specifications for details.

END\_OF\_CENTRAL\_DIR\_SIGNATURE = \$06054B50

Marker specifying end of directory within zip file

FIRSTENTRY = 257

LOCAL\_FILE\_HEADER\_SIGNATURE = \$04034B50

Denotes beginning of a file header within the zip file. A file header follows this marker, followed by the file data proper.

TABLESIZE = 8191

### 35.3.2 Types

BufPtr = PByte

```
Central_File_Header_Type = packed record
  Signature : LongInt;
  MadeBy_Version : Word;
  Extract_Version_Reqd : Word;
  Bit_Flag : Word;
  Compress_Method : Word;
  Last_Mod_Time : Word;
  Last_Mod_Date : Word;
  Crc32 : LongWord;
  Compressed_Size : LongWord;
  Uncompressed_Size : LongWord;
  Filename_Length : Word;
  Extra_Field_Length : Word;
  File_Comment_Length : Word;
  Starting_Disk_Num : Word;
  Internal_Attributes : Word;
  External_Attributes : LongWord;
  Local_Header_Offset : LongWord;
end
```

This record contains the structure for a file header within the central directory.

CodeArray = Array[0..TABLESIZE] of CodeRec

```
CodeRec = packed record
  Child : SmallInt;
  Sibling : SmallInt;
  Suffix : Byte;
end
```

```
End_of_Central_Dir_Type = packed record
  Signature : LongInt;
  Disk_Number : Word;
  Central_Dir_Start_Disk : Word;
  Entries_This_Disk : Word;
  Total_Entries : Word;
  Central_Dir_Size : LongWord;
  Start_Disk_Offset : LongWord;
  ZipFile_Comment_Length : Word;
end
```

The end of central directory is placed at the end of the zip file. Note that the end of central directory record is distinct from the Zip64 end of central directory record and zip64 end of central directory locator, which precede the end of central directory, if implemented.

```
FreeListArray = Array[FIRSTENTRY..TABLESIZE] of Word
```

```
FreeListPtr = ^FreeListArray
```

```
Local_File_Header_Type = packed record
  Signature : LongInt;
  Extract_Version_Reqd : Word;
  Bit_Flag : Word;
  Compress_Method : Word;
  Last_Mod_Time : Word;
  Last_Mod_Date : Word;
  Crc32 : LongWord;
  Compressed_Size : LongWord;
  Uncompressed_Size : LongWord;
  Filename_Length : Word;
  Extra_Field_Length : Word;
end
```

**Record structure containing local file header**

```
TablePtr = ^CodeArray
```

```
TCustomInputStreamEvent = procedure(Sender: TObject;
                                     var AStream: TStream) of object
```

```
TOnCustomStreamEvent = procedure(Sender: TObject; var AStream: TStream;
                                   AItem: TFullZipFileEntry) of object
```

```
TOnEndOfFileEvent = procedure(Sender: TObject; const Ratio: Double)
                           of object
```

**Event procedure for an end of file (de)compression event**

```
TOnStartFileEvent = procedure(Sender: TObject;const AFileName: string)
                    of object
```

Event procedure for a start of file (de)compression event

```
TProgressEvent = procedure(Sender: TObject;const Pct: Double) of object
```

Event procedure for capturing compression/decompression progress

## 35.4 EZipError

### 35.4.1 Description

Exception specific to the zipper unit

## 35.5 TCompressor

### 35.5.1 Description

This object compresses a stream into a compressed zip stream.

### 35.5.2 Method overview

Page	Property	Description
<a href="#">646</a>	Compress	Compresses input stream to output stream
<a href="#">645</a>	Create	Creates a (??) object
<a href="#">646</a>	ZipBitFlag	
<a href="#">646</a>	ZipID	Identifier for type of compression
<a href="#">646</a>	ZipVersionReqd	

### 35.5.3 Property overview

Page	Property	Access	Description
<a href="#">646</a>	BufferSize	r	Size of buffer used for compression
<a href="#">647</a>	Crc32Val	rw	Running CRC32 value
<a href="#">646</a>	OnPercent	rw	Reference to OnPercent event handler
<a href="#">646</a>	OnProgress	rw	Reference to OnProgress event handler

### 35.5.4 TCompressor.Create

Synopsis: Creates a (??) object

Declaration: constructor Create(AInFile: TStream;AOutFile: TStream;  
ABufSize: LongWord); Virtual

Visibility: public

### 35.5.5 TCompressor.Compress

Synopsis: Compresses input stream to output stream

Declaration: `procedure Compress; Virtual; Abstract`

Visibility: public

### 35.5.6 TCompressor.ZipID

Synopsis: Identifier for type of compression

Declaration: `class function ZipID; Virtual; Abstract`

Visibility: public

### 35.5.7 TCompressor.ZipVersionReqd

Declaration: `class function ZipVersionReqd; Virtual; Abstract`

Visibility: public

### 35.5.8 TCompressor.ZipBitFlag

Declaration: `function ZipBitFlag : Word; Virtual; Abstract`

Visibility: public

### 35.5.9 TCompressor.BufferSize

Synopsis: Size of buffer used for compression

Declaration: `Property BufferSize : LongWord`

Visibility: public

Access: Read

### 35.5.10 TCompressor.OnPercent

Synopsis: Reference to OnPercent event handler

Declaration: `Property OnPercent : Integer`

Visibility: public

Access: Read,Write

### 35.5.11 TCompressor.OnProgress

Synopsis: Reference to OnProgress event handler

Declaration: `Property OnProgress : TProgressEvent`

Visibility: public

Access: Read,Write

### 35.5.12 TCompressor.Crc32Val

Synopsis: Running CRC32 value

Declaration: `Property Crc32Val : LongWord`

Visibility: `public`

Access: `Read, Write`

Description: Running CRC32 value used when writing zip header

## 35.6 TDeCompressor

### 35.6.1 Description

This object decompresses a compressed zip stream.

### 35.6.2 Method overview

Page	Property	Description
<a href="#">647</a>	Create	Creates decompressor object
<a href="#">647</a>	DeCompress	Decompress zip stream
<a href="#">648</a>	ZipID	Identifier for type of compression

### 35.6.3 Property overview

Page	Property	Access	Description
<a href="#">648</a>	BufferSize	<code>r</code>	Size of buffer used in decompression
<a href="#">648</a>	Crc32Val	<code>rw</code>	Running CRC32 value used for verifying zip file integrity
<a href="#">648</a>	OnPercent	<code>rw</code>	Percentage of decompression completion
<a href="#">648</a>	OnProgress	<code>rw</code>	Event handler for OnProgress procedure

### 35.6.4 TDeCompressor.Create

Synopsis: Creates decompressor object

Declaration: `constructor Create(AInFile: TStream; AOutFile: TStream;  
ABufSize: LongWord); Virtual`

Visibility: `public`

### 35.6.5 TDeCompressor.DeCompress

Synopsis: Decompress zip stream

Declaration: `procedure DeCompress; Virtual; Abstract`

Visibility: `public`



### 35.6.6 TDeCompressor.ZipID

Synopsis: Identifier for type of compression

Declaration: `class function ZipID; Virtual; Abstract`

Visibility: public

### 35.6.7 TDeCompressor.BufferSize

Synopsis: Size of buffer used in decompression

Declaration: `Property BufferSize : LongWord`

Visibility: public

Access: Read

### 35.6.8 TDeCompressor.OnPercent

Synopsis: Percentage of decompression completion

Declaration: `Property OnPercent : Integer`

Visibility: public

Access: Read,Write

### 35.6.9 TDeCompressor.OnProgress

Synopsis: Event handler for OnProgress procedure

Declaration: `Property OnProgress : TProgressEvent`

Visibility: public

Access: Read,Write

### 35.6.10 TDeCompressor.Crc32Val

Synopsis: Running CRC32 value used for verifying zip file integrity

Declaration: `Property Crc32Val : LongWord`

Visibility: public

Access: Read,Write

## 35.7 TDeflater

### 35.7.1 Description

Child of TCompressor ([645](#)) that implements the Deflate compression method

**35.7.2 Method overview**

Page	Property	Description
<a href="#">649</a>	Compress	
<a href="#">649</a>	Create	
<a href="#">649</a>	ZipBitFlag	
<a href="#">649</a>	ZipID	
<a href="#">649</a>	ZipVersionReqd	

**35.7.3 Property overview**

Page	Property	Access	Description
<a href="#">649</a>	CompressionLevel	rw	

**35.7.4 TDeflater.Create**

Declaration: constructor Create(AInFile: TStream; AOutFile: TStream;  
ABufSize: LongWord); Override

Visibility: public

**35.7.5 TDeflater.Compress**

Declaration: procedure Compress; Override

Visibility: public

**35.7.6 TDeflater.ZipID**

Declaration: class function ZipID; Override

Visibility: public

**35.7.7 TDeflater.ZipVersionReqd**

Declaration: class function ZipVersionReqd; Override

Visibility: public

**35.7.8 TDeflater.ZipBitFlag**

Declaration: function ZipBitFlag : Word; Override

Visibility: public

**35.7.9 TDeflater.CompressionLevel**

Declaration: Property CompressionLevel : Tcompressionlevel

Visibility: public

Access: Read,Write

## 35.8 TFullZipFileEntries

### 35.8.1 Property overview

Page	Property	Access	Description
<a href="#">650</a>	FullEntries	rw	

### 35.8.2 TFullZipFileEntries.FullEntries

Declaration: Property FullEntries[AIndex: Integer]: TFullZipFileEntry; default

Visibility: public

Access: Read,Write

## 35.9 TFullZipFileEntry

### 35.9.1 Property overview

Page	Property	Access	Description
<a href="#">650</a>	CompressedSize	r	
<a href="#">650</a>	CompressMethod	r	
<a href="#">650</a>	CRC32	rw	

### 35.9.2 TFullZipFileEntry.CompressMethod

Declaration: Property CompressMethod : Word

Visibility: public

Access: Read

### 35.9.3 TFullZipFileEntry.CompressedSize

Declaration: Property CompressedSize : LongWord

Visibility: public

Access: Read

### 35.9.4 TFullZipFileEntry.CRC32

Declaration: Property CRC32 : LongWord

Visibility: public

Access: Read,Write

## 35.10 TInflater

### 35.10.1 Description

Child of TDeCompressor ([647](#)) that implements the Inflate decompression method

**35.10.2 Method overview**

Page	Property	Description
<a href="#">651</a>	Create	
<a href="#">651</a>	DeCompress	
<a href="#">651</a>	ZipID	

**35.10.3 TInflater.Create**

Declaration: constructor Create(AInFile: TStream; AOutFile: TStream;  
ABufSize: LongWord); Override

Visibility: public

**35.10.4 TInflater.DeCompress**

Declaration: procedure DeCompress; Override

Visibility: public

**35.10.5 TInflater.ZipID**

Declaration: class function ZipID; Override

Visibility: public

**35.11 TShrinker****35.11.1 Description**

Child of TCompressor ([645](#)) that implements the Shrink compression method

**35.11.2 Method overview**

Page	Property	Description
<a href="#">652</a>	Compress	
<a href="#">651</a>	Create	
<a href="#">652</a>	Destroy	
<a href="#">652</a>	ZipBitFlag	
<a href="#">652</a>	ZipID	
<a href="#">652</a>	ZipVersionReqd	

**35.11.3 TShrinker.Create**

Declaration: constructor Create(AInFile: TStream; AOutFile: TStream;  
ABufSize: LongWord); Override

Visibility: public

### 35.11.4 TShrinker.Destroy

Declaration: destructor Destroy; Override

Visibility: public

### 35.11.5 TShrinker.Compress

Declaration: procedure Compress; Override

Visibility: public

### 35.11.6 TShrinker.ZipID

Declaration: class function ZipID; Override

Visibility: public

### 35.11.7 TShrinker.ZipVersionReqd

Declaration: class function ZipVersionReqd; Override

Visibility: public

### 35.11.8 TShrinker.ZipBitFlag

Declaration: function ZipBitFlag : Word; Override

Visibility: public

## 35.12 TUnZipper

### 35.12.1 Method overview

Page	Property	Description
<a href="#">654</a>	Clear	Removes all entries and files from object
<a href="#">653</a>	Create	
<a href="#">653</a>	Destroy	
<a href="#">654</a>	Examine	Opens zip file and reads the directory entries (list of zipped files)
<a href="#">653</a>	UnZipAllFiles	Unzips all files in a zip file, writing them to disk
<a href="#">654</a>	UnZipFiles	Unzips specified files

**35.12.2 Property overview**

Page	Property	Access	Description
<a href="#">654</a>	BufferSize	rw	
<a href="#">656</a>	Entries	r	
<a href="#">656</a>	FileComment	r	
<a href="#">656</a>	FileName	rw	Zip file to be unzipped/processed
<a href="#">656</a>	Files	r	Files in zip file (deprecated)
<a href="#">654</a>	OnCloseInputStream	rw	
<a href="#">655</a>	OnCreateStream	rw	
<a href="#">655</a>	OnDoneStream	rw	
<a href="#">655</a>	OnEndFile	rw	Callback procedure that will be called after unzipping a file
<a href="#">654</a>	OnOpenInputStream	rw	
<a href="#">655</a>	OnPercent	rw	
<a href="#">655</a>	OnProgress	rw	
<a href="#">655</a>	OnStartFile	rw	Callback procedure that will be called before unzipping a file
<a href="#">656</a>	OutputPath	rw	Path where archive files will be unzipped

**35.12.3 TUnZipper.Create**

Declaration: constructor Create

Visibility: public

**35.12.4 TUnZipper.Destroy**

Declaration: destructor Destroy; Override

Visibility: public

**35.12.5 TUnZipper.UnZipAllFiles**

Synopsis: Unzips all files in a zip file, writing them to disk

Declaration: procedure UnZipAllFiles; Virtual  
 procedure UnZipAllFiles(AFileName: string)

Visibility: default

Description: This procedure unzips all files in a (??) object and writes the unzipped files to disk.

The example below unzips the files into "C:\windows\temp":

```

uses
  Zipper;
var
  UnZipper: TUnZipper;
begin
  UnZipper := TUnZipper.Create;
  try
    UnZipper.FileName := ZipFilePath;
    UnZipper.OutputPath := 'C:\Windows\Temp';
    UnZipper.UnZipAllFiles;
  
```

```
finally
  UnZipper.Free;
end;
end.
```

### 35.12.6 TUnZipper.UnZipFiles

Synopsis: Unzips specified files

Declaration: `procedure UnZipFiles(AFileName: string;FileList: TStrings)`  
`procedure UnZipFiles(FileList: TStrings)`

Visibility: default

### 35.12.7 TUnZipper.Clear

Synopsis: Removes all entries and files from object

Declaration: `procedure Clear`

Visibility: public

### 35.12.8 TUnZipper.Examine

Synopsis: Opens zip file and reads the directory entries (list of zipped files)

Declaration: `procedure Examine`

Visibility: public

### 35.12.9 TUnZipper.BufferSize

Declaration: `Property BufferSize : LongWord`

Visibility: public

Access: Read,Write

### 35.12.10 TUnZipper.OnOpenInputStream

Declaration: `Property OnOpenInputStream : TCustomInputStreamEvent`

Visibility: public

Access: Read,Write

### 35.12.11 TUnZipper.OnCloseInputStream

Declaration: `Property OnCloseInputStream : TCustomInputStreamEvent`

Visibility: public

Access: Read,Write

### 35.12.12 TUnZipper.OnCreateStream

Declaration: Property OnCreateStream : TOnCustomStreamEvent

Visibility: public

Access: Read,Write

### 35.12.13 TUnZipper.OnDoneStream

Declaration: Property OnDoneStream : TOnCustomStreamEvent

Visibility: public

Access: Read,Write

### 35.12.14 TUnZipper.OnPercent

Declaration: Property OnPercent : Integer

Visibility: public

Access: Read,Write

### 35.12.15 TUnZipper.OnProgress

Declaration: Property OnProgress : TProgressEvent

Visibility: public

Access: Read,Write

### 35.12.16 TUnZipper.OnStartFile

Synopsis: Callback procedure that will be called before unzipping a file

Declaration: Property OnStartFile : TOnStartFileEvent

Visibility: public

Access: Read,Write

### 35.12.17 TUnZipper.OnEndFile

Synopsis: Callback procedure that will be called after unzipping a file

Declaration: Property OnEndFile : TOnEndOfFileEvent

Visibility: public

Access: Read,Write



### 35.12.18 TUnZipper.FileName

Synopsis: Zip file to be unzipped/processed

Declaration: `Property FileName : string`

Visibility: `public`

Access: `Read, Write`

### 35.12.19 TUnZipper.OutputPath

Synopsis: Path where archive files will be unzipped

Declaration: `Property OutputPath : string`

Visibility: `public`

Access: `Read, Write`

### 35.12.20 TUnZipper.FileComment

Declaration: `Property FileComment : string`

Visibility: `public`

Access: `Read`

### 35.12.21 TUnZipper.Files

Synopsis: Files in zip file (deprecated)

Declaration: `Property Files : TStrings`

Visibility: `public`

Access: `Read`

Description: List of files that should be compressed in the zip file. Note: deprecated. Use `Entries.AddFileEntry(FileName)` or `Entries.AddFileEntries(List)` instead.

### 35.12.22 TUnZipper.Entries

Declaration: `Property Entries : TFullZipFileEntries`

Visibility: `public`

Access: `Read`

## 35.13 TZipFileEntries

### 35.13.1 Description

Files in the zip archive

### 35.13.2 Method overview

Page	Property	Description
<a href="#">657</a>	AddFileEntries	
<a href="#">657</a>	AddFileEntry	Adds file to zip directory

### 35.13.3 Property overview

Page	Property	Access	Description
<a href="#">657</a>	Entries	rw	Entries (files) in the zip archive

### 35.13.4 TZipFileEntries.AddFileEntry

Synopsis: Adds file to zip directory

Declaration: `function AddFileEntry(const ADiskFileName: string) : TZipFileEntry`  
`function AddFileEntry(const ADiskFileName: string;`  
`const AArchiveFileName: string) : TZipFileEntry`  
`function AddFileEntry(const AStream: TStream;`  
`const AArchiveFileName: string) : TZipFileEntry`

Visibility: default

Description: Adds a file to the list of files that will be written out in the zip file.

### 35.13.5 TZipFileEntries.AddFileEntries

Declaration: `procedure AddFileEntries(const List: TStrings)`

Visibility: public

### 35.13.6 TZipFileEntries.Entries

Synopsis: Entries (files) in the zip archive

Declaration: `Property Entries[AIndex: Integer]: TZipFileEntry; default`

Visibility: public

Access: Read,Write

## 35.14 TZipFileEntry

### 35.14.1 Method overview

Page	Property	Description
<a href="#">658</a>	Assign	
<a href="#">658</a>	Create	
<a href="#">658</a>	IsDirectory	
<a href="#">658</a>	IsLink	

**35.14.2 Property overview**

Page	Property	Access	Description
<a href="#">658</a>	ArchiveFileName	rw	
<a href="#">659</a>	Attributes	rw	
<a href="#">659</a>	CompressionLevel	rw	
<a href="#">659</a>	DateTime	rw	
<a href="#">659</a>	DiskFileName	rw	
<a href="#">659</a>	OS	rw	Indication of operating system/filesystem
<a href="#">659</a>	Size	rw	
<a href="#">658</a>	Stream	rw	

**35.14.3 TZipFileEntry.Create**

Declaration: constructor Create(ACollection: TCollection); Override

Visibility: public

**35.14.4 TZipFileEntry.IsDirectory**

Declaration: function IsDirectory : Boolean

Visibility: public

**35.14.5 TZipFileEntry.IsLink**

Declaration: function IsLink : Boolean

Visibility: public

**35.14.6 TZipFileEntry.Assign**

Declaration: procedure Assign(Source: TPersistent); Override

Visibility: public

**35.14.7 TZipFileEntry.Stream**

Declaration: Property Stream : TStream

Visibility: public

Access: Read,Write

**35.14.8 TZipFileEntry.ArchiveFileName**

Declaration: Property ArchiveFileName : string

Visibility: published

Access: Read,Write

### 35.14.9 TZipFileEntry.DiskFileName

Declaration: Property DiskFileName : string

Visibility: published

Access: Read,Write

### 35.14.10 TZipFileEntry.Size

Declaration: Property Size : Integer

Visibility: published

Access: Read,Write

### 35.14.11 TZipFileEntry.DateTime

Declaration: Property DateTime : TDateTime

Visibility: published

Access: Read,Write

### 35.14.12 TZipFileEntry.OS

Synopsis: Indication of operating system/filesystem

Declaration: Property OS : Byte

Visibility: published

Access: Read,Write

Description: Currently either OS\_UNIX (if UNIX is defined) or OS\_FAT.

### 35.14.13 TZipFileEntry.Attributes

Declaration: Property Attributes : LongInt

Visibility: published

Access: Read,Write

### 35.14.14 TZipFileEntry.CompressionLevel

Declaration: Property CompressionLevel : Tcompressionlevel

Visibility: published

Access: Read,Write

## 35.15 TZipper

### 35.15.1 Method overview

Page	Property	Description
<a href="#">661</a>	Clear	
<a href="#">660</a>	Create	
<a href="#">660</a>	Destroy	
<a href="#">661</a>	SaveToFile	
<a href="#">661</a>	SaveToStream	
<a href="#">660</a>	ZipAllFiles	Zips all files in object and writes zip to disk
<a href="#">661</a>	ZipFiles	

### 35.15.2 Property overview

Page	Property	Access	Description
<a href="#">661</a>	BufferSize	rw	
<a href="#">663</a>	Entries	rw	
<a href="#">662</a>	FileComment	rw	
<a href="#">662</a>	FileName	rw	
<a href="#">662</a>	Files	r	
<a href="#">662</a>	InMemSize	rw	
<a href="#">662</a>	OnEndFile	rw	
<a href="#">661</a>	OnPercent	rw	
<a href="#">662</a>	OnProgress	rw	
<a href="#">662</a>	OnStartFile	rw	

### 35.15.3 TZipper.Create

Declaration: `constructor Create`

Visibility: `public`

### 35.15.4 TZipper.Destroy

Declaration: `destructor Destroy; Override`

Visibility: `public`

### 35.15.5 TZipper.ZipAllFiles

Synopsis: Zips all files in object and writes zip to disk

Declaration: `procedure ZipAllFiles; Virtual`

Visibility: `public`

Description: This procedure zips up all files in the TZipper ([660](#)) object and writes the resulting zip file to disk.

An example of using this procedure:

```
uses
  Zipper;
var
```

```

    Zipper: TZipper;
begin
    try
        Zipper := TZipper.Create;
        Zipper.FileName := ParamStr(1); //Use the first parameter on the command line as
        for I := 2 to ParamCount do //Use the other arguments on the command line as fil
            Zipper.Entries.AddFileEntry(ParamStr(I), ParamStr(I));
        Zipper.ZipAllFiles;
    finally
        Zipper.Free;
    end;
end.

```

### 35.15.6 TZipper.SaveToFile

Declaration: procedure SaveToFile(AFileName: string)

Visibility: public

### 35.15.7 TZipper.SaveToStream

Declaration: procedure SaveToStream(AStream: TStream)

Visibility: public

### 35.15.8 TZipper.ZipFiles

Declaration: procedure ZipFiles(AFileName: string; FileList: TStrings)  
 procedure ZipFiles(FileList: TStrings)  
 procedure ZipFiles(AFileName: string; Entries: TZipFileEntries)  
 procedure ZipFiles(Entries: TZipFileEntries)

Visibility: default

### 35.15.9 TZipper.Clear

Declaration: procedure Clear

Visibility: public

### 35.15.10 TZipper.BufferSize

Declaration: Property BufferSize : LongWord

Visibility: public

Access: Read, Write

### 35.15.11 TZipper.OnPercent

Declaration: Property OnPercent : Integer

Visibility: public

Access: Read, Write

### 35.15.12 TZipper.OnProgress

Declaration: Property OnProgress : TProgressEvent

Visibility: public

Access: Read,Write

### 35.15.13 TZipper.OnStartFile

Declaration: Property OnStartFile : TOnStartFileEvent

Visibility: public

Access: Read,Write

### 35.15.14 TZipper.OnEndFile

Declaration: Property OnEndFile : TOnEndOfFileEvent

Visibility: public

Access: Read,Write

### 35.15.15 TZipper.FileName

Declaration: Property FileName : string

Visibility: public

Access: Read,Write

### 35.15.16 TZipper.FileComment

Declaration: Property FileComment : string

Visibility: public

Access: Read,Write

### 35.15.17 TZipper.Files

Declaration: Property Files : TStrings; deprecated;

Visibility: public

Access: Read

### 35.15.18 TZipper.InMemSize

Declaration: Property InMemSize : Integer

Visibility: public

Access: Read,Write

### **35.15.19 TZipper.Entries**

Declaration: Property Entries : TZipFileEntries

Visibility: public

Access: Read,Write



## Chapter 36

# Reference for unit 'zstream'

### 36.1 Used units

Table 36.1: Used units by unit 'zstream'

Name	Page
Classes	??
gzio	??
System	??
zbase	??

### 36.2 Overview

The `ZStream` unit implements a `TStream` (??) descendent (`TCompressionStream` (665)) which uses the deflate algorithm to compress everything that is written to it. The compressed data is written to the output stream, which is specified when the compressor class is created.

Likewise, a `TStream` descendent is implemented which reads data from an input stream (`TDecompressionStream` (668)) and decompresses it with the inflate algorithm.

### 36.3 Constants, types and variables

#### 36.3.1 Types

```
Tcompressionlevel = (clnone, clfastest, cldefault, clmax)
```

Table 36.2: Enumeration values for type `Tcompressionlevel`

Value	Explanation
<code>cldefault</code>	Use default compression
<code>clfastest</code>	Use fast (but less) compression.
<code>clmax</code>	Use maximum compression
<code>clnone</code>	Do not use compression, just copy data.

Compression level for the deflate algorithm

`Tgzopenmode = (gzopenread, gzopenwrite)`

Table 36.3: Enumeration values for type `Tgzopenmode`

Value	Explanation
<code>gzopenread</code>	Open file for reading
<code>gzopenwrite</code>	Open file for writing

Open mode for gzip file.

## 36.4 Ecompressionerror

### 36.4.1 Description

`ECompressionError` is the exception class used by the `TCompressionStream` (665) class.

## 36.5 Edecompressionerror

### 36.5.1 Description

`EDecompressionError` is the exception class used by the `TDecompressionStream` (668) class.

## 36.6 Egzfileerror

### 36.6.1 Description

`Egzfileerror` is the exception class used to report errors by the `Tgzfilestream` (671) class.

See also: `Tgzfilestream` (671)

## 36.7 Ezliberror

### 36.7.1 Description

Errors which occur in the `zstream` unit are signaled by raising an `EZLibError` exception descendant.

## 36.8 Tcompressionstream

### 36.8.1 Description

`TCompressionStream`

### 36.8.2 Method overview

Page	Property	Description
<a href="#">666</a>	<code>create</code>	Create a new instance of the compression stream.
<a href="#">666</a>	<code>destroy</code>	Flush data to the output stream and destroys the compression stream.
<a href="#">667</a>	<code>flush</code>	Flush remaining data to the target stream
<a href="#">667</a>	<code>get\_compressionrate</code>	Get the current compression rate
<a href="#">666</a>	<code>write</code>	Write data to the stream

### 36.8.3 Property overview

Page	Property	Access	Description
<a href="#">667</a>	<code>OnProgress</code>		Progress handler

### 36.8.4 Tcompressionstream.create

Synopsis: Create a new instance of the compression stream.

Declaration: `constructor create(level: Tcompressionlevel; dest: Tstream; Askipheader: Boolean)`

Visibility: `public`

Description: `Create` creates a new instance of the compression stream. It merely calls the inherited constructor with the destination stream `Dest` and stores the compression level.

If `ASkipHeader` is set to `True`, the method will not write the block header to the stream. This is required for deflated data in a zip file.

Note that the compressed data is only completely written after the compression stream is destroyed.

See also: `Destroy` (??)

### 36.8.5 Tcompressionstream.destroy

Synopsis: Flush data to the output stream and destroys the compression stream.

Declaration: `destructor destroy; Override`

Visibility: `public`

Description: `Destroy` flushes the output stream: any compressed data not yet written to the output stream are written, and the deflate structures are cleaned up.

Errors: `None`.

See also: `Create` (??)

### 36.8.6 Tcompressionstream.write

Synopsis: Write data to the stream

Declaration: `function write(const buffer; count: LongInt) : LongInt; Override`

Visibility: `public`

**Description:** `Write` takes `Count` bytes from `Buffer` and compresses (deflates) them. The compressed result is written to the output stream.

**Errors:** If an error occurs, an `ECompressionError` (665) exception is raised.

**See also:** `Read` (??), `Seek` (??)

### 36.8.7 `Tcompressionstream.flush`

**Synopsis:** Flush remaining data to the target stream

**Declaration:** `procedure flush`

**Visibility:** `public`

**Description:** `flush` writes any remaining data in the memory buffers to the target stream, and clears the memory buffer.

### 36.8.8 `Tcompressionstream.get_compressionrate`

**Synopsis:** Get the current compression rate

**Declaration:** `function get_compressionrate : single`

**Visibility:** `public`

**Description:** `get_compressionrate` returns the percentage of the number of written compressed bytes relative to the number of written bytes.

**Errors:** If no bytes were written, an exception is raised.

### 36.8.9 `Tcompressionstream.OnProgress`

**Synopsis:** Progress handler

**Declaration:** `Property OnProgress :`

**Visibility:** `public`

**Access:**

**Description:** `OnProgress` is called whenever output data is written to the output stream. It can be used to update a progress bar or so. The `Sender` argument to the progress handler is the compression stream instance.

## 36.9 `Tcustomzlibstream`

### 36.9.1 **Description**

`TCustomZlibStream` serves as the ancestor class for the `TCompressionStream` (665) and `TDecompressionStream` (668) classes.

It introduces support for a progress handler, and stores the input or output stream.

### 36.9.2 Method overview

Page	Property	Description
<a href="#">668</a>	create	Create a new instance of TCustomZlibStream
<a href="#">668</a>	destroy	Clear up instance

### 36.9.3 Tcustomzlibstream.create

Synopsis: Create a new instance of TCustomZlibStream

Declaration: `constructor create(stream: Tstream)`

Visibility: public

Description: Create creates a new instance of TCustomZlibStream. It stores a reference to the input/output stream, and initializes the deflate compression mechanism so they can be used by the descendents.

See also: TCompressionStream ([665](#)), TDecompressionStream ([668](#))

### 36.9.4 Tcustomzlibstream.destroy

Synopsis: Clear up instance

Declaration: `destructor destroy; Override`

Visibility: public

Description: Destroy cleans up the internal memory buffer and calls the inherited destroy.

See also: Tcustomzlibstream.create (??)

## 36.10 Tdecompressionstream

### 36.10.1 Description

TDecompressionStream performs the inverse operation of TCompressionStream ([665](#)). A read operation reads data from an input stream and decompresses (inflates) the data as it goes along.

The decompression stream reads its compressed data from a stream with deflated data. This data can be created e.g. with a TCompressionStream ([665](#)) compression stream.

See also: TCompressionStream ([665](#))

### 36.10.2 Method overview

Page	Property	Description
<a href="#">669</a>	create	Creates a new instance of the TDecompressionStream stream
<a href="#">669</a>	destroy	Destroys the TDecompressionStream instance
<a href="#">670</a>	get\_compressionrate	Get the current compression rate
<a href="#">669</a>	read	Read data from the compressed stream
<a href="#">670</a>	seek	Move stream position to a certain location in the stream.

### 36.10.3 Property overview

Page	Property	Access	Description
<a href="#">670</a>	OnProgress		Progress handler

### 36.10.4 TDecompressionStream.create

**Synopsis:** Creates a new instance of the `TDecompressionStream` stream

**Declaration:** `constructor create(Asource: Tstream; Askipheader: Boolean)`

**Visibility:** `public`

**Description:** `Create` creates and initializes a new instance of the `TDecompressionStream` class. It calls the inherited `Create` and passes it the `Source` stream. The source stream is the stream from which the compressed (deflated) data is read.

If `ASkipHeader` is true, then the gzip data header is skipped, allowing `TDecompressionStream` to read deflated data in a .zip file. (this data does not have the gzip header record prepended to it).

Note that the source stream is by default not owned by the decompression stream, and is not freed when the decompression stream is destroyed.

See also: `Destroy` (??)

### 36.10.5 TDecompressionStream.destroy

**Synopsis:** Destroys the `TDecompressionStream` instance

**Declaration:** `destructor destroy; Override`

**Visibility:** `public`

**Description:** `Destroy` cleans up the inflate structure, and then simply calls the inherited `destroy`.

By default the source stream is not freed when calling `Destroy`.

See also: `Create` (??)

### 36.10.6 TDecompressionStream.read

**Synopsis:** Read data from the compressed stream

**Declaration:** `function read(var buffer; count: LongInt) : LongInt; Override`

**Visibility:** `public`

**Description:** `Read` will read data from the compressed stream until the decompressed data size is `Count` or there is no more compressed data available. The decompressed data is written in `Buffer`. The function returns the number of bytes written in the buffer.

**Errors:** If an error occurs, an `EDeCompressionError` ([665](#)) exception is raised.

See also: `Write` (??)

### 36.10.7 Tdecompressionstream.seek

Synopsis: Move stream position to a certain location in the stream.

Declaration: `function seek(offset: LongInt; origin: Word) : LongInt; Override`

Visibility: public

Description: `Seek` overrides the standard `Seek` implementation. There are a few differences between the implementation of `Seek` in Free Pascal compared to Delphi:

- In Free Pascal, you can perform any seek. In case of a forward seek, the Free Pascal implementation will read some bytes until the desired position is reached, in case of a backward seek it will seek the source stream backwards to the position it had at the creation time of the `TDecompressionStream` and then again read some bytes until the desired position has been reached.
- In Free Pascal, a seek with `soFromBeginning` will reset the source stream to the position it had when the `TDecompressionStream` was created. In Delphi, the source stream is reset to position 0. This means that at creation time the source stream must always be at the start of the zstream, you cannot use `TDecompressionStream.Seek` to reset the source stream to the begin of the file.

Errors: An `EDecompressionError` (665) exception is raised if the stream does not allow the requested seek operation.

See also: `Read` (??)

### 36.10.8 Tdecompressionstream.get\_compressionrate

Synopsis: Get the current compression rate

Declaration: `function get_compressionrate : single`

Visibility: public

Description: `get_compressionrate` returns the percentage of the number of read compressed bytes relative to the total number of read bytes.

Errors: If no bytes were written, an exception is raised.

### 36.10.9 Tdecompressionstream.OnProgress

Synopsis: Progress handler

Declaration: `Property OnProgress :`

Visibility: public

Access:

Description: `OnProgress` is called whenever input data is read from the source stream. It can be used to update a progress bar or so. The `Sender` argument to the progress handler is the decompression stream instance.

## 36.11 TGZFileStream

### 36.11.1 Description

`TGZFileStream` can be used to read data from a gzip file, or to write data to a gzip file.

See also: `TCompressionStream` (665), `TDeCompressionStream` (668)

### 36.11.2 Method overview

Page	Property	Description
<a href="#">671</a>	<code>create</code>	Create a new instance of <code>TGZFileStream</code>
<a href="#">672</a>	<code>destroy</code>	Removes <code>TGZFileStream</code> instance
<a href="#">671</a>	<code>read</code>	Read data from the compressed file
<a href="#">672</a>	<code>seek</code>	Set the position in the compressed stream.
<a href="#">672</a>	<code>write</code>	Write data to be compressed

### 36.11.3 TGZFileStream.create

Synopsis: Create a new instance of `TGZFileStream`

Declaration: `constructor create(filename: ansistring; filemode: Tgzopenmode)`

Visibility: `public`

Description: `Create` creates a new instance of the `TGZFileStream` class. It opens `FileName` for reading or writing, depending on the `FileMode` parameter. It is not possible to open the file read-write. If the file is opened for reading, it must exist.

If the file is opened for reading, the `TGZFileStream.Read` (??) method can be used for reading the data in uncompressed form.

If the file is opened for writing, any data written using the `TGZFileStream.Write` (??) method will be stored in the file in compressed (deflated) form.

Errors: If the file is not found, an `EZlibError` (665) exception is raised.

See also: `Destroy` (??), `TGZOpenMode` (665)

### 36.11.4 TGZFileStream.read

Synopsis: Read data from the compressed file

Declaration: `function read(var buffer; count: LongInt) : LongInt; Override`

Visibility: `public`

Description: `Read` overrides the `Read` method of `TStream` to read the data from the compressed file. The `Buffer` parameter indicates where the read data should be stored. The `Count` parameter specifies the number of bytes (*uncompressed*) that should be read from the compressed file. Note that it is not possible to read from the stream if it was opened in write mode.

The function returns the number of uncompressed bytes actually read.

Errors: If `Buffer` points to an invalid location, or does not have enough room for `Count` bytes, an exception will be raised.

See also: `Create` (??), `Write` (??), `Seek` (??)



### 36.11.5 TGZFileStream.write

Synopsis: Write data to be compressed

Declaration: `function write(const buffer;count: LongInt) : LongInt; Override`

Visibility: public

Description: `Write` writes `Count` bytes from `Buffer` to the compressed file. The data is compressed as it is written, so ideally, less than `Count` bytes end up in the compressed file. Note that it is not possible to write to the stream if it was opened in read mode.

The function returns the number of (uncompressed) bytes that were actually written.

Errors: In case of an error, an `EZlibError` (665) exception is raised.

See also: `Create` (??), `Read` (??), `Seek` (??)

### 36.11.6 TGZFileStream.seek

Synopsis: Set the position in the compressed stream.

Declaration: `function seek(offset: LongInt;origin: Word) : LongInt; Override`

Visibility: public

Description: `Seek` sets the position to `Offset` bytes, starting from `Origin`. Not all combinations are possible, see `TDecompressionStream.Seek` (??) for a list of possibilities.

Errors: In case an impossible combination is asked, an `EZlibError` (665) exception is raised.

See also: `TDecompressionStream.Seek` (??)

### 36.11.7 TGZFileStream.destroy

Synopsis: Removes `TGZFileStream` instance

Declaration: `destructor destroy; Override`

Visibility: public

Description: `Destroy` closes the file and releases the `TGZFileStream` instance from memory.

See also: `Create` (??)